

# The Codex Arcanum

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# Electricity Spells

GURPS Grimoire separates Electricity spells into their own sub-college and gives GM's the option of making Electricity, into its own College this section continues that idea.

## Changes to spells from GURPS Grimoire

**Resist Lightning** - This spell also protects items vs. lightning strikes, surges, and short circuits.

**Electric Weapon** - For double cost any weapon can be made conductive.

**Electric Missile** - For 1 point extra, missiles can be enchanted so that they are not consumed by this spell.

## New Spells

### **Arc**

### **Regular**

Caster creates a jet of extremely high-powered electricity from his finger which creates an arc when it gets close to metal objects. This phenomenon can be used to set fires, weld, or do other things. Will "short out" ending the spell if the arc gets near a living creature. Flammable items can be set on fire immediately and the mage can arc weld (at IQ-5 if he doesn't have the Welding professional skill) with his bare hands if he has a suitable welding rod available.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Lightning

**Magic Item:** Metal rod which allows the user to cast this spell and also acts as a (permanent) welding rod. 400 points.

### **Aurora Borealis**

### **Regular**

In order to cast this spell the mage must be outdoors at night in extremely cold conditions. When the spell is cast, the caster makes the sky light up with the flickering, shifting lights of the aurora borealis, even if they wouldn't naturally occur at that latitude. Aurora Borealis give light approximately equal to bright moonlight for the duration of the spell. High tech mages might find that they interfere with sensitive radio equipment, but other than that they have no other effect other than to look pretty.

This is also a Weather sub-college spell.

**Duration:** 10 minutes

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Shape Air, Lightning

**Magic Item:** Staff, Wand, or Jewelry. 500 points.

### **Ball Lightning**

### **Missile**

This spell creates a "ball" of lightning which erupts when it hits its target, affecting the target and anyone in the adjacent hexes. In other respects it is like the Fireball spell. Its principle virtues are that it can be used underwater and that it affects an area.

**Duration:** Instantaneous

**Time to Cast:** 1 second per 2 points of energy

**Base Cost:** 2 points per 1d of damage, maximum of 3d.

**Prerequisite:** Lightning Bolt, Shape Air

### **Call Lightning**

### **Missile**

The caster can direct the path of a strike of natural lightning. In order to use this spell, the caster must be outdoors and the sky must be overcast. If the sky is clear the spell automatically fails. If the caster is indoors, the lightning strikes the roof of the building he's in.

Damage done by the lightning varies greatly.

A well-insulated target will take 1d-1 points of damage.

A well-grounded, highly conductive target (like a steel pole) would take 10d points of damage. Most reasonably conductive targets (including things like trees, unprotected buildings, or people) take 5d points of damage. The target can save vs. HT to take half damage, but he can't avoid the lightning. A lightning strike will set flammable materials on fire.

**Duration:** Instantaneous

**Base Cost:** 5 (double cost if there isn't thunderstorm activity in the area of the spell)

**Time to Cast:** 10 seconds

**Prerequisite:** Lightning

**Magic Item:** Staff or Wand. 1,000 points.

### **Chain Lightning**

### **Missile**

Like the Lightning spell, but the damage done by the spell can be spread out among two or more people. The caster determines the amount of energy put into the spell and then fires the spell at the first target. If the spell hits the first target, the mage announces how many dice of damage (energy points) the lightning will do to the first target. Then, the mage rolls to hit the second target. If the second target is hit, the mage announces how many dice of damage he wishes to do to the second target, and so on until the energy is completely expended.

Targets must be within 5 hexes of each other.

If there is no living target, the mage can strike a non-living target so that he can "jump" to another living target, except that the mage must roll to hit the inanimate target and he must do at least 1 die of damage to it.

If there are no legitimate targets within 5 hexes or if the lightning hits a target which is well-grounded (either by the spell or by natural means - including the ground), the rest of the damage is lost and the spell is over. Targets hit by chain lightning once can't be hit again in the same turn (unless more than one caster is casting Chain Lightning).

If the mage is the only legitimate target within 5 hexes and he has already struck a legitimate target, he must roll vs. spell skill or be hit by his own missile! Fortunately, the mage can limit the amount the damage to 1d by canceling the spell, however, the rest of the potential damage is lost.

Metal armor has PD 1, DR 0 vs. chain lightning and the mage is at +1 to hit targets wearing or carrying large amounts of metal. Targets made completely of metal (iron golems or steel rods for example) are at +2 to hit, but will ground out the spell.

**Duration:** Instantaneous

**Base Cost:** 2 per die of damage, (maximum of 10 points)

**Time to Cast:** 1 second per die of damage.

**Prerequisite:** Magery, Lightning

**Magic Item:** Staff, Wand or Jewelry. 1,500 points. Usable only by a mage.

### **Change Power**

### **Regular, resisted by HT**

Caster can change the amperage and voltage of a normal electrical current to make it more or less powerful. Maximum change is plus or minus 50% of initial amperage and/or current.

**Duration:** 1 minute

**Base Cost:** 1 for every 5 lbs. of material (minimum 2), half to maintain

**Prerequisite:** Change Resistance.

**Magic Item:** Wand or Jewelry. Usable by wearer only. 250 points. Change Resistance Regular, resisted by HT

Caster can change the resistance of an object to make it highly conductive to electricity or highly resistant to electricity. Conductive objects will let electricity flow through them with ease (like a copper wire), resistant

objects will block the flow of electricity and might become very hot if a large amount of electricity flows through them.

**Duration:** 1 minute

**Base Cost:** 1 for every 5 lbs. of material (minimum 2), half to maintain.

**Prerequisite:** Magery, Dampening.

**Magic Item:** Wand or Jewelry. Usable by wearer only. 250 points.

### ***Charged Missile***

### ***Missile***

Charged Missile gives a powerful electrical charge to a small metallic object weighing no more than an ounce, such as a lead sling bullet, arrowhead, or ball bearing. This missile can then be thrown or quickly fired from a weapon (after the spell is cast, the magic will last for 20 seconds). The missile does 1d-1 points of electrical damage per energy point put into the spell, up to 3d-3. The missile has the normal characteristics for a missile of its type, and might do normal kinetic damage in addition to the electrical damage. Metal armor has PD 1, DR 0 when defending against electrical energy, and metal shields used to block charged missiles will still transmit the electrical damage to the defender.

Metal shields have PD 1, DR 1 vs. electrical attacks.

Some mages who have this skill at a high level can use this spell as an assassination or anti-theft weapon by quietly charging a coin and then tossing it to the unsuspecting victim. If the victim touches the coin before it hits the ground it will discharge. The missile is undamaged by the electrical discharge.

**Duration:** 10 seconds (damage is instantaneous).

**Base Cost:** 1 per 1d-1 damage.

**Time to Cast:** 1 second per point of energy.

**Prerequisite:** Electric Weapon

**Magic Item:** (a) Jewelry or missile weapon which will cast this spell on any missile fired from it. 800 points. (b) Jewelry or small metallic item which will generate this charge when thrown. 100 points.

### ***Cloud Lightning***

### ***Regular; resisted by HT***

This spell creates an area of electrical energy which looks like a small thunderhead which crackles with electrical energy which he can move around. If the cloud contacts a living creature, that character takes 1d-2 points of electrical damage per turn. However, the cloud has a Move of 3 and the caster must roll to hit using his DX score to control the cloud.

**Duration:** 10 seconds

**Base Cost:** 5, 3 to maintain (every 2 points added to cost allows the base size of the cloud to be increased by 1 hex, if the cloud is increased in size, cost to maintain the spell increases by 1 per hex.)

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Lightning Bolt

**Magic Item:** Staff, Wand or Jewelry. 1,000 points. Usable only by a mage.

### ***Conducting Non-Conductor***

### ***Regular***

This spell changes a non-conducting object into a conducting object, thus allowing wood, glass, etc. to carry a significant charge. Cybermages use this in conjunction with other Electrical magic to surprise their foes by making doors, floors, etc. into electrical traps.

**Duration:** 2 minutes

**Base Cost:** 6 to cast, 3 to maintain

**Prerequisite:** Magery 2 and Lightning

**Magic Item:** Staff, Wand, or Jewelry. 500 points. Usable only by a mage.

### ***Divine Chain Lightning (VH) Special***

Divine Chain Lighting is like Chain Lighting, save that one may choose one's targets, even if this involves going around closer targets. Thus, the mage could spread his lethal web through a confused melee of fighting warriors, attacking only those on the enemy side. Each time the mage forks, she must roll against

Vision minus the number of forkings in order to avoid attacking the wrong person. The G.M. may choose to increase the penalty for particularly bad viewing conditions. Note that this roll is necessary even if the mage can see everyone perfectly - for it's just not that easy to keep track of a lot of people, especially when you are zapping many of them at the time.

**Base Cost:** As per Chain Lighting +1 fatigue.

**Time to Cast:** 3 seconds.

**Prerequisite:** Chain Lightning, Accuracy, Telecast.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 00 points.

### ***Dynamo\TL***

***Regular, resisted by HT***

The caster's body or some other object becomes a powerful reservoir of electrical energy, suitable for powering electric-powered devices. Some way must be found to attach the power source to the device to be powered. This power is "grounded" so that it instantly stops if it touches a living creature that isn't a dynamo.

**Duration:** 1 hour

**Base Cost:** 1 for enough energy to power an A Cell or some other small device, like a transistor radio. 2 for enough energy to power a B Cell, or a small appliance like a light or curling iron. 3 for enough energy to power a C Cell, or a largish appliance like a small TV or a microwave. 4 for enough energy to power a D Cell, or to power a large appliance like an air conditioner. 12 to generate 440 volt, 22 kW industrial current. 24 to generate 1000 volt, 100 kW industrial current. Same cost to maintain.

**Prerequisite:** Magery, Static, Lightning Bolt

**Magic Item:** Staff, Wand or Jewelry. Usable only by the bearer. 100 x base cost of the spell points.

Usable only by a mage.

### ***Electric Message\TL***

***Regular***

Allows the caster to tap into any sort of communications network that is within 3 hexes and speak (or appear) on it, as through he had access to the appropriate sort of technology to use it normally. For example, just by getting within 3 hexes of a TV, the mage could make himself appear on any TV channel that TV could receive. A mage within 3 hexes of a phone line could send phone messages as if he were talking on the phone. Range is limited to a 20 mile radius for most radio and TV transmissions. If the communications media is broadcast, the mage will talk through or be seen on all communications devices set to a given channel. For devices like phones or computer networks, the caster can specify who he's going to speak to.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Haywire

**Magic Item:** Telephone receiver (or similar item) or Jewelry. Usable only by bearer. 200 points.

### ***Electrocution (VH)***

***Regular; Resisted by HT***

When the mage touches the subject of this spell, the victim's body is wrapped in a sheet of powerful electrical energy which will eventually kill him by a series of electrical jolts.

Every turn the spell is in effect, the victim takes 1d points of electrical damage and must roll vs.

HT or go into Cardiac Arrest (0 HP). Armor does not protect. The spell ceases after 1 minute or until the victim dies (fails a HT roll to stay alive), whichever is less.

**Base Cost:** 10

**Duration:** 1 minute or until victim dies.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Lightning Bolt

**Magic Item:** Wand, Staff or Jewelry. Cost to Create: 1,500

### ***Forked Lightning (VH) Special***

Forked Lightning operates just like the Stream Lightning spell, except that each round after a successful hit, the mage may fork the lightning so as to attack an extra target. However, he can only fork a given arc of the lightning to the object of man-size or larger nearest to its present target. This might be the caster himself, so be careful!

In order to fork, the mage must make a successful roll against his skill with the spell minus the number of times he has forked his Forked Lightning already, with distance modifiers based on how far he is from the furthest target. For example, if the mage has forked his lightning three times, so that he is assaulting four targets, he rolls at (-3 plus whatever distance modifier is appropriate). If the fork is successful, hitting is automatic. Should the caster miss a skill roll with Forked Lightning (including a failed roll to fork) the caster himself will take damage from the backlash equal to the damage a single target would have suffered if the spell had hit.

**Base Cost:** 2, same to maintain. For double the cost, damage is 2d-2. The mage can alternate between the higher and lower cost from turn to turn.

**Duration:** Instantaneous.

**Time to Cast:** 2 seconds.

**Prerequisites:** Stream Lightning, and 5 other Electricity spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 750 points.

### ***Great Chain Lightening (VH) Special.***

Chain Lightning functions as Stream Lightning save for the following differences. Each round after the initial hit, the mage may fork the lightning so as to double the number of affected targets. However, he can only fork a given arc of the lightning to the object of man-size or larger nearest to it's present target. This might be the caster himself, so be careful!

In order to fork, the mage must make a successful roll against his skill with the spell minus the number of times he has forked his lightning already, with distance modifiers based on how far he is from the furthest new target. For example, if the mage has forked his lightning three times, so as to be assaulting eight targets, he rolls at (-3 plus whatever distance modifier is appropriate). If the fork is successful, a hit is automatic.

Should the caster miss with Chain Lightning, which includes failing to fork, the caster himself will take damage from the backlash equal to the damage a single target would have suffered if the spell had hit.

**Base Cost:** 1 per round for 1 target, 2 for 2 targets, 3 for 4 targets, 4 for 8 targets, 5 for 16 targets, 6 for 32 targets, 7 for 64 targets, 8 for 128 targets and so forth. For each doubling of fatigue, damage is 2d-2. The mage can alternate between the higher and the lower cost from turn to turn.

**Time to Cast:** 2 seconds

**Prerequisite:** Magery 3, Storm, Maintain Spell, and 8 other Lightning Spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,500 points.

### ***Haywire***

### ***Regular, resisted by HT***

The caster can cause strong, random fluctuations in an existing electrical current, possibly shorting-out or destroying electrical devices or electronic equipment which isn't internally protected against power fluctuations of this sort. Most "normal" appliances and electronics have a HT of 10 vs. this spell. Simper and/or more durable appliances and electronics have HT 12+

**Duration:** 10 seconds

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Static

**Magic Item:** Staff, Wand, Jewelry or Magnet.

300 points.

### ***Lightning Proof***

### ***Area***

Protects an area from being hit by natural lightning strikes. The lightning can strike the area around the protected area, but will not naturally strike the protected area. Electricity-based attack spells are immune to the effects of this spell.

**Duration:** 1 day



**Base Cost:** 1/10 per hex, half to maintain (1 minimum). This spell can be made permanent for 25 times the base cost.

**Prerequisite:** Lightening

**Magic Item:** Weather Vane, Lightening Rod, or Good Luck Symbol which permanently protects the area around it. 100 per hex of radius.

### ***Lightning Bolt***

### ***Missile***

Functions like the Lightning spell but with a few differences. The spell has a greater maximum damage. Also, the two hexes on the opposite side of the target hex takes 1d less damage than the target hex, the two behind that take 2d less etc.

**Base Cost:** 2 to 10, 2 points per 1d-1 damage (up to 5d-5 points of damage).

**Prerequisite:** Magery, Lightning

**Magic Item:** Staff, Wand or Jewelry. 1,000 points. Usable only by a mage.

### ***Lightning Rod***

### ***Blocking***

The subject is immune to electricity long enough to withstand a single lightning attack, or one second of electricity of any strength. For long-term protection, use Resist Lightning.

**Base Cost:** 2

**Prerequisite:** Resist Lightning

### ***Non-Conducting Conductor***

### ***Regular***

This spell, the opposite of Conducting Non-Conductor, changes a conducting object to a non-conducting object. This spell is usually cast on computers to make their silicon chips slow down considerably for the duration of the spell (the computer's processing speed goes down to about 6 instructions per second, rather than million or billion of instructions per second.) It can also be cast on a person to make their skin non-conducting.

**Duration:** 2 Minutes

**Base Cost:** 6 to cast, 3 to maintain

**Prerequisite:** Magery 2, Lightning, Conducting Non-conductor

**Magic Item:** Staff, Wand, or Jewelry. 500 points. Usable only by a mage.

### ***Recharge\TL (VH)***

### ***Regular***

This spell allows the caster to steal power from a power source to recharge a battery cell.

**Duration:** Permanent

**Base Cost:** 2 for each point of fatigue given to the spell. Can be combined with Draw Power to reduce this.

**Time to Cast:** 5 seconds per point of fatigue given to the cell.

**Prerequisite:** Lend Power and Conduct Power

**Magic Item:** (a) Staff, wand or jewelry. Usable only by a mage. The mage and the items must both touch the source and the cell. Energy cost to create: 1000. (b) Any power cell can be made so that it will start to recharge the moment it is in contact with a power source. It will draw as much energy as it can, as fast as it can. Energy cost to create: 20 for an A cell, 100 for a B cell, 500 for a C cell, 1000 for a D cell, and 2000 for an E cell.

### ***Saint Elmo's Fire***

### ***Regular, resisted by HT***

The subject is outlined with a phosphorescent glow caused by an intense charge of (harmless) static electricity. This causes him to stand out clearly in dim light and creates a spooky effect. Any penalties to see or target the subject in darkness or dim light are eliminated. In some cases the St. Elmo's Fire spell might be a good way to cause a Fright Check.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Shape Air

**Magic Item:** (a) Staff, Wand or Jewelry. 250 points. (b) Jewelry or clothing. Affects wearer only. Some are Always on and Can't be removed. 250 points.

### ***Seek Electricity***

***Information, resisted by HT***

Allows caster to find any sources of electricity or any electrical devices within 10 hexes and to know their type. Good for finding electronic bugs.

**Base Cost:** 3

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand, Jewelry or Hand-held "monitor". 200 points.

### ***Selective Electronic Message\TL***

***Regular***

As the Electronic Message spell above, but the mage can select which communications devices he will speak through (or appear on) as long as he knows the approximate location of a given communication device.

(So a mage could just appear on the television sets of his friends, rather than the TV sets of everyone within 20 miles.)

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Electric Message

**Magic Item:** Telephone receiver (or similar item) or Jewelry. Usable only by bearer. 500 points.

### ***Sparks***

***Regular***

The caster can cause the subject to shoot bright but harmless sparks in all directions. Also, spark globes, Jacob's ladders, and other "weird science" electrical effects can be generated. Provides intense (but wildly flickering) light while it lasts. Might ignite highly flammable gas. Scary if unexpected. Another neat party trick.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain (double cost if more than one hex of area is to be affected or if the subject is heavily grounded and/or non-conductive.)

**Prerequisite:** Static

**Magic Item:** Staff, Wand or Jewelry. 100 points.

### ***Static***

***Regular, resisted by HT***

The caster can generate a strong charge of static electricity on the subject. This causes the subject to painfully shock himself if he touches a grounded object, his clothes cling, and his hair stands on end.

Great fun at parties, might ignite explosive gasses or damage extremely sensitive electronic equipment in the right circumstances.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Shape Air

**Magic Item:** Staff, Wand or Jewelry. 100 points.

### ***Stream Lightning Special***

Once this spell is cast, a stream of electricity emerges from one of the mage's hands which he can sustain for as long as he wishes. However, while the spell lasts, the mage can do nothing with that hand, including casting spells, without redirecting the energy flow in ways that are likely to be dangerous to himself.

The mage must specify a target. His chance to strike it equals his skill with the spell, minus range modifiers. The spell never gets snap shot penalties, but time cannot be taken to aim. Stream Lightning may be dodged

but not blocked or parried. The PD of metal armor or shields does not add to the Dodge score. The spell will do 1d-1 damage to one target each round.

Each subsequent round, if the mage chooses to maintain the spell, he may continue to damage the subject without making any fresh roll to hit, unless the subject takes cover or the mage's concentration or line of sight is disrupted.

The danger of this spell is that if the mage misses, he will take damage from the backlash equal to the damage the target would have suffered if the spell had hit.

**Base Cost:** 2, same to maintain. For double the cost, damage is 2d-2. The mage can alternate between the higher and lower cost from turn to turn.

**Duration:** 1 second

**Time to Cast:** 2 seconds.

**Prerequisite:** Magery 2, Lightning

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### ***Thunderbolt***

### ***Enchantment***

This spell is cast on a missile weapon just before it is thrown or hurled. If the weapon hits it does normal damage but also does electrical damage, creates a flash of light and creates a loud crackle of thunder.

Weapons like axes or hammers aren't consumed by this spell. Small weapons like darts, arrows, or javelins are.

The thundering and the flash of light is just a special effect even though they are extremely intense. In some situations the GM might rule that it causes nearby creatures to roll vs. HT or be temporarily deafened or blinded that unsuspecting creatures must make Fright Checks, but these effects aren't guaranteed to occur.

**Duration:** 5 seconds or until weapon strikes.

**Base Cost:** 1, plus 1 point per die of electrical damage (up to 3), 1 point to maintain. For 1 point extra small missiles aren't consumed.

**Time to Cast:** 1 second per die of damage.

**Prerequisite:** Lightening.

**Magic Item:** Weapon. 50 per die of damage if it is a "one shot" item which vanishes when it strikes. 500 if it is a reusable item.

### ***Travel by Wire***

### ***Regular, resisted by HT***

Temporarily turns the subject's body into electricity which can then flow at nearly the speed of light through wires or similar a similar communications medium (like fiber optics) and then turn back into their normal form on the other end of the line. The only catch is that the caster can only come out where there is a break in the wire or a communications device in use.

This means that the subject could come out at a wall socket that is not in use or a telephone that is in use, but not at an appliance that is not plugged into a wall or through a communications device that isn't in use.

If the subject is unwilling and fails its HT, the caster determines the location to which it goes. The caster or the subject must be within 3 hexes of an open circuit or an active communications network (a telephone).

**Duration:** 1 minute

**Base Cost:** 10 for each hex that the creature occupies or portion thereof.

**Prerequisite:** Magery 2, Body of Electricity, Haywire

**Magic Item:** Jewelry or Clothing. Usable only by wearer. 500 points.

# Animal Spells

An "animal" is any non-magical (or mostly non-magical) creature with an IQ 7- and the Bestial or Pre-Sentient disadvantages which is capable of naturally reproducing itself. By this definition dolphins, gorillas, and griffins are all animals. Unicorns, animated skeletons, and golems are not. If there is any doubt over whether or not a creature is an animal, the G.M. decides. Characters with Animal Empathy will be able to determine if a creature is sentient or not if they can make an IQ roll when meeting an unfamiliar creature.

## Changes to Spells from GURPS Magic

**Master** - Drop requirement that the mage maintain eye contact as long as he maintains concentration. Darkness doesn't break the mage's control as long as he has a decent idea of where the animal is by means of some other sense. If the mage has no way of knowing where the animal is, then control is lost.

**Beast Seeker** - Allow the mage to make one try per day to detect common sorts of animals or for a specific animal which regularly appears in the area.

**Beast Possession** - For 50% more, the mage's body remains semi-conscious, though effectively mindless (functional IQ 2). It will stay still but will present the illusion of full consciousness during that time. It will eat and drink if food is provided for it, move itself to a safe place if threatened by an environmental hazard (such as sunburn, fire, drowning, etc.), flee to safety if attacked, and do anything else that a trained animal of IQ 2 could do. Note that the mage cannot attack. In other respects this spell is like the Permanent Beast Possession spell.

**Insect Control** - This is just a variation on a more generic "Animal Control" spell. GMs who wish to give their players a break can rule that Insect Control, Fish Control, Mollusk Control, Reptile Control, Bird Control, and Mammal Control are all just variants of the Beast Control spell which default to one another. To balance things out the GM may make the generic Beast Control spell M/VH and he can also rule that animals roll vs. HT rather than Will to avoid being controlled. See below for my version of this idea.

**Fish Control** - See Insect Control. If the GM rules that this is still a separate spell, the GM should allow this spell to work against all forms of aquatic life including things like sea turtles (reptiles), frogs (amphibians), and whales (mammals).

**Mollusk Control** - See Insect Control. This is a useless spell. Incorporate the ability to control mollusks into the Fish Control spell and drop this spell.

**Reptile Control** - See Insect Control. This isn't a terribly useful spell. It should be combined with one or more of the other animal control spells. "Control Lesser Life Forms" which combines Reptile and Insect Control seems logical for GMs who don't want a single animal control spell.

**Bird Control** - See Insect Control. This isn't a terribly useful spell. It should be combined with the Mammal Control spell if the GM doesn't combine all the Control spells into one.

**Mammal Control** - See Insect Control.

**Rider** - The mage can use the animal in any way that is appropriate for a domestic beast of that (or similar) type. For example, hawks can be used for hunting, camels can be used as beasts of burden, etc. Note that this spell does not give the mage the ability to ride a given sort of animal!

**Rider Within** - The mage must make an IQ (or Naturalist or Zoology skill) roll in order to use and interpret non-human senses, such as sonar or Infravision.

**Shapeshifting** - For 1 extra point (plus 1 extra point to maintain) the mage is not subject to IQ loss for the Duration of the spell. The GM should feel free to create whatever variants of this spell he desires and let his players come up with any variation which seems reasonable and which they are willing to pay for. Cats, Wolves, Eagles, Horses, Bears, and Fish are all common variants. For 1 point per 10 pounds of equipment, packs, etc. are not dropped onto the ground when the subject turns, but are absorbed into the subject's body.

**Shapeshift Others** - For 1 extra point (plus 1 extra point to maintain) the subject is not subject to IQ loss for the Duration of the spell. If the subject is shapeshifted into a form which will quickly kill them (like shapeshifting someone into the shape of a fish in the middle of a desert) then the GM should give them a second roll vs. HT to allow them to break the spell. Malicious mages have variants of this spell which will turn their victims into pigs, dogs, frogs, lizards, insects, small birds, or goldfish. For 1 point per 10 pounds of

equipment, packs, etc. are not dropped onto the ground when the subject turns, but are absorbed into the subject's body.

### **Changes to Spells from GURPS Grimoire**

**(Animal) Control:** Most of the new variants listed are utterly worthless, they should be variants of a more powerful spell. See Insect Control above.

**Beast Rouser** - This spell can also be used to spook animals. Every point of energy put into the spell gives -2 to the creature's Fright Check. How the beast reacts depends on the nature of the beast and the situation. Cornered animals which are frightened might attack!

**Repel (Animal)** - The various Repel (Animal) spells should be combined into a more powerful and generic "Repel Creature" spell. Normal animals are automatically repelled, but animals under the control of someone else roll vs. the Will of the person controlling them, rather than the animal's HT. Created or Illusionary creatures are immune to this spell. Magical or intelligent animals are not checked by this spell, but they will know that the ward is there. Finally, if the mage desires he can tailor the spell so that certain types of animals, or certain individual animals are not blocked by this spell. For example, the mage could specify that wolves are repelled, but dogs are not, or that only the mage's cats are repelled while other cats are not.

**Partial Shapeshifting** - The variant of this spell should be Mental/Hard skills, not Mental/Very Hard.

**Permanent Beast Possession** - For 50% more, the mage's body remains semi-conscious, as above.

**Spider Silk** - If the mage is lowering himself or an object using a strand of spider silk, there is no limit on the length of the strand of silk he can produce. The mage can fire as many strands of silk as he has hands, non-human mages with more than two hands can fire extra strands at the normal cost. Multiple strands fired at the same location can be "braided" on the next turn so that they form a larger rope which has the combined ST and load bearing capacity of all the strands. The mage has the option of making the strands stretchy (so that they will stretch up to 20% of their original length if stressed beyond their working load) or non-stretchy. He also has the option of making the strands sticky or non-sticky. There are variations to this spell: **Multiple Strands** - The mage can fire multiple strands from his hands. Extra strands beyond the first have double the Base Cost. Each multiple strand is at -4 to hit, per extra strand. **Extra Length** - The mage can shoot longer threads at a cost of 2 points per every 5 hexes beyond 30 hexes. **Strong Strands** - The mage can make his strands thicker and stronger. Each extra point gives +1 ST to the "tip strength" of the missile, 5 ST to the strand strength, and allows the strand to hold an addition 250 pounds.

### **Spells from GURPS Magic**

Beast Link Beast Possession Beast Seeker Beast Soother Beast Speech Beast Summoning Bird Control Fish Control Insect Control Mammal Control Master Mollusk Control Reptile Control Rider Rider Within Shapeshift others Shapeshifting Create Animal - Illusion and Creation Animal Spells From GURPS Grimoire (Animal) Control Beast Rouser Great Shapeshifting (VH) Hybrid Control (VH) Merging Shapeshifting (VH) Partial Shapeshifting (VH) Permanent Beast Possession (VH) Permanent Shapeshifting (VH) Repel (Animal) Repel Hybrids (VH) Spider Silk

### **New Spells**

#### ***Afflict Animal***

#### ***Regular; Resisted by HT***

Allows the caster to lessen the quality of the breeding and confirmation in an animal. This will reduce the value (or character points) of the animal by up to 30%. Animals can be made non-productive (for example cows could be made to not give milk or chickens to not lay eggs) for cost equivalent to a 10% reduction in value.

**Duration:** Permanent

**Base Cost:** 5 per 100 lb. of animal per each 10% decrease in value.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Create Animal

**Magic Item:** Staff or Wand. Cost to Create: 500 points. Usable only by a mage.

**Alter Behavior****Regular, resisted by Will**

Lets the caster temporarily change an animal's behavior. For example, a rabbit could be made to not fear foxes, a dog could be made not to bark, or a cat could be made to eat a food which it didn't like (but which it could eat). Each casting of this spell removes, adds, or changes one specific, instinctive (or learned) habit. This spell cannot be used to implant behaviors which are grossly self-destructive or which the animal is not naturally capable of doing. For example, a cat couldn't be given the urge to jump into fires or drive a car. Wild animals can be made tame or domestic animals can be made wild by means of this spell.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain (add 1/2 point to **Base Cost** for every hex of creature beyond 1 that the creature occupies)

**Time to Cast:** 5 seconds

**Prerequisite:** Master

**Magic Item:** Staff or Wand which allows the user to cast the spell. Cost to Create: 250 points.

**Animal Aging****Regular, resisted by HT**

This is the reverse of the Animal Youth spell.

Each application of this spell ages an animal by the equivalent of one year of human age.

**Duration:** Permanent

**Base Cost:** 3 per 50 lb. of animal (minimum of 5 points), can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Afflict Animal

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 2,500 points. Mage only.

**Animal Emotion****Regular, Resisted by Will**

The caster can implant the emotion of his choice in an creature or a group of small creatures by means of this spell. Typical emotions are lust, fear, irritation, rage, curiosity, calm etc., higher emotions such as guilt or nostalgia will not have an effect. This spell will have the effect of lowering or raising an animal's reaction rolls by plus or minus twice the energy put into the spell if the mage desires it.

**Duration:** 1 minute

**Base Cost:** 1 per hex of creature, 1 to maintain

**Prerequisite:** Beast Soother

**Magic Item:** Staff, Wand, Jewelry or Clothing. Cost to Create: 250 points.

**Animal Messenger****Regular**

This spell allows a caster to summon a small creature (up to 20 lb.) who will carry a message or a very small object to a destination and person (or class of person) chosen by the caster.

The caster can summon any nearby bird or animal of the caster's choice (or a reasonable substitute) and will allow the caster to attach or give a written message or other small object to the animal. The animal will then go at a brisk pace to the location named by the caster and either wait with the message until the spell ends or leave the message, as determined by the caster.

If the caster specifies it, the animal will allow the recipient of the message to take the message from it. If the spell runs out before the message is delivered, the animal will drop the message and go about its business. The animal will not take undue risks while delivering the message, but will do its best to follow the caster's orders.

**Duration:** 2 hours

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Beast Summoning

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 500 points., 300 points. if the item will only summon a specific type of creature.

**Animal Sleep****Regular; Resisted by IQ**

The subject animal falls into a deep sleep until it is woken or wakes by natural means. This spell is identical to the Mind Control spell Sleep, but it will only work on unintelligent creatures of IQ 8-.

**Duration:** Permanent (until the creature wakes by normal means or is woken)

**Base Cost:** 4 (for each hex of animal size), can't be maintained.

**Time to Cast:** 3 seconds

**Prerequisite:** Master.

**Magic Item:** (a) Staff, Wand, or Jewelry. Cost to Create: 500 points. (b) Collar. Makes the wearer (who must be an animal) fall asleep when a command word is spoken. Cost to Create: 150 points.

### ***Animal Warning***

### ***Area***

This spell causes animals around the area of spell to make warning cries when a triggering event, specified by the caster occurs. The event must be something an animal would notice, like a certain person or sort of creature entering the area or a certain position of the sun.

**Duration:** 12 hours

**Base Cost:** 1/2 (minimum 1), same to maintain. Can be made permanent for 50 points. points per hex.

**Prerequisite:** Beast Soother

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 350 points.

### ***Animal Youth***

### ***Regular, resisted by HT***

This spell permanently removes the animal equivalent of 1 year of human age from a single animal. For example, if one "human year" is equal to 7 "dog years" then one application of this spell would reduce a dog's effective age by a bit less than 2 months (in "human years").

An animal can be made into a newborn (or just hatched) baby, but it can't be aged any further.

**Duration:** Permanent

**Base Cost:** 5 per 50 lb. of animal (minimum of 5 points), can't be maintained.

**Time to Cast:** 1 minute

**Prerequisite:** Improve Animal

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 3,500 points. Mage only.

### ***Attract Animals***

### ***Area, Resisted by Will***

This spell will attract all animals within a 1 mile radius to an area specified by the caster. The animals will move at their normal speed towards the point, and may take several hours to appear. The caster may specify or exclude certain species of animals or specific individual animals when the spell is cast.

**Duration:** 12 hours

**Base Cost:** 6 to cast, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Summon Beast

**Magic Item:** Staff or Wand. Cost to Create: 400 points., 250 points. if it only summons one species of creature.

### ***Beast Control (VH)***

### ***Regular, resisted by HT***

For GMs who don't like the various "control" spells, this spell allows characters a bit more flexibility.

If this spell is used, the GM should not allow any of the various "Control" spells in the game.

This spell allows the mage to control the actions of any one large animal or up to about 100 lb. of smaller creatures. Concentration is required.

Each Order of animals is a different variation of this spell and the different variants default to each other at -4. The mage should assume that one variant is his "base" skill level and the other spells default from that. The variants can be improved up to the base level by the normal means, or the base level can be improved which improves all the other skills, just like regular defaults between similar skills.

The specializations available within the Animal Control Spell are:

- Mammals: Mammals and marsupials, including sea-going and flying mammals. Basically any warm-blooded creature with fur.
- Birds: All warm-blooded flying creatures including bats.
- Insects: All flying or crawling arthropods including arachnids, centipedes, worms, protozoa and other creepy crawlies.
- Fish: All aquatic or mostly aquatic creatures including aquatic arthropods like crabs, invertebrates like sponges, mollusks like shellfish and squid, marine mammals, aquatic amphibians and reptiles, and so forth.
- Reptiles: Any cold-blooded scaly or slimy terrestrial vertebrate including lizards, snakes, frogs and salamanders.

The GM can come up with other appropriate variants for any special types of creatures on his own world, for example. "Slime Control" could be used to control large amorphous creatures with corrosive saliva or similar attacks (such as Reeks) in a world where such creatures exist. Hybrid Control could be used to control magical hybrids (such as griffins which combine the features of mammals and birds) which have animal intelligence.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Beast Soother

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 400 points. for an item which can control one specific type of creature. 800 points. for an item which can control all creatures of a given class. 2,500 points. for an item which can control all sorts of animals.

### ***Beast Image***

### ***Information, resisted by IQ***

If the mage has a bit of fur, bone or dung or if he can touch a track left by the creature, this spell will allow him to get a brief mental vision of the animal from which the sample or track came. If the spoor was actually produced by a mage or someone trying to lay a false trail, they get a resistance roll vs. IQ (or the mage must win a contest of spell skills if he is trying to overcome another spell).

Whether or not the mage can identify the animal if he sees it again is up to the GM.

This is also a Knowledge spell.

**Base Cost:** 2

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 150 points.

### ***Call of the Wild***

### ***Regular, resisted by IQ***

When cast on any domesticated or trained creature (usually a normal animal) the subject creature is irrevocably returned to a wild state, and can no longer be trained or tamed. The animal will try to escape to the wilderness at the first opportunity. The animal can resist with IQ, but few will want to. Note that this does not give the skill to live in the wild, so some animals (i.e. sheep) may not fare so well on their own.

**Duration:** Permanent

**Base Cost:** 10

**Time to Cast:** 5 seconds.

**Prerequisite:** Beast Speech, Repel (Animal type)

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 300 points.

### ***Carnivore Attraction Regular, Resisted by HT***

This spell will make the subject seem particularly tasty to carnivorous animals, making them more likely to attack and causing them to attack the subject by preference. Carnivores react at -4 to the subject and always attack him in preference to other possible targets.

**Duration:** 12 hours

**Base Cost:** 3 to cast, 2 to maintain

**Time to Cast:** 1 minute



**Prerequisite:** Magery, Summon Beast

**Magic Item:** Jewelry or Clothing. Works for wearer only. Can't be removed. Always on. 250 points.

***Celtic Shapeshift Others***

***Special, Resisted by IQ***

***Celtic Shapeshifting***

***Regular***

***Change Animal***

***Regular, resisted by HT***

This spell allows the mage to change an animal from one species to another. The new animal will have all the characteristics of a normal animal of its type. The original creature is allowed a resistance roll vs. HT to avoid the change.

**Duration:** 1 hour

**Base Cost:** 2, plus 1 per every 100 lbs. the original animal weighted and 1 for every 100 lbs. of difference between the original form and the new form. Same to maintain. The change can be made permanent for triple the normal cost.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Create Animal

**Magic Item:** Staff, Wand or Jewelry. **Energy Cost:** 500 points. Works for mage only.

***Change Coloration***

***Regular, resisted by HT***

This spell allows the mage to change an animal's coloration to any color or pattern naturally found in creatures of that species. For example, a cat could be turned from black to gray tabby, but it couldn't be turned purple. This spell won't work on any creature with an IQ of 7 or better.

**Duration:** 1 week

**Base Cost:** 1 per 100 lb. of animal (minimum 1 point), same to maintain. Color changes can be made permanent for 10 times the **Base Cost**.

**Prerequisite:** Alter Animal

**Magic Item:** (a) Staff or Wand. Cost to Create: 150 points. (b) Collar. Works for wearer only. Always on. Turns wearer color specified by mage when the item is enchanted. Cost to Create: 50 points.

***Create Blob***

***Regular***

Creates an smelly, amorphous, creature which eats a certain type of material and which is immune to certain types of damage. Blobs have ST 6, DX 10, HT 12/10, IQ 1 and Move 3 Blobs do 1 point of damage per turn that they remain in contact with a sort of material they eat.

Red: Eats ferrous metals. Immune to metal weapons and fire.

Green: Eats flesh and wood, only vulnerable to fire.

Gray: Eats Stone and Flesh, immune to stone weapons.

Brown: Eats flesh, can only be killed by being hacked or blown to bits.

**Duration:** 1 minute

**Base Cost:** 5, same to maintain. Can be made permanent for 50 points. points.

**Prerequisite:** Create Animal

**Magic Item:** Staff, Wand or Jewelry. 400 points. to create.

***Create Giant Spider***

***Regular***

This spell creates a giant (5 foot tall) hunting spider with ST 16, DX, 15, IQ 6, HT 14, Move/Dodge 7/7, PD/DR 2/2, Damage: 1d imp (half damage if strongly poisonous, see below), Reach: C, Size: 2 hex, Weight: 200 lb.

For an additional cost, the spider will use a strong poison (Type F Venom) otherwise it uses type A Venom. The spider can jump up to 3 times its own length and attack when it lands on the target. Treat this attack as a flying tackle (see p. B113). In other respects this spell is like the Create Animal spell.

Venom Type A: Roll against HT-4 immediately. Failure causes 1d+1 damage. Critical failure causes death. Roll vs. HT-4 again at the beginning of the each day for the next 3 days. Modifiers to the HT roll: +1 if the venom is sucked out within 5 minutes. If all rolls are successful, the venom has no effect.

Venom Type F: Roll against HT-6 immediately. Failure causes 2d damage. Critical failure causes death. Anyone taking damage is nauseated and dizzy; -3 to all attribute checks and skill rolls for 1d hours. If the HT-6 roll is made, no damage is taken, but the victim still feels sick for 3d minutes; -3 to all attribute checks and skill rolls as above.

**Duration:** 1 minute

**Base Cost:** 4 or 6 with strong venom, half to maintain

**Time to Cast:** equal to cost, in seconds

**Prerequisite:** Magery, IQ 13+, Create Animal

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### **Create Meat**

### **Regular**

This spell will create a quantity of raw meat from an animal specified by the mage when the spell is cast. Though the mage may specify the cut and quality of the meat, this spell does not create cooked meat, for that the mage needs the Create Food spell.

This spell is also a Food spell.

**Base Cost:** 1 per pound of meat. Double cost if rare or fine-quality meat is to be created. Halve costs if low-quality meat (suitable for animal feed only) is to be created (minimum cost: 1 point).

**Duration:** Permanent

**Time to Cast:** 10 seconds

**Prerequisite:** 3 Animal Spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 250 points.

### **Create Small Animal**

### **Regular**

This spell allows the caster to create any non-magical animal that he is familiar with up to about 50 lb. The animal disappears if it is killed.

**Duration:** 1 minute

**Base Cost:** 1 plus 1 per 20 lb. beyond the first 10 lb. (maximum 3 points for 50 lb.), 1 to maintain

**Prerequisite:** 5 Animal Spells

**Magic Item:** Staff, Wand, or Jewelry or Clothing (typically a hat). Cost to Create: 350 points., 150 points if it will just create one type of creature.

### **Creature Horde**

### **Regular**

Creates a 1 hex horde of stinging or biting creepy-crawlies: rats, insects, spiders, snakes or whatever which are under the control of the caster. The horde attacks and defends normally and will cause damage and distraction to unprotected foes. The caster has his choice of any sort of creepy-crawly in the area.

The statistics for a given type of horde can be found in the Bestiary or the Basic Set.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain. Each doubling of cost adds one more hex of creatures.

**Time to Cast:** 5 seconds

**Prerequisite:** Control Animal, Control Insect, Summon Animal

**Magic Item:** Staff, Wand, or Jewelry which allows the user to cast the spell. Cost to Create: 500 points., 250 points if it will just summon one sort of creature.

### **Cure Were-Sickness**

### **Regular, resisted by HT**

When cast on a person who has been infected by the bite of a were-creature, this spell will cure its disease, eliminating any shapeshifting abilities within 24 hours. The subject must be present for the **Duration** of the spell, and the mage must touch the subject at the end of the spell. This is also a Healing spell.

**Duration:** Permanent

**Base Cost:** 20 points

**Time to Cast:** 1 hour

**Prerequisite:** Magery, Prevent Shapeshifting, 5 Healing Spells

**Magic Item:** Staff or Wand. Cost to Create: 5,000 points. Usable only by a mage. Such items are extremely rare and are hated by most weres.

### ***Darting Fish***

### ***Area***

Summons up a school of small fish who will surround the caster darting every which way. This has the effect of obscuring the caster and confusing opponents. The caster is at -2 to be targeted by missile weapons and gets +1 PD as long as the fish surround him. His attacks are not affected by the fish.

This is the aquatic version of the Insect Swarm spell.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 1 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Beast Soother, Beast Summoning

**Magic Item:** Jewelry or Clothing. Works for wearer only. Cost to Create: 300 points.

### ***Death Scarab***

### ***Regular***

The caster creates a small, magical beetle which burrows into the victim's body gradually eating its way to the victim's heart. The scarab crawls from the caster's hand to the victim's body (the caster must touch the victim to do this, but the caster gets multiple tries).

Then once the scarab is on the victim, it finds an unprotected spot and starts to burrow.

The scarab will immediately begin burrowing towards the warmest part of the victim's body which is usually the victim's vitals. Any armor blocks them completely, but after one turn it will move to a location where it can bypass the armor. (Only completely sealed armor will protect).

Each minute that the scarab feeds, it does 1 point of damage to the victim's body and will move one hit location closer to the victim's vitals (that is, a scarab which enters by the foot will attack the foot first, then the leg, then the abdomen, then the chest, then the vitals). Attacks to the vitals have damage tripled, just like normal.

When the scarab is on the skin it may be picked off (roll vs. DX to avoid having them attack the hand!) or burned off. A scarab which is still in a limb may be cauterized or excised. In both cases a roll vs.

First Aid-4 or Surgery is required to kill the scarab, and the victim takes full damage from the flame and/or knife. Once the scarab has entered the victim's abdomen or chest cavity only surgery can save the victim and all Surgery rolls is at -4 (due to the necessarily hasty nature of the surgery and the difficulty of finding the scarab).

Scarabs have PD 3, DR 2, and 1 HP.

Super-medicine can stop or remove the scarab before it can kill the subject but it is far simpler to use Psionic Healing or the Cure Disease spell to destroy the parasite. Low Tech medicine is helpless to cope with the scarab once it's gotten into the chest cavity.

This is also a Necromantic spell.

**Duration:** Permanent, until victim is dead.

**Base Cost:** 8, can't be maintained

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Shapeshift

**Magic Item:** A jewel or semi-precious stone carved into the shape of a scarab which is activated by body heat or a command word. When the victim is dead, the scarab turns back into a jewel. Cost to Create: 800 points.

### ***False Prey***

### ***Regular***

This spell creates the prey animal of the caster's choice. It will behave like a normal animal of its type, except that it will never stray from the area set by the mage when the spell is cast and it will wink out of existence when it is "killed". In other respects it is like a normal animal of its type. It can "fight" if the mage wishes it to do so, but any damage it inflicts is illusory and vanishes when the spell ends. If the mage is "killed" or "knocked out" by the animal, the spell automatically ends.

The mage can use this spell to create any sort of animal he can imagine, as long as it exists in his world. However, the animal can only be seen by the mage and by those who he wishes to also see it.

Likewise, it can only affect those people who can see it.

Anyone who doesn't wish to participate in the "hunt" can automatically disbelieve the animal's existence. The only exception to this are hunting animals (such as hawks and hounds) under the mage's control.

This spell is extremely popular among huntsmen, since it allows them to hunt and "kill" rare and exotic prey, or prey that is out of season. This spell can be used (and is preferred) by mages with Animal Empathy and Beast Kin, since they aren't harming a real animal. Since the animal isn't "real" those advantages give no bonuses to reaction rolls from the animal, though they still apply to Animal Skills skill rolls and to IQ rolls to figure out what the animal will do next. This is also an Illusion and Creation spell.

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Base Cost:** 1 for a tiny creature (like a mouse or bird), 2 for a small creature (like a rabbit, duck or fox), 3 per hex of larger creature, half **Base Cost** to maintain (minimum 1).

**Prerequisite:** Complex Illusion, Summon Animal.

**Magic Item:** Hunting Horn. Cost to Create: 150 points.

### ***False Trail***

### ***Area, Resisted by IQ***

Mage removes all signs of the subject's trail and replaces it with the trail of some other creature he is familiar with (The G.M. may require a roll against Naturalist, Tracking or Wilderness Survival if there is any doubt. If the mage fails his skill roll, the trail still appears, but doesn't look realistic to anyone who can make a successful Tracking roll. If the mage doesn't care about being realistic, he can let his imagination run wild. Making a false human (or humanoid) trail do not require a Naturalism roll (unless, perhaps, the mage isn't human).

If there is more than one trail in the area of effect, they may also be changed for the same cost as it cost to change the first trail. Also, by paying the Base Cost again, the mage can add false trails to make it appear that more than one creature passed along an existing trail. For example, the mage could spend 10 Fatigue and generate the impression that 10 men passed where only one person actually went. Extra trails parallel the "real" trail as closely as possible and conform to the terrain so that they look realistic.

The GM can also require the GM to pay double or even triple the Base Cost to alter the trail of a large or especially destructive creature like a bulldozer or a fire elemental.

The trail the subject leaves must be reasonably possible to detect by sight and/or smell - no trails of fleas or air elementals! Also, the trail created is a real alteration of the landscape, it is not illusory and cannot be dispelled, nor can it be detected by magic, smell, or IR vision.

This is also a Plant spell.

**Base Cost:** 1, same to maintain. For double the **Base Cost** an additional trail can be falsified or a false trail can be laid which parallels a real trail.

**Time to Cast:** 3 seconds.

**Duration:** 30 minutes

**Prerequisite:** Simple Illusion

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) Footgear. Works for wearer only. Cost to Create: 250 points.

### ***Find Familiar***

### ***Special***

See Meta Spells

### ***Force Shapeshifting***

### ***Regular, resisted by HT***

When cast on a were-creature or similar shapeshifter, this spell forces them to undergo metamorphosis into their other form or forces them to remain in their current form. For example, a werewolf in wolf form would be either forced to metamorphosis back into his human form or prevented from doing so for the **Duration** of the spell.

**Duration:** Permanent, until next change

**Base Cost:** 5, can't be maintained

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Shapeshift

**Magic Item:** (a) Staff or Wand. Cost to Create: 350 points. Usable only by a mage. (b) A piece of clothing or jewelry which blocks transformation into a were's other form costs 200 points.

### ***Foul Scent Regular, resisted by Will***

When the mage casts this spell, the subject emits an unbelievably foul scent that is only detectable by carnivorous animals. In most circumstances the odor makes predators avoid you. However, if they are extremely hungry or angry, they can attack you if they make a Will roll. Magically controlled or created animals ignore this spell as do animals with No Sense of Smell. In some cases a predator might accidentally attack you (for example, if you are attacked by a jaguar leaping on you from above). In this case the predator must make a Will roll to continue with the attack, just as if you were protected by the Foul Taste smell.

The scent extends to a radius of 5 hexes around the subject, giving some protection to people near the subject. However, a predator does not need to make a Will roll to attack someone within the scent area who does not have this spell cast on them. A negative side effect of this spell is that as long as it is place, a predator can automatically detect the subject's location or trail by scent.

The mage can tailor the scent so that it is inoffensive to animals specified by the mage when the spell is cast. This allows the subject to ward off predators while still retaining good relations with inoffensive carnivores such as dogs and cats.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Prerequisite:** Foul Taste

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 250 points. (b) Clothing or Jewelry. Works for wearer only. Some versions are Always On and Cannot be Removed. Cost to Create: 200 points.

### ***Foul Taste***

### ***Regular***

Causes the subject's body to taste horrible. Any creature biting the subject must make a Will roll to make a second or subsequent bite attack, though it can make other kinds of attacks. Animals and other creatures with the Discriminatory Smell advantage can determine the fact that the subject is bad to eat. They react to the character at +4 or -4 (with reactions being modified towards "Doesn't Attack"). Other interactions with animals aren't affected.

**Duration:** 10 minutes

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Beast Soother

**Magic Item:** (a) Staff, Wand, Jewelry or Clothing. Cost to Create: 200 points. (b) Clothing or Jewelry. Works for wearer only. Cost to Create: 100 points.

### ***Giant Insect***

### ***Regular, resisted by HT***

This spell allows a mage to make a normal insect into a giant insect (about 100 to 200 lb. depending on the basic size of the insect) or turn a giant insect into a normal sized insect. Giant insects are under the command of the mage. This spell will also work on any other non-sentient beast which has a normal weight of less than 1/4 lb. such as a small crab, spider, or mouse.

Statistics for giant insects are found in the GURPS Bestiary. For other animals, the GM should assume that HT, DX, and IQ remain the same, but that ST is increased to at least 20 and Hit Points are increased to at least 10. Giant arthropods will have at least PD 1, DR 1 from their exoskeletons. Move is extrapolated from

the creature's normal move. Slow creatures have a Move 2. Normal creatures have Move 5. Extremely fast creatures have Move 7+. Flying creatures have double their ground Move or 10 whichever is more. Damage can also be extrapolated from the creature's normal abilities though for convenience, the GM can just assume that the creature has at least one effective close-combat attack which does 1d6 points of damage if it hits.

**Duration:** 1 minute (giant insects reduced to normal size are reduced permanently).

**Base Cost:** 6, 3 to maintain (4 points to reduce giant insects to normal size).

**Time to Cast:** 5 seconds

**Prerequisite:** Enlarge Beast.

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 600 points. (b) Collar which makes a creature giant-sized as long as it is worn. Cost to Create: 300 points.

### **Goose Chase**

### **Area; Resisted by IQ**

Goose chase is much like False Trail, except that it produces a false trail just in front of any trackers - so that pursuers will be led astray while their quarry makes it's escape. When this spell is cast, anyone searching for the subject of the spell must make a resistance roll or follow a false trail that is magically laid just in front of the tracker. This trail is always that of the subject. The trail is always laid so that it appears to be realistic. For example, it will not cross barriers which the subject could not cross. If it is not possible for the trail to continue in a way that makes sense, it will simply stop dead or continue on in an unrealistic fashion - mage's choice at time of casting.

**Base Cost:** 2, same to maintain. For double the **Base Cost** the mage can hide the path of another subject.

**Time to Cast:** 6 seconds.

**Duration:** 30 minutes.

**Prerequisite:** False Trail, Any 2 Mind Control Spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 450 points.

### **Harness**

### **Regular, Resisted by Will**

This spell allows riding or load bearing equipment to be properly put on or taken off even the most unwilling beast. The equipment remains on the creature until removed by a second application of this spell or by non-magical means.

This is also a Making and Breaking spell.

**Duration:** Permanent

**Base Cost:** 1

**Time to Cast:** 5 seconds

**Prerequisite:** Master

**Magic Item:** Equipment for one type of animal. Cost to Create: 100 points.

### **Hold Animal**

### **Regular, Resisted by HT**

This spell stops an animal dead in its tracks for **Duration** of the spell. The animal can fight where it stands or do other things, but it can't turn in the hex or move. The spell does not require the concentration of the caster once it is cast. If the caster or anyone else attempts to harm the animal while it is held, the creature immediately gets another roll vs. HT.

**Duration:** 1 minute

**Base Cost:** 1 per hex of creature, half to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Master

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### **Horsemanship**

### **Regular**

This spell temporarily gives the subject a Riding skill of 12 (if he doesn't have that skill at a better level) and increases the speed of any beast he is riding by 10%.

In spite of its name, this spell can be used to give the ability to ride any creature which could normally be ridden. However, sentient creatures do not get the bonus to speed.

**Base Cost:** 2, same to maintain. For double the **Base Cost**, the speed of the mount can be increased by 25%.

**Duration:** 1 hour.

**Prerequisite:** Mammal Control.

**Magic Item:** (a) Clothing or Jewelry. Cost to Create: 250 points. (b) Saddle or other riding tack. Works for user only. Cost to Create: 150 points.

### ***Howl***

### ***Regular***

Gives the subject the Penetrating Call advantage for the Duration of the spell.

This is also a Sound and Body Control spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Noise

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 150 points.

### ***Human Form***

### ***Regular, resisted by HT***

This spell shapeshifts an animal into a human being. However, though the animal's form is human, its mentality and some of its physical attributes and advantages are those of its original form.

Very large or strong creatures retain their original Hit Points and HT score but their ST is adjusted to fit a human scale. Small or weak creatures base their hit points on their base HT score rather than their Hit Points while in human form and their ST is scaled up to better fit human norms. In all cases ST and HT are based on human perceptions of that animal's strength and endurance. This spell also allows an animal to speak while in human form, but their conversation will be limited by their IQ.

For example, an elephant turned into a human would still keep its original HT and Hit Points, but its ST would be "reduced" to 18-20, very strong by human standards, but weak for an elephant. A mouse turned into a human would use its HT score for its Hit Points and would have its ST increased to ST 8-9, fantastically strong for a mouse but "mousy" by human norms.

Animals also retain their intellect, their DX, their Mental Advantages and disadvantages, and some of their Physical advantages as well. For example, a cat turned into a human would have a high DX and might very well have the Perfect Balance, Combat Reflexes and Night Vision advantages. It definitely retain its original IQ and mental disadvantages such as Laziness.

In addition to their mental and physical advantages, animals also retain some "animal" features while in human form. For example, a bear turned into a human would have a stocky build, lots of body hair, and a low, rumbling voice.

**Base Cost:** 5 for an animal up to 100 lbs., 7 for an animal up to 500 lbs., 10 for an animal of any weight. Half to maintain.

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Major Alteration, Human Speech

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### ***Human Speech***

### ***Regular***

Lets the subject animal speak the native language in the dialect it most often hears. Each minute allows one question and an answer. The answers are limited by the animal's intelligence and areas of interest.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Beast Summoning

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Collar. Will give any animal who wears it the benefits of this spell. Cost to Create: 300 points.

### ***Hunter's Sense***

### ***Information, resisted by IQ***

The subject of this spell knows when any animal (a creature with IQ 7-) comes within 30 hexes of him. If he concentrates for a moment he will know its type, its motivations and emotions, and its rough distance and direction from his location. The animal resists being detected with its IQ. If it moves out of the range of the spell and back into range again, it gets another IQ roll to resist.

The subject can "screen out" information about animals that he is not interested in. For example, a hunter who was after deer could screen out information about all other animals.

This is also a Knowledge spell.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, 5 Animal Spells

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) Clothing or Jewelry.

Works for wearer only. Cost to Create: 250 points.

### ***Improve Animal (VH)***

### ***Regular***

Allows the caster to improve the breeding and confirmation of an animal. This will increase the value (or character points) of the animal by up to 30%. This spell won't reverse aging or permanent injury to the animal. The mage must touch the animal.

**Duration:** Permanent

**Base Cost:** 10 per 100 lb. of animal per each 10% increase in value.

**Time to Cast:** 1 hour

**Prerequisite:** Magery, Create Animal

**Magic Item:** Staff, Wand, Jewelry or Clothing. Cost to Create: 2,000 points. Usable only by a mage.

### ***Insect Swarm***

### ***Regular***

Creates a 1 hex swarm of normal, insects which are under the control of the caster. The exact type of insects is up to the caster and the sort of insects which are in the area. Most insects will do no damage but will cause any character who is not in completely sealed armor or which doesn't have at least one point of Toughness or natural DR distraction and inconvenience.

They must make a Will roll each turn that they are in the swarm or perform any task that requires concentration at -4.

If the insects summoned actually has an effective attack against human-sized foes (like wasps or poisonous spiders), then the cost of the spell is increased to 4 to cast, 2 to maintain. In this case the swarm statistics are taken from the Bestiary.

**Duration:** 1 minute

**Base Cost:** 2 to cast, same to maintain. Double costs for poisonous insects.

**Time to Cast:** 2 seconds

**Prerequisite:** Control Insect, Summon Animal

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 400 points., 200 points. if the item can only summon one type of insects. Halve costs again if the item can only summon non-poisonous insects.

### ***Instructions***

### ***Regular, resisted by IQ***

This spell allows an animal to perfectly understand and remember instructions or orders given to it by the mage, no matter how complex they are.

Whether or not the animal carries out the instructions depends on its temperament, its relationship to the mage, and its training. This spell won't allow an animal to do something it ordinarily could not do, but if the animal is physically capable of performing a task and is willing to do so, it will perform that task. Unwilling animals get a roll vs. IQ to resist this spell.

The magic of this spell allows the animal to "fill in" ambiguities in the mage's command as well as a human could. For example, if the mage were to tell an animal to "Get help." The animal will know exactly what sort of help the mage needs.



**Base Cost:** 3, 2 to maintain

**Duration:** 1 hour

**Time to Cast:** 10 seconds, plus the time needed to give the animal the instructions.

**Prerequisite:** Magery, Master

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) Collar or Harness. Works for wearer only (who must be an animal). Always on. Cost to Create: 300 points.

### ***Invertebrate***

### ***Regular, resisted by HT***

The mage alters the subject's body so that it becomes Invertebrate, as the disadvantage. While this is normally used as an attack spell, it can also be used to squeeze into small places or escape from bonds. Alternately, the mage can cast this spell on part of the subject's body such as one limb or the head. It is also possible to make a small portion of the body such as a finger invertebrate, should the mage have cause to do so. This is also a Body Control spell.

**Base Cost:** 6 for the whole body, 3 for a limb, 1 for a small part of the body. Half (rounded up) to maintain.

Half costs if the mage casts this spell on himself.

**Duration:** 1 minute.

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery 2, Alter Body.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Cost to Create: 500 points.

### ***Invisibility to Animals Regular, Resisted by Will***

This spell causes non-magical, non-sentient creatures to completely ignore the caster. Magical creatures are not affected by this spell, but normal creatures under the influence of magic spells are unless they are being actively controlled by a spell-caster who can see the subject under the influence of the Invisibility to Animal spell.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** 3 Control Animals spells

**Magic Item:** Jewelry or Clothing. Works for wearer only. Cost to Create: 350 points.

### ***Leash***

### ***Regular, Resisted by Will***

This spell keeps a domestic animal, or a friendly wild animal (either tamed, or under influence of a spell) from moving more than 100 feet (or less if desired) from the caster. Additionally, the spell will make the animal stand stationary, sit, or heel when caster desires it.

**Duration:** 4 hours

**Base Cost:** 1 per every 2 hexes the animal takes up, (minimum of 1), 1 to maintain

**Time to Cast:** 30 seconds

**Prerequisite:** Master

**Magic Item:**(a) Staff, Wand or Jewelry. Cost to Create: 250 points. (b) A collar which can be used to affect a single animal which wears it costs 50 points to create.

### ***Magic Beast***

### ***Regular, resisted by Spell***

This spell gives an animal limited magic resistance so that spells that affect "animals only" (or creatures with IQ 7-) don't affect it unless the mage casting the spell wins a contest against the spell skill of the mage who cast the Magic Beast spell.

**Duration:** 1 hour

**Base Cost:** 1 per 50 lb. of animal (minimum 1), half to maintain (minimum 1). Can be made permanent for 10 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** 5 Animal Spells

**Magic Item:**(a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) A collar which can be used to affect a single animal which wears it costs 250 points points to create.

### ***Major Alteration (VH) Regular, resisted by HT***

As the Minor Alteration spell, but this spell allows major changes to be made to the subject's body. Magical abilities can't be created, but anything else goes. For example, the subject could be given the forelimbs and shoulders of a lion to give him a strong, effective claw attack or he could be given the tail of a fish to allow him to swim through water. This is also a Body Control spell.

**Duration:** 1 minute

**Base Cost:** 8, 4 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Minor Alteration, 8 Animal Spells

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 5,000 points. Usable only by a mage. Many

### ***Tracks***

### ***Regular***

This spell allows the character's footprints and scent (for tracking purposes) to be that of an animal, furthermore, the tracks and scent left by the character will change on a random basis. This gives -6 to all tracking rolls. This is also a Plant spell.

**Duration:** 12 hours

**Base Cost:** 2 to cast, 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** 5 animal spells

**Magic Item:** Jewelry or Footgear can be enchanted so that the wearer's tracks will constantly vary. Cost to Create: 350 points.

### ***Mass Animal Control***

### ***Area, Resisted by IQ***

For every animal control spell there is an equivalent Mass Animal Control spell, each of which must be learned as a different spell, known variants are Mass Bird Control, Mass Beast Control, Mass Reptile Control, and Mass Fish Control. The spell allows the mage to take control more than one creature at a time. The mage can either give a command which all the animals must obey ("Attack", "Sit", etc.) or he can direct the actions of one specific animal while the others continue on with a previous action. Each individual animal is allowed an individual resistance roll.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain. (Minimum of 2 hexes.)

**Prerequisite:** Magery, Appropriate Control spell.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,000 points. Usable only by a mage.

### ***Mass Shapeshift Others (VH) Area; Resisted by IQ***

As Shapeshift Others (see above), but affects every possible subject in its area of effect. Each possible "target" form is actually a different spell and must be learned separately. The caster or a successful Remove Curse can reverse this spell.

**Duration:** 1 hour

**Base Cost:** Equal to the Underlying Shapeshift Others, with a minimum radius two hexes. GMs may restrict this potent spell to a per hex cost rather than use Area casting formula (pp. B149-50)

**Time to Cast:** 1 second per energy point, minimum 30 seconds.

**Prerequisite:** Magery 3, Shapeshift Others

**Magic Item:** None. See Shapeshifting.

### ***Mighty Mystic Mouse Summoning Special***

This spell summons a tiny, snow white mouse with golden eyes and wings. It has 1 in all physical attributes, and IQ 10. It has PD 4; DR 0. It runs at speed 1 and flies at speed 6. It can become invisible and insubstantial at will. Its only defense is a dodge, at 5. It's attack is a bite doing 1 point of damage (skill 20) and containing a powerful sleep venom (immediate HT roll at -2. Fail is sleep soundly, Succeed is -1 to all success rolls for 30-HT rounds). The mouse will target weak spots in armor, and do the caster's bidding. The caster may also see through the eyes of the mouse as per the Rider Within spell.

**Duration:** 2 minutes

**Base Cost:** 8, 4 to maintain.

**Time to Cast:** 30 seconds

**Prerequisite:** Magery, Rider Within and 5 other animal spells, 2 metaspells, and Summon Spirit.

**Magic Item:** An ivory mouse, permits the user to cast the spell once. Energy to create: 95.

### ***Minor Alteration (VH) Regular, resisted by HT***

This spell is the "Polymorph" equivalent of the Partial Shapeshifting spell. It allows the caster to make some small alteration to his body so that it has the attributes of some type of normal animal known to the caster. For example, the caster could alter his ears to those of a stag to get the stag's Keen Hearing, or his eyes to those of a cat to get the cat's Night Vision.

Details of exactly what alterations are allowed and what advantages they give are up to the GM. In no case can natural weaponry, magical abilities, improved reflexes, increased musculature, or new internal organs be generated by use of this spell. A character with an obvious alteration looks very peculiar indeed. Fright Checks might be in order for anyone seeing the subject in an altered state. This is also a Body Control spell.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Beast Hide, 5 Animal Spells

**Magic Item:** Staff, Wand, Jewelry or Clothing. Cost to Create: 1,000 points. Usable only by a mage.

### ***Mists of Change (VH)***

### ***Area, resisted by HT***

This powerful and peculiar spell creates an area of opaque fog that turns anyone who ventures into it into a random sort of animal appropriate to the terrain where the spell is cast. The mage has no control over the forms the subjects of this spell will assume and subjects who remain in the spell area will shift to a new form every minute unless they can make a HT roll to keep their current form.

To determine the form that a person assumes, the GM should either create a table of animals forms or else he should roll 3d. In the latter case a very low roll means a powerful or useful animal shape (like a large carnivore) and a very high roll indicates a weak or vulnerable animal shape (like a toad or a slug).

However, no matter what form the subject assumes, they keep their own HT, IQ, mental advantages and skills. ST is that of the animal form. DX is that of the animal modified by that of the subject.

The fog generated is identical to that created with the Fog spell.

**Base Cost:** 6 (minimum of 2 hexes), same to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Fog, Polymorph Other or 3 Shapeshifting spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,500 points.

### ***Neuter***

### ***Regular, resisted by Will***

Makes an animal (IQ 7-) infertile until the spell is removed. While affected by this spell, the animal behaves as if it were surgically neutered or spayed. The mage must touch the subject.

**Duration:** Permanent

**Base Cost:** 2 points per 100 lb. of animal.

**Time to Cast:** 1 minute

**Prerequisite:** Alter Behavior

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 200 points. Usable only by a mage. (b) Collar. Affects any animal which wears it with this spell. Cost to Create: 50 points.

### ***Partial Shapeshifting (New Variants)***

Some other variations include:

- **Alligator Tail:** The subject grows a long, massive reptilian tail which he can use for swimming or striking. If used as a weapon, it does damage as a Crushing Striker doing Swing/Thrust damage based on the subject's ST to any creature the subject's rear hexes. It also gives +2 to Swimming rolls and improves Move 1 by one level while swimming. Base Cost: 3 to cast, 2 to maintain.
- **Bat Sight:** This spell gives the mage the Radar advantage with a 10 hex range for the Duration of the spell. Base Cost: **3, 2 to maintain**
- **Bear Paws:** The subject's arms and hands turn into massive bear-like paws tipped with sharp claws. For the Duration of the spell, the subject does double normal cutting damage with bare hand attacks. However, he temporarily suffers from the No Fine Manipulators disadvantage. Base Cost: 5 points, 4 to maintain.
- **Bug Eyes** The subject gains the Peripheral Vision advantage and gets +2 Acute Vision to see anything within 10 hexes, but becomes Nearsighted for the Duration of the spell. While the spell is in effect, the subject's eyes are replaced by giant insectoid compound eyes. This reduces Appearance by two levels to a minimum of Hideous. Base Cost: 3, 2 to maintain.
- **Cat Feet:** This spell allows gives the subject two levels of the Silence advantage for the **Duration** of the spell. Base Cost: 3, 2 to maintain
- **Cat's Eyes:** The subject gains the Night Vision advantage, but becomes Colorblind for the **Duration** of the spell. Base Cost: 3, 2 to maintain.
- **Dolphin Sight:** This spell gives the mage the Sonar advantage with a 10 hex range for the **Duration** of the spell. Base Cost: 3, 2 to maintain
- **Dragon's Tail:** Gives the mage a long, powerful tail which can be used to lash out at foes in his rear hexes. Anyone in the mage's rear hexes can be targeted. The tail does Thrust/Crushing damage based on the subject's ST and anyone hit by it must roll vs. DX or be knocked down by it. Base Cost: 4, 2 to maintain.
- **Dragon Scales** Subject is covered in thorny horns, bony plates and thick leathery scales. These provide PD 2, DR 2. While this spell is in effect, the subject looks very peculiar. Reduce Appearance by 1 level to a minimum of Hideous. Base Cost: 5, 4 to maintain.
- **Eagle's Talons** The subject grows claws which give +2 to damage from bare-handed attacks, but while the spell is in effect, the subject suffers from the Poor Grip disadvantage. Base Cost: 3, 2 to maintain.
- **Fish Skin:** The subject's body becomes scaly and streamlined and is coated in a thick layer of smelly mucous. The slimy coating and scales prevent chafing, and gives -2 to all attempts to grapple the subject. The streamlining and other effects give +2 to Swimming rolls. Appearance is reduce by 1 level to a minimum of Hideous while the spell is in effect. Base Cost: 3, 2 to maintain.
- **Mole's Paws:** This spell allows caster to dig through earth with his hands at twice the rate he could move earth with an iron shovel. For the Duration of the spell the caster's hands have PD 1, DR 1 and are greatly enlarged and non-human looking, like the paws of a mole. This gives the caster -4 to all fine manipulative tasks while the spell is in effect. Base Cost: 4 to cast, 2 to maintain
- **Monkey's Tail:** The subject grows a fully prehensile tail. This is treated as a limb with half the subject's ST with the Extra Flexibility advantage and the No Fine Manipulators disadvantage. Base Cost: 3, 2 to maintain.
- **Octopus's Tentacles:** Turns the mage's arms into long tentacles which can be used to grapple and constrict foes. The tentacles have a Reach of 2 hexes, and the Mage's ST +2 when used to grapple or constrict. They are long enough to constrict man-sized targets.
- **Flying Squirrel's Patagia:** The subject grows gliding membranes similar to those of a flying squirrel, allowing the subject to Glide as if he possessed that advantage. Base Cost: 3, 2 to maintain.
- **Porcupine's Quills** This spell will cause the subject's body to become covered with long, sharp quills like those of a porcupine. Any creature roughly touching the subject will get stuck by one or more spines and must roll vs. Will to continue holding the creature. If the creature gets stuck by a lot of spines (say, a slam attack against the subject by an unarmored man) then the spines do 1 point of whole body damage to the attacker. The spines are immediately visible and they make the subject look very peculiar (Subtract one level of Appearance to a minimum of Hideous.) The spines also have PD 1, DR 1. Base Cost: 4 to cast, 2 to maintain

- **Ram's Horns:** Like the Stag's Antler's spell (q.v.) but the horns do Thrust/Crushing damage and Knockback damage is tripled if the blow connects. Base Cost: 4, 2 to maintain.
- **Rhino Hide:** Gives subject a thick, tough skin like that of a rhinoceros. The skin has PD 1, DR 2 and will obviously be non-human, while the spell is in effect, the subject's appearance is reduced by 1 level, to a minimum of Hideous. Base Cost: 4, 2 to maintain.
- **Spider's Eyes:** The subject sprouts 6 additional eyes giving him the 360 Degree Vision advantage. Some of the eyes appear on the side and back of the subject's head, so the subject cannot wear anything which covers the side or back of his head or neck if he wants to benefit from the additional eyes. If the back (but not the side) of his head is covered, he still gets the effect of Peripheral Vision. This spell makes the subject look very peculiar while it is in effect, since the extra eyes are large insectoid, composite eyes. Appearance is reduced by two levels (to a minimum of Hideous) and Fright Checks might be in order! Base Cost: 3, 2 to maintain
- **Stag's Antlers:** The subject grows a large rack of deer's antlers from the top of his head, and his neck and back muscles are strengthened so that he can make an effective head butt. The subject can make a head butt at -2 to hit and if he succeeds, he does Thrust/Impaling damage based on his ST. Base Cost: 4, 2 to maintain.
- **Wings:** The caster grows large bird-like or bat-like wings, which he can use to glide or fly. The caster can fly at Move 10 under his own control, but is not as maneuverable as a mage using the Flight spell, due to his large wings. The wings have PD 1, DR 2 and are obviously non-human. Since the wings have at least a 20 foot span, this spell isn't suitable for use indoors or underground. In other respects, this version of the Partial Shapeshifting skill is like the Winged Arms variant, except that the mage retains his arms as manipulative limbs. Base Cost: 5 to cast, 3 to maintain
- **Wolf Fur:** The subject grows a thick pelt of fur which has DR 1 and which will act as winter clothing. It will be miserably hot in warm weather. Base Cost: 3 to cast, 2 to maintain.

### ***Peter Brockt Perfect Beast (VH)***

***Regular***

This spell turns an animal into a paragon of its species making it perfect in every respect. The GM should adjust the beast's statistics, advantages and disadvantages accordingly. The price of such a beast will be at least double the normal cost for a normal animal of the same species and might be considerably higher for some types of animals.

Note that this spell only grants physical perfection, the beast receives no extra training due to this spell. However, if IQ or DX are increased, skills based on those attributes will rise as well.

**Base Cost:** 10 points per 100 lbs. of animal or fraction thereof.

**Duration:** Permanent

**Time to Cast:** 1 hour

**Prerequisite:** Magery 2, Improve Beast, Major Alteration

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Cost to Create: 10,000 points.

### ***Permanent Alter Behavior***

***Regular, resisted by Will***

This spell allows the mage to permanently add or remove one instinctive or behavioral trait in an animal. For example, a cat could be made to not spray or scratch the furniture or a wolf could be permanently tamed. Up to -5 points of Odious Habits, Compulsions, or similar mental disadvantages and quirks can be removed per use of this spell. An animal can also be made permanently tame or wild.

This spell can also be used to quickly teach the animal certain "tricks" which are based on natural behaviors. For example, a dog could be made to come on command (since packs of canines have a "summon the pack" behavior), but it couldn't be made to scale a ladder, bark three times, and then trip a light switch with its nose, since that isn't a natural behavior. Likewise, a horse could be made to run when it hears a certain sound (since running away from unknown things is a natural equine behavior) but it couldn't be made to accept a man on its back, since being saddle-trained is not natural behavior for horses.

Simple tricks can be implanted automatically, more complex tricks take multiple castings of the spell and lots of normal animal training. This spell halves the time it takes to teach an animal complex tricks and gives a person with Animal Handling skill +4 to their rolls to teach an animal tricks.

In other respects this spell is like the Alter Behavior spell.

**Duration:** Permanent

**Base Cost:** 6 per 100 lb. of animal (minimum of 6).

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Alter Behavior

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points, 200 points if just one species is affected. (b) Collar. Will implant one behavior, specified when the item is created, in any creature who wears it. Cost to Create: 50 points.

### ***Permanent Splice Fetus Regular; Resisted by Mother's HT***

This spell is a more powerful and wicked version of Splice Fetus. Using this spell, the mage permanently shapeshifts the fetus into any animal he is familiar with or any fantastic animal hybrid he can imagine (within the limits of what forms he can create with the Prerequisite spells). The resulting monster will then grow normally in the womb and is delivered just as if it were a normal baby.

The resulting monster grows "normally" and has abilities and statistics based on the GM's interpretation of the mage's wishes. Animal-human hybrids are likely to be retarded by human standards and they are also likely to have undesirable "bestial" behavior traits, but anything the GM finds interesting is possible.

This is also a Necromantic spell and a BioMagic spell.

**Base Cost:** 20 points

**Time to Cast:** 2 hours.

**Duration:** Permanent.

**Prerequisite:** Magery 2, Enchant, Partial Shapeshift, Shapeshift and/or Alter Body.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Cost to Create: 2,500 points.

### ***Pest Bane***

### ***Area, Resisted by HT***

This spell causes small animals (less than 5 lb.) of the type or types specified by the caster to flee the area or sicken and die within 5 minutes. The spell then prevents new creatures from moving into area for the Duration of the spell. The caster can exclude certain creatures or certain individual creatures when the spell is cast. The mage can also cast a non-lethal version of this spell which just makes pests flee and avoid the area for the **Duration** of the spell. Creatures get a HT roll to avoid dying. They don't get a HT roll to avoid fleeing.

**Duration:** 12 hours

**Base Cost:** 2 to cast, 1 to maintain, can be made permanent for 25 points per hex.

**Prerequisite:** Beast Soother

**Magic Item:** (a) Staff, Wand, Jewelry, or Incense Burner. Cost to Create: 500 points. (b) Jewelry which keeps wearer pest free. Cost to Create: 150 points. (c) Clothing can be made permanently pest free for 25 points per item.

### ***Pheromones***

### ***Area, resisted by Will***

This spell creates an area of musk, pheromones, or other chemicals which have the effect of arousing or enraging creatures which are susceptible to pheromones. The mage can select the sort of creatures he wishes to effect and what sort of emotion he wishes to invoke, limited only by what chemicals the creature would naturally respond to. For example, the mage could produce the chemical that causes bees to become angry and defend their hive to enrage a colony of bees, he could produce deer musk to attract stags to a hunting blind, or he could produce scent markings that mark a certain territory as belonging to a specific wolf.

It is up to the GM to determine how domestic animals might react to scents. For example, the scent of a mare in season might make a knight's stallion fractious and hard to manage, while the smell of a tomcat might only make a dog pause for a moment to investigate.

Intelligent creatures (IQ 6+) get a Will roll to avoid their "natural" reactions, though pheromones can be used to get a +1 to the appropriate Reaction roll, skill, or Suggestion spell in all cases (assuming that the creature would naturally respond to the chemical). For example, pheromones can be used to make members of the opposite sex more relaxed and happy giving +1 to Reactions and Sex Appeal rolls.

**Duration:** 1 hour

**Base Cost:** 4 per hex, same to maintain

**Prerequisite:** Musk

**Magic Item:** (a) Staff, Wand, or Jewelry. Cost to Create: 500. (b) Jewelry. Works for wearer only. Cost to Create: 350 points.

### ***Polymorph (VH)***

### ***Regular***

This spell allows the mage to change into any species of living creature, including outward duplication of the forms of people and animals who have been seen and remembered by the caster. Damage taken in other forms is retained when the caster returns to his normal form.

Natural physical abilities possessed by creature and physical advantages and disadvantages are assumed when the mage takes the new form. Inherent mental advantages and disadvantages are not included. For example, a mage who polymorphed into a minotaur would have the minotaur's increased ST and horns, but he wouldn't necessarily have the Bad Temper disadvantage, nor would his IQ decrease or his personality change. Magical abilities not necessary for the new mage's survival in the new form or which are not physically obvious are not included, nor are any skills or abilities. For example, if a mage were to polymorph into the shape of a Water Elemental, he would obviously get the ability to breathe water and to swim, since those are obvious and necessary properties of a water elemental. However, he wouldn't get the ability to shape water (unless he had that spell himself) or to regenerate hit points when he is in water. Since those properties aren't immediately obvious nor are they crucial to everyday survival. If there is any question whether or not a new form should have some natural ability, assume that the form does not.

Unlike the Great Shapeshifting spell, this spell does not allow the mage to transform into non-living objects, nor does it allow the mage to switch forms without recasting the spell.

**Duration:** 1 hour

**Base Cost:** 6 to cast, 3 to maintain

**Time to Cast:** 30 seconds

**Prerequisite:** Magery 3, IQ 13+, 3 Shapeshifting Spells.

**Magic Item:** Jewelry or Clothing. Can only be used by wearer. Cost to Create: 5,000 points. Usable only by a mage.

### ***Polymorph Other (VH)***

### ***Regular***

This spell allows the mage to give the subject the ability to polymorph, as above.

**Duration:** 1 hour

**Base Cost:** 6 to cast, 3 to maintain.

**Time to Cast:** 30 seconds

**Prerequisite:** Polymorph

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 5,000 points. Usable only by a mage.

### ***Preening***

### ***Regular***

This spell instantly cleans, preens, and arranges the subject's fur, feathers, scales or hide, as if they had just performed whatever species specific grooming rituals they need to keep hale and hearty.

If the species gets psychological benefits from such grooming rituals, this spell provides those effects as well.

For humans there is little effect of this spell, except that the subject's hair is neatly combed and any parasites like lice, ticks, or fleas are removed from the subject's body.

This is also a Body Control spell.

**Duration:** Permanent.

**Time to Cast:** 10 seconds

**Base Cost:** 2 points, can't be maintained.

**Prerequisite:** Either Beast Soother or Bathe

### ***Repel Creature (VH)***

### ***Area, Resisted by Will***

This is the "generic" version of the Repel (Animal) spell. Each order of animal is a variant of this spell and the different variants default to each other at - 4. In other respects it is like the Repel (Animal) spell.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain. Can be made permanent for 100 points the **Base Cost**.

**Prerequisite:** 2 Animal Ward Spells

**Magic Item:** (a) Wand, Staff or Jewelry. Cost to Create: 500 points. (b) Jewelry or Clothing which keeps all animals at least 1 hex away from the wearer. Cost to Create: 250 points. If only one type of creature is blocked by the **Magic Item** halve costs.

### ***Resurrect Animal (VH)***

***Regular***

This spell allows the mage to bring a dead animal back to life if he has a relatively recent, undamaged corpse to work with. It will automatically fail if it is cast on a creature that had an IQ of 7 or better. In other respects this spell is like the Resurrection spell., and can be used as a Prerequisite for the Resurrection spell. This spell is also a Healing spell and a Necromantic spell.

**Duration:** Permanent

**Base Cost:** 5 per 100 lb. of animal (minimum 5 points)

**Time to Cast:** 10 minutes

**Prerequisite:** Magery 2, Create Animal

**Magic Item:** Staff or Wand. Cost to Create: 2,500 points.

### ***Shades of Prey***

***Regular***

This spell allows a piece of food or meat (or a can of food for high tech mages) grow legs and run and leap about like a deranged rodent. This allows housebound pets or animals that won't eat dead food to "hunt" their food.

This is also a Food spell and a Necromantic spell.

**Duration:** 10 minutes

**Base Cost:** 1 per 10 lb. of food, half (minimum 1) to maintain

Item: a) Staff, Wand or Jewelry. Cost: 50 points. B) Food Bowl. Anything placed in the bowl is affected as if this spell was cast on it. Cost to Create: 75 points

### ***Shapeshift Other (Human) Regular; Resisted by IQ***

### ***Shapeshifting (Human)***

***Regular***

### ***Spiderbolt***

***Missile***

When this spell is cast, hundreds of tiny spiders shoot from the caster's hand covering the victim. The subject can Dodge or Block this attack, but PD from body armor does not apply. The spiders will immediately attack, doing damage just like a Swarm of spiders (damage as below, 5 points of damage to disperse). Completely sealed clothing and armor protects the subject from taking damage, otherwise armor protects for turns equivalent to its DR, then the spiders get through and start doing damage. Multiple swarms don't do any extra damage, however, they do add their HP to disperse. When the spell ends, the spiders drop dead, vanish, or disperse. The spiderbolt has SS 13, Acc+1, 1/2D 20, Max 40.

**Duration:** 10 seconds

**Base Cost:** 2 for spiders doing 1d-1 damage pr turn.

3 for spiders doing 1d. Cannot be maintained.

**Prerequisite:** Arachnid Control

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### ***Splice Fetus***

***Regular, Resisted by Mother's HT***



Splice Fetus is the sort of spell that gives mages a bad name. This spell transforms a fetus into an animal (or some other creature which the mage is familiar with) or an hybrid of an animal and a human (or two animals) killing it in the process. The fetus is then spontaneously aborted within 1d6 days. The resulting miscarriage does 1d-3 points of damage to the mother and will incapacitate her for at least a day. This is also a Necromantic spell and a BioMagic spell.

**Base Cost:** 10 points.

**Time to Cast:** 2 hours.

**Duration:** Permanent.

**Prerequisite:** Magery, Shapeshift or Partial Shapeshift

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Cost to Create: 500 points.

### ***Spontaneous Generation***

### ***Regular***

This spell allows a creature to spontaneously generate from material which would "naturally" generate it according to traditional beliefs. For example, rotting meat could be made to generate maggots which would turn into flies, or horse hairs in water would spontaneously generate into worms. Generally only "lesser" creatures can be created in this manner, but the GM might rule that larger animals can be spontaneously generated from some materials.

In order to generate a particular sort of creature, the mage must have a quantity of the substance that is believed to create that creature.

**Base Cost:** 1 to generate small creatures such as worms or flies, 2 to generate slightly larger creatures such as fish, lizards or toads, 5 to generate a large creature.

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisite:** Magery

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 250 points.

### ***Sticks to Snakes***

### ***Regular***

This spell turns a large stick (at least 1" thick and 3' long) into a snake which is under the control of the caster. Snakes created by this spell are normal in all respects and have ST 3 + 1 per yard, DX 14, IQ 2, HT 12/3 + 1 per yard, and Move 3. Poisonous snakes have Type F venom.

**Duration:** 1 minute

**Base Cost:** 2, 1 same to maintain. Add +1 to costs to create poisonous snakes.

**Prerequisite:** Magery, 3 Animal spells

**Magic Item:** (a) Staff or Wand which will turn into a serpent on command. Cost to Create: 100 points. (b) Staff, wand or jewelry. Cost to Create 300 points. Usable only by a mage.

### ***Tail***

### ***Regular, resisted by HT***

This allows the subject to grow a functional tail or converts his tail from one form to another. The various options are as follows:

- **Normal Tail** - The subject grows a tail which can be used for balance (+1 to DX to keep his footing on narrow ledges and the like) and/or signalling. Cost: 2, 1 to maintain.
- **Prehensile Tail** - The subject grows a tail that can be used as a hand! Treat this as an extra hand with no attack and Poor Grip (DX-4). It has a reach of 1 hex. Each extra hex of reach costs 1 point. Cost: 3, 2 to maintain, plus the cost of extra reach. (This applies to maintenance as well as Base Costs.)
- **Smashing Tail** - The subject grows a tail that can be used to smash to his side and rear hexes. The tail does Swing-1 Crushing damage and has a reach of 1. The subject uses Brawling skill to strike with the tail unless he has been trained in a martial art that includes tail strikes. All attacks are at -4 unless the subject is familiar with using a tail as a weapon. (It takes 10 hours of practice to buy off each -1 penalty). In addition, unless the subject is specifically aiming his tail, all tail strikes are considered to be Wild Swings. Every extra point of energy gives the tail 1 extra hex of reach. A tail with 2 hexes of reach can strike into the subject's front hexes. Each extra hex of reach also gives +1 to the damage done, up to a maximum of +2. Cost:3,2 to maintain, plus the cost of any extra reach.

- **Slashing Tail** - The subject grows a long tail with a hard, cutting tip on the end. This tail is exactly like the Smashing tail except that the damage type is Cutting. Cost: 4,3 to maintain, plus the cost of extra reach.
- **Impaling Tail** - Like the Slashing tail, but all damage is impaling. Cost: 5, 4 to maintain. plus the cost of extra reach.
- **Stinger** - Like an impaling tail except that any successful strike requires the victim to roll vs. HT or suffer the effects of Type A venom. Cost: 6,4 to maintain, plus the cost of extra reach. If the subject already has a tail, he may subtract 2 from the Base Cost of the spell and 1 from the maintenance cost, to a minimum of 1 point in each. (However, the cost to change his tail from one type to another is still 2 points, plus 1 point to maintain).

This is also a Body Control spell.

**Duration:** 1 minute

**Time to Cast:** 3 seconds

**Base Cost:** Variable, see above.

**Prerequisite:** Claws

### **Trainer**

### **Regular, resisted by HT**

This spell temporarily turns an untrained animal into a trained one. The first application of this spell gives the animal "Basic Training" if the animal doesn't already have it - a dog understands basic obedience commands, a horse is saddle broken. The next (and subsequent) applications of this spell give the animal a skill level of 13 in a skill it would normally be able to learn. For example, a dog could be "trained" to be a trained tracker (with skill level 13) or a horse could be trained for combat (combat training 13) or as a pack horse (under pack 13).

**Duration:** 1 hour

**Base Cost:** 2 points per 100 lb. of animal, half to maintain. Can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Leash

**Magic Item:** (a) Staff, Wand, or Jewelry. 500 points. (b) Leash, Saddle or Harness. Works for wearer (which must be an animal of the appropriate sort) only.

Always on. Cost to Create: 250 points for Basic Training only, 500 points for Basic Training plus a specific skill, add 150 points for each additional skill.

### **Web**

### **Area, resisted by DX**

Web covers an area in Spider Silk. Those in the area of effect may roll vs. DX to dodge out of the way, at -1 for each hex between them and the outermost edge of the area of effect. (So someone 3 hexes from the edge of the area of effect would be at -3 to DX to avoid this spell.)

In other respects, the webs are like those created by the Spider Silk spell.

**Base Cost:** 2, minimum 4.

**Time to Cast:** 2 seconds.

**Duration:** 1 minute.

**Prerequisite:** Magery, Spider Silk

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Cost to Create: 500 points.

# Body Control Spells

This is a large and powerful group of spells, though there are many minor spells as well. GMs should carefully limit the total number of Body Control spells available.

## Changes to Spells from GURPS Magic

**Spasm** - This spell can affect any muscle in the subject's body making him nod, blink, twitch, stutter, stumble or perform any other short, involuntary muscular action.

**Climbing** - If the subject doesn't already have the Climbing skill, this spell temporarily gives him Climbing 10 in addition to the other effects of this spell. However, for the spell to be effective, the subject must have both hands and feet free. Encumbrance beyond None is counted against Climbing skill just like normal. This spell also gives the subject a bonus to DX or ST to grasp or hang onto the surface he is climbing or to grab climbing equipment like thrown ropes.

**Stun** - The subject is at -2 to HT rolls to resist or recover from stun for every extra point of power put into this spell.

**Rooted Feet** - This spell will work on any animate creature (including undead or golems). The cost to cast is reduced to 2. If the subject fails three consecutive ST rolls, he is permanently rooted until the spell ends. The mage can also trade off energy for skill to better control strong creatures. For every extra energy point put into this spell, the mage gets an effective +3 to his skill with this spell for purposes of contests of skills only.

**Tanglefoot** - The subject is at -1 to DX rolls to avoid tripping for every extra point of power put into this spell. If the subject falls, he falls flat on his back (falling backward) or face (falling forward) as the mage desires. If the subject was moving quickly, he might take damage from his fall.

**Alter Visage** - The mage can also improve or damage the subject's existing features allowing increases or decreases in Appearance. The sociological implications of this spell (with or without modification) are immense, so GMs should carefully limit its use unless he wants everyone who can afford it to be Very Handsome/Beautiful with the option of changing their face at will. **Magic Item:** (b) Any, but usually clothing, jewelry or a mask. Improves or reduces the subject's Appearance by some set amount. 1,000 points. per +1/-1 of Appearance bonus up to +/-3.

**Alter Body** - Can be used to alter Appearance as above, but whole body changes can be made. Up to one level of the Fat disadvantage can be effectively removed by means of this spell (by altering the subject's height and body shape) as can the Skinny disadvantage. These effects remove reaction penalties only, they don't change the underlying physical condition. **Magic Item:** (b) Any, but usually clothing, jewelry or a mask. Improves or reduces the subject's Appearance (for his whole body) by some set amount. 1,000 points. per +1/-1 of Appearance bonus up to +/-5.

## Changes to Spells from GURPS Grimoire

**Alter Voice** - The mage can also imitate non-human voices, as long as they fall within his normal vocal range. For example, the mage could honk like a goose or squeal like a dolphin, but he couldn't make ultrasonic dolphin noises unless he could normally speak in the ultrasonic range.

**Hold Breath** - This is also an air spell.

**Choke** - For double cost the subject can actually be strangled as if by a man with ST equal to the mage's skill with this spell. **Magic Item:** (b) Rope, Garrote, or Scarf which will automatically begin to strangle the subject when wrapped around his neck. Cost to Create: 300 points.

**Hair Growth** - Hair can be made to grow on any part of the subject's body. The color, texture and length are determined by the caster within the limits of the spell. Multiple castings on the same location will produce longer hair. **Magic Item:** (b) Jewelry, Comb, Brush or Clothing which allows user to grow hair on any part of their body that they wish. Cost to Create: 200 points. (c) Ointment or shampoo which will grow 1 foot of hair on a part of the subject's body which would normally have hair (like the scalp). Good for one use only. Cost to Create: 25 points.

**Haircut** - Hair can be trimmed or removed from any part of the subject's body. **Magic Item** (b) Jewelry or Clothing (usually a cap) which will magically trim subject's hair to a set length. Cost to Create: 200 points.

**Hunger** - The subject also feels intensely hungry and must roll vs. Will to resist eating any seemingly palatable food that is placed in front of them.

**Lengthen Limb** - The subject can lengthen his neck so that he can peek over walls, around corners and so forth. Lengthened limbs are at -4 to target, or half of their normal "to hit" penalty, whichever is more. Lengthened limbs can also be used to constrict if they are long enough and if the subject has sufficient strength to do damage.

**Perfume** - This spell can be used to change the subject's natural smell making it more difficult to track him by scent (-4 to Tracking rolls). Scent cannot be eliminated by means of this spell. The maximum reaction penalty for a foul smell is -2. Pleasant smells can make the subject more appealing but don't affect reaction modifiers.

**Retch** - If cast on an unconscious person or a person in a weightless environment, they must roll vs. HT or begin to Suffocate. In order for this spell to be used as an effective emetic, the mage must first make a successful Diagnosis or Poisons roll to determine the type of poison the subject has ingested. If the poison ingested can be purged by vomiting, a casting of this spell gives the subject +4 to HT rolls to resist the poison if its effects haven't taken hold yet. If the subject is already suffering symptoms, this spell will give +2 to HT to resist future effects of the poison.

**Sensitize** - The benefit of this spell is that the subject gets +2 to Touch sense rolls.

**Strike Anosmic** - At the caster's whim either the subject's sense of taste or sense of smell, or both senses can be struck.

**Strike Barren** - If the subject is willing, the mage can "transfer" the power to reverse the spell to the subject, allowing it to become an effective contraceptive. However, once the spell has been removed, it must be recast. It can't be turned back on unless the Suspend spell is used.

**Thirst** - The subject also feels intensely thirsty and must roll vs. Will to resist drinking any seemingly palatable beverage that is placed in front of them. Two castings of this spell cancels the Voice advantage and makes it impossible for the subject to speak above a whisper. Skills which require articulate speaking or movement of the mouth (including Singing and most musical instrument skills) are at -2 per casting of this spell.

**Control Limb** - The head can be controlled, but the subject cannot be made to speak involuntarily. A controlled head can be made to turn or the eyes or mouth can be forced open or closed, but the subject can't be made to bite himself.

**Tickle** - The subject gets +4 to resistance rolls if he is in combat or any other high-stress situation.

**Fumble** - See also Bobble.

**Cadence** - Any skill which mostly consists of tool use and repetitive motions can benefit from this spell. Specifically, artistic skills such as Artist, Calligraphy, and Sculptor skills can be speeded up. Outdoor skills such as Rowing or Hiking can also be improved. Speed of ordinary writing or typing can also be doubled. Skills which require frequent pauses for thought or which rely on mostly mental activity (such as Architecture, Accounting, or Writing skill) can't be improved. For double cost speed of work can be tripled, but this costs the subject 1 extra fatigue per hour.

**Decapitation** - The subject can detach any limb. Detached limbs move at half normal Move and have half strength (1/3 ST for hands or feet). For 2 extra points this spell can be made into a blocking spell. When a blow aimed at a body part hits the mage, it does no damage, it just "severs" the body part according to this spell. This spell may be cast on an unwilling subject but the victim gets a roll vs. HT to resist and the mage must touch the subject.

### **Spells from GURPS Magic**

Alter Body Alter Visage Climbing Clumsiness Curse-Missile Deathtouch Dexterity Fatigue Hinder Itch Might Pain Paralyze Limb Resist Pain Rooted Feet Roundabout Spasm Strike Blind Strike Deaf Strike Dumb Stun Tanglefoot Total Paralysis Vigor Wither Limb Body Control Spells From GURPS Grimoire Agonize Alter Voice Ambidexterity Balance Boost (Attribute) Cadence Choke Control Limb Corpulence (VH) Decapitation (VH) Enlarge (VH) Enlarge Other (VH) Frailty Fumble Gauntness (VH) Hair Growth Haircut Hold Breath Hunger Lengthen Limb Perfume Reflexes Retch Sensitize Shrink (VH) Shrink Other (VH) Stop Spasm Strike Anosmic Strike Barren Strike Numb Thirst Tickle Touch Weaken Blood

## New Spells

### **Accelerate Growth**

### **Regular, resisted by HT**

Accelerate Growth may only be used on a creature which has not yet reached full maturity. It may be cast multiple times, but never more than once a day. When cast successfully, subject physically ages 100 days in that day. Thus, if the spell were cast successfully every day, it would take about 2 and a half months to raise a new-born baby to a physical age of 20. If this spell is cast on a fetus, but the mother must roll vs. HT or suffer 1d Crushing damage for every 100 days that the fetus is aged beyond the time when it would normally be brought to term. (The normal gestation period for a human infant is approximately 270 days.) This assumes that she is attended by someone who rolls successfully against Physician skill. If she is not, then she must roll against HT-2. If she does roll successfully, she still takes 1 point of damage per die of damage she avoided.

A baby's ability to learn is also magically accelerated by the spell, but to a lesser extent than if the child learned naturally. A newborn baby aged to adulthood will have rudimentary speech (sort of like Tarzan in the movies) and will have "basic skills" appropriate for a child in their culture. They also have 1 character point to spend on skills for every casting of this spell. However, they are prone to mental disadvantages reflecting lack of experience with the world such as Gullible, Cowardice, Delusions, Bad Temper, and Weak Will. The GM should design the newly "developed" baby as an NPC.

**Base Cost:** 4 points

**Time to Cast:** 5 minutes.

**Duration:** Permanent.

**Prerequisite:** Regeneration, 5 Body Control Spells

### **Ache**

### **Regular, Resisted by HT**

Inflicts painful, continuous ache on some part of subject's body. This ache is not crippling, but is very uncomfortable and acts as a distraction (-1 to physical skills or -1 to mental skills for a headache) as well as limiting the use of the afflicted body part (-1 to DX and ST).

Multiple castings of this spell "stack" giving the subject up to -4 to skills.

**Duration:** 1 hour

**Base Cost:** 3 to cast, 2 to maintain

**Prerequisite:** Spasm

**Magic Item:** (a) Staff or Wand. Cost to Create: 250. (b) Jewelry. Afflicts wearer with the effects of this spell. Cost to Create: 100 points.

### **Advantage**

### **Regular, Resisted by HT**

Any physical advantage or disadvantage can be turned into a spell. Each advantage or disadvantage is a different spell. If bestowed on another person, the subject must be touched for the spell to be effective.

The GM should take care that powerful advantages or crippling disadvantages are not abused by turning them into spells.

**Duration:** 1 minute

**Base Cost:** (1 point per +5/-5 points that the advantage/disadvantage costs, minimum 1 point), half to maintain.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, 4 Body Control spells.

**Magic Item:** (a) Staff or Wand which allows the user to cast the spell Cost to Create: Point cost of advantage x 400 points. Usable only by a Mage. (b) Jewelry or Clothing which gives the wearer the appropriate advantage. Cost to Create: Point cost of advantage x 200 points.

**Bald** Regular, resisted by HT

Causes hair to fall out and cease to grow on any part of the subject's body, as specified by the caster. This spell can also be used to remove the fur from hides, shear sheep, or pluck fowl. No skill roll is necessary.

Note that this spell prevents hair from growing on the subject unlike Haircut.

**Duration:** 1 week (hair falls out within 1 minute)

**Base Cost:** 1 for a small area (the head), 2 for a man-sized creature, 2 points for each additional hex of creature. Same to maintain

**Prerequisite:** Haircut

**Magic Item:** (a) Razor or Scissors. Cost to Create: 100 points. (b) Clothing or Jewelry which will keep wearer from growing hair on a specific part of the body. Cost to Create: 100 points. (c) Ointment or shampoo which will remove hair from parts of the body to which it is applied (like the chin or legs). Good for one use only. Cost to Create: 10 points.

### ***Bathe***

### ***Regular, resisted by Will***

Removes dirt and grime from subject and grooms him. Subject gives the appearance of having recently bathed, shaved, shampooed, brushed his teeth, combed his hair and otherwise paid attention to his personal hygiene.

**Duration:** Permanent, until subject gets dirty again.

**Base Cost:** 2 per hex of creature.

**Magic Item:** (a) Basin, Wash Cloth, Scrub Brush or similar item. Cost to Create: 100 points. (b) Jewelry or Clothing. Works for wearer only. Cost to Create: 100 points.

### ***Birth Control***

### ***Regular, resisted by HT***

Prevents the target from conceiving or siring offspring for the Duration of the spell. It will spontaneously abort a fertilized egg up to 2 weeks after conception. If cast on a willing subject, the subject can cancel the spell at any time. This is also a Healing spell.

**Duration:** 1 month. Permanent (for spontaneous abortion).

**Base Cost:** 1 point, same to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 200 points. (b) Jewelry. Works for wearer only. Always on. 100 points. to create.

### ***Blackout***

### ***Regular, resisted by HT***

This spell makes the subject feel faint and might even cause him to "black out" for a few moments. If the subject makes his HT roll he is Mentally Stunned for 1d-3 seconds, and must roll vs. Will each turn to recover. If he fails his HT roll he faints and falls unconscious for 2d seconds.

**Duration:** 2d seconds

**Base Cost:** 4, can't be maintained

**Prerequisite:** Stun

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 300 points.

### ***Blister***

### ***Regular, resisted by HT***

When the mage touches the clothing or skin of the subject, his touch raises large, pus-filled blisters on the victim's skin. This does 1d-3 points of damage to the victim and lowers his Appearance by one level (to a minimum of Hideous) for each touch. In addition, the blisters make the subject's skin painful and tender, temporarily giving the subject the Low Pain Threshold advantage (or negating the High Pain Threshold advantage). Unless the blisters are carefully drained and bandaged under sterile conditions, the victim must roll vs. HT or his wounds become infected. In hot, humid, or dirty conditions, the GM might require a penalty to the HT roll.

**Duration:** Permanent, until healed.

**Base Cost:** 3, can't be maintained.

**Time to Cast:** 3 seconds

**Prerequisite:** Irritating Touch

**Magic Item:** (a) Staff, Wand or Gloves. Cost to Create: 200 points. (b) Greasy contact poison which causes effects of this spell on any bare flesh it touches. The poison can be applied to blades and other non-porous surfaces and will last until it touches a suitable target. Then the magic in the poison is consumed and it becomes inert. Must be applied with gloves or some other tool or it will affect the person who is attempting to apply it! Cost to Create: 100 points.

**Bobble****Regular, resisted by DX**

This spell makes the subject fumble any object he is holding in his hand, bobbling it for 1d seconds before he can catch it again. At the end of the spell, the subject must make another DX roll, if the roll fails, he drops the item he was holding in an adjacent hex.

**Duration:** 1d seconds**Base Cost:** 3, can't be maintained**Prerequisite:** Spasm**Magic Item:** (a) Staff or Wand. Cost to Create: 300 points. (b) Jewelry or clothing. Works for wearer only. Always on. Can't be removed. Cost to Create: 200 points. (c) Any item can be made so that it will be Bobbled if it is picked up. Cost to Create: 100 points.**Body Heat****Regular, resisted by HT**

When cast on an undead or cold-blooded creature, their bodies temporarily become as warm as a human's body, their hearts beat (or beat faster), and they show up on infra-red scans. Undead register as "alive" when Detect Undead or Detect Life spells are cast on them. Cold-blooded creatures under the influence of this spell do not become torpid in cool conditions and can better withstand extremes of heat or cold.

Any creature gets +4 to resist the effects of natural cold. Cold blooded creatures may temporarily ignore the effects of the Cold Blooded disadvantage.

**Duration:** 1 minute**Base Cost:** 2, 1 to maintain**Prerequisite:** Fever**Magic Item:** Jewelry or Clothing which makes the wearer warm-blooded (or seem to be warm-blooded) when worn. Cost to Create: 500 points.**Bones to Jelly****Regular, resisted by HT**

Causes the subject's bones to temporarily turn to jelly. The subject falls to the ground and cannot move except by crawling at Move 1. The subject can still talk and can still move his limbs slowly but cannot use most tools. ST is halved. Gives +6 to Escape skill. Cancels DR of skull.

This is also a Necromantic spell.

**Duration:** 1 minute**Base Cost:** 8 to cast, 4 to maintain**Time to Cast:** 3 seconds.**Prerequisite:** Magery, Wither Limb**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 2,000 points. Usable only by a mage.**Boneshatter (VH)****Regular; Resisted by HT**

Caster must touch one of the subject's limbs. Neither passive defense or damage resistance protects. If the spell succeeds, the limb targeted is broken and splintered, resulting in an automatic crippling (Basic p.127). The target takes the minimum amount of damage sufficient to cripple the limb (round down and ignore DR). If aimed at the torso or the head there is no immediate effect, but the subject takes 1d points of crushing damage to the appropriate location and must roll vs. HT or suffer an additional 1d points of damage to the Brain or Vitals. A given body part may not be Boneshattered again until it heals.

This is also a Necromantic spell.

**Duration:** 1 second**Base Cost:** 5 points, can't be maintained.**Prerequisite:** Wither Limb or Shatter**Time to Cast:** 3 seconds.**Magic Item:** Staff or other crushing weapon. Cost to Create: 1,000 points.

Designer: Adapted from D. Barrett (adapted from D&D version).

**Brittlebone****Regular, resisted by HT**

The subject's bones become brittle and subject to breakage. All cutting damage is multiplied by 1.5. All crushing damage is multiplied by 2. Any called shot against an area not protected by bones, such as the throat or vitals, is not effected by this spell.

**Base Cost:** 3 to cast, 2 to maintain.

**Time to Cast:** 4 seconds.

**Duration:** 10 seconds.

**Prerequisite:** Detect Weakness, Alter Body.

### **Calluses**

### **Regular, resisted by HT**

Causes the subject's hands, feet and body to become callused, tanned, and work-hardened, allowing the character to work with tools or rough materials or walk long distances without getting blistered or severely sunburned. Doesn't confer the Toughness advantage.

For double strength this spell will make the character's body calloused and tough all over, giving him the Toughness advantage. For triple cost the subject can be made Very Tough.

**Duration:** 12 hours

**Base Cost:** 2 to cast, 1 to maintain. For double cost the subject can be given the Toughness advantage. For Triple cost he can be given the Very Tough advantage.

**Magic Item:** a) Staff, Wand or Jewelry. Cost to Create: 350 points. B) Jewelry or Clothing which gives the wearer the benefits of this spell. Cost to Create: 50 points for no Toughness, 250 points for Toughness, 350 points for Very Tough.

### **Chastity**

### **Regular, resisted by Will**

This spell is the opposite of the Priapus spell. When the spell is cast, the subject is rendered incapable of feeling sexual arousal and their genitals shrink to the point where sexual intercourse is virtually impossible.

They are at +4 to Will to resist Sex Appeal skill (or the effects of the Lecherous disadvantage), but they are completely incapable of sexual performance. This gives them -2 to Sex Appeal skill and -4 to Erotic Art skill.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Priapus

Item: a) Staff, Wand or Jewelry. Cost to Create: 350 points. b). Clothing or Jewelry. Works for wearer only. Cost to Create: 250 points.

### **Chilly**

### **Regular, resisted by HT**

Causes subject's body temperature to drop by 2 degrees. Makes subject very cold, causes shivering. Might aid in causing frostbite or hypothermia. Subject is at -1 to skill which require fine motor control due to shivering. The subject also gets -1 to HT rolls to resist the effects of cold and frost. However, he gets +1 to resist the effects of natural heat.

**Duration:** 1 minute

**Base Cost:** 2 to cast, 1 to maintain

**Prerequisite:** Vigor

**Magic Item:** Staff or Wand or Jewelry. Cost to Create: 300 points.

### **Claws**

### **Regular**

The subject's finger bones protrude from the tips of their fingers and take on a sharp edge, acting as short claws (+2 damage). For double cost the bones in the subject's forearms grow out to become long claws (punch does cutting damage).

This is also an Animal spell.

**Base Cost:** 2 to cast, 1 to maintain. Double costs for long claws.

**Time to Cast:** 3 seconds.

**Duration:** 1 minute

**Prerequisite:** Alter Body.



**Clumsy****Regular, Resisted by HT**

Causes temporary spasm over victim's entire body. The subject must roll vs. Will to keep his concentration while casting spells or performing psionic abilities. He must also roll vs. DX-2 to avoid falling or tripping and DX-4 to avoid dropping held items. If he is in combat he is at -2 to all attacks and active defenses for the next turn even if he avoids falling.

**Duration:** Instantaneous**Base Cost:** 4, can't be maintained.**Time to Cast:** 2 seconds**Prerequisite:** Spasm**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points. Comfortable Seat Regular

Allows the subject to sit still for the **Duration** of spell without getting cramped or suffering any other ill-effects. This removes any fatigue costs for being confined in cramped conditions or in an uncomfortable position. Good for long trips.

**Duration:** 12 hours**Base Cost:** 2, 1 to maintain**Prerequisite:** Vigor**Magic Item:** (a) Jewelry or Clothing. Works for wearer only. Cost to Create: 100 points. (b) Chair or other piece of furniture. Only works for person sitting in it. Cost to Create: 100 points.**Continual Repetition Regular, Resisted by HT**

As the Repetition spell, but the effects are permanent, until a Remove Curse spell is cast.

**Duration:** Permanent**Base Cost:** 10**Time to Cast:** 30 seconds**Prerequisite:** Magery 2, Repetition**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 1,000 points.**Control Hair****Regular**

Allows the subject to consciously control his hair. This spell can be used to keep hair in place in high winds, to quickly create complex hairstyles, or even to grasp small objects if the subject's hair is long enough. Strands of hair have ST 1 and DX 8. Unless the subject has unusually long hair, he can only use his hair at close combat range.

Hairstyle generated by means of this spell stay combed and in place for up to 12 hours after the spell ends.

**Duration:** 1 minute**Base Cost:** 2, 1 to maintain**Magic Item:** (a) Comb or Brush. Cost to Create: 100 points. Jewelry, Ribbon or hair ornament.

Works for wearer only. Cost to Create: 50 points.

**Coordination****Regular**

Gives the subject the Full Coordination advantage for the **Duration** of the spell. Unless the subject has more than two arms, all this spell will do is allow the recipient to make a second attack (or perform a second action) at no penalty to hit.

**Duration:** 10 seconds.**Base Cost:** 3, 2 to maintain**Prerequisite:** Magery, Offhand**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 1,200 points. (b) Clothing or jewelry. Works for wearer only. Cost to Create: 750 points.**Deadeye****Regular**

This spell temporarily modifies one of the subject's eyes into an organ that works very much like a telescopic scope. This allows the subject to reduce range penalties to hit any target he can see with a non-magical

ranged attack. In order for the spell to work, the subject must be able to see the target he is aiming at, wild shots and indirect fire at hidden foes aren't allowed

The first level of this spell halves range penalties for aimed shots. Subsequent levels halve range penalties again. (So, double fatigue gives 1/4 range penalties, triple fatigue give 1/8 etc.)

**Base Cost:** 2, same to maintain for 1/2 range penalties. Each doubling of cost halves range penalties again.

**Duration:** 10 seconds

**Time to Cast:** 3 seconds

**Prerequisite:** Lend Skill

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Clothing or Jewelry. Works for wearer only. Cost to Create: 300 points per level.

### ***Delay Fatigue***

### ***Regular***

The subject takes no fatigue while the spell is in effect. Once the spell passes, all cumulative fatigue is assessed at once and it is possible that the subject will fall unconscious. If the subject loses more than -ST in fatigue points, they will take 1 point of damage for each multiple of negative ST. (For example, if Ferd has ST 12 and uses this spell to delay 36 points of fatigue, then he would be rendered unconscious and would take 2 points of damage, because his final ST score would be -24 points which is two multiples of his negative ST).

Fatigue lost due to spellcasting or psi use can't be delayed by means of this spell nor can the Base Cost of this spell be reduced to less than 1 point of Fatigue.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain (1 minimum)

**Prerequisite:** Magery, Vigor

**Magic Item:** Staff or Wand. Cost to Create: 500 points.

### ***Devolution (VH)***

### ***Regular, Resisted by HT***

This spell causes a creature to devolve into form possessed by its distant genetic ancestors. For example, a modern man could be devolved into a proto-human hominid, or a horse might be devolved into an eohippus. Generally, this will result in a reduction in IQ and HT, DX and ST might be reduced, increased, or unchanged depending on the specific race. Advantages and disadvantages might be changed, as can racial skills, however, individual skills and disadvantages and advantages can't be altered. In some cases "devolution" of badly devolved or inbred species will actually produce an individual with superior IQ and HT. Extremely old or stable races might be immune to this spell. The exact details are up to the GM.

It can only be cast in a laboratory situation where the caster has no outside influences and the creature is constrained or confined. The spell scans the creature for any and all aspects which can be described as a product of evolution or environment in any form, whether normal or magical. This includes ST, DX, IQ, and HT, advantages, disadvantages, behavioral patterns and so forth. Also, the caster is able to determine what the lowest base form of the creature would be like if all abilities were reverted back to the most common ancestor of a varied species. So, all dragons would eventually become some prehistoric lizard, horses would become miniature prehistoric ponies, etc.

At the end of the analysis the wizard may "devolve" the creature as he sees fit. However, many characteristics are linked. For example, if a mage wanted to devolved a dragon back to its prehistoric lizard form, then the resulting reduction in size would reduce its ST, and the resulting reduction in IQ would destroy most of its innate spell-casting abilities (if it had them). Again, the exact details are up to the GM. For each "devolution" the mage wishes to attempt, the creature gets a roll vs. HT to resist the change. On a critical failure on the HT roll, the mage accidentally uncovered a latent lethal mutation and the victim dies.

**Duration:** Permanent

**Base Cost:** 200 points. per hex of creature plus 10 points per character point gained or lost.

**Time to Cast:** 1 hour

**Prerequisite:** Magery 2, Alter Body, 10 Body Control spells.

### ***Dispel Fatigue***

### ***Regular***

The mage can use this spell to remove normal fatigue from a subject. Fatigue lost due to spellcasting or psi use can't be regained using this spell, nor can the mage cast this spell on himself. Unlike other spells, the base Cost to Create of this spell can't be reduced.

**Duration:** Permanent

**Base Cost:** 1, plus 1 point per 2 points of Fatigue restored. (Can't be reduced.)

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Recover Fatigue, 5 Body Control spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,000 points.

### ***Endurance***

### ***Regular***

Makes subject fatigue at 1/2 normal rate, except for spell casting and psi use costs.

**Duration:** 1 hour

**Base Cost:** 4 to cast, 2 to maintain (Can't be reduced.)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Vigor, Might

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 1,000 points. (b) Jewelry. Works for wearer only. Energy Cost: 500 points.

### ***Evil Eye***

### ***Regular, resisted by HT***

This is a limited form of the Minor Alteration spell that allows the mage to make one of the victim's eyes swell to become huge, misshapen and grotesque. Appearance is lowered by 2 levels to a minimum of Hideous.

**Base Cost:** 2, same to maintain

**Duration:** 1 hour

**Prerequisite:** 3 Body Control spells

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 250 points.

### ***Evolution (VH)***

### ***Regular, resisted by Will***

This spell is used to advance the target up the evolutionary scale of development, whether known or imagined by the mage. In order for the spell to work, the subject must be present and the mage must touch the subject, though the subject need not be willing or even conscious. Creatures which undergo metamorphosis can be advanced to a later stage of development with this spell. (For example, tadpoles could be turned into frogs.) Other creatures can be improved as if they were the end result of dozens of generations of selective breeding.

In game terms this means that virtually any advantage, attribute, skill, power, or ability, that the GM deems reasonable can be bestowed as a "Racial" ability. However, not only does the mage have to pay for any improvement in the subject, but the subject must use any character points earned in the future to pay off the cost of such improvements, if they are made permanent.

**Duration:** Permanent

**Base Cost:** 200 points, plus 10 points per character point of advantages gained.

**Time to Cast:** 1 hour

**Prerequisite:** Magery 2, Devolution

### ***Exercise***

### ***Regular, resisted by IQ***

Gives the subject the effects of a whole-body work-out session appropriate for their age, sex, species, and level of ability. This costs the subject 2 Fatigue in addition to the cost of casting the spell, but it gives subject the physical and psychological benefits of exercise.

The subject cannot gain ST, DX, or HT by means of this spell, but won't suffer deterioration of attributes due to inactivity, as long as this spell is cast faithfully.

This spell can only be cast once per day per person. Subsequent attempts to cast it on the same person on the same day will automatically fail.

**Duration:** Instantaneous. (Effects last for 1 day).

**Base Cost:** 2, can't be maintained. Subject also takes 2 Fatigue.

**Prerequisite:** Might or Vigor.

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Jewelry. Works for wearer only. Always on. Cost to Create: 300 points.

***Fair Skin***

***Regular, resisted by HT***

Causes subject's hand, feet, and body to become smooth, uncallused, and pale, as if the character lived indoors and didn't do manual labor. Good for making hale and hearty types fashionably pale.

**Duration:** 12 hours

**Base Cost:** 2 to cast, 1 to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 200 points. Jewelry or Clothing. Works for wearer only. Cost to Create: 50 points.

***Fat***

***Regular, resisted by HT***

This spell makes the subject gradually gain weight. Each week that this spell is in place, the subject must roll vs. HT or gain 10% of his weight as Fat encumbrance, up to a maximum of 300% of the subject's normal body weight. Weight gained due to this spell is permanently gained, but can be lost by normal means or by the Wasting spell.

**Duration:** 1 week

**Base Cost:** 8, 6 to maintain

**Time to Cast:** 1 hour

**Prerequisite:** Magery, 5 Body Control Spells

**Magic Item:** (a) Staff or Wand. Cost to Create: 1,000 points. (a) Clothing or Jewelry. Affects wearer only. Cost to Create: 250 points. Per each 10% increase in weight.

***Fever***

***Regular, resisted by HT***

Raises subject's temperature by 3 degrees. Makes subject uncomfortably hot and might cause heat injury or brain damage if cast on someone who is already running a high fever (1d points of damage per 10 minutes). This spell also gives the subject -1 to all HT rolls to resist heat. However, they get +1 to HT to resist the effects of cold or hypothermia.

**Duration:** 1 minute

**Base Cost:** 2 to cast, 1 to maintain

**Prerequisite:** Vigor

**Magic Item:** (a) Staff or Wand. Cost to Create: 400 points. (b) Clothing or Jewelry. Affects wearer only. Always on. Can't be removed. Cost to Create: 100 points.

***Filthy***

***Regular, Resisted by HT***

Makes subject smelly and dirty as if he hadn't had a bath, washed his hair or brushed his teeth for a month. Any hygiene conscious creature with a nose must make a reaction roll at -2. Less hygiene conscious folk must make a normal reaction roll. Only notably filthy people (i.e. Orcs, hermits) are unaffected.

**Duration:** Permanent, until washed off.

**Base Cost:** 2

**Prerequisite:** Itch

**Magic Item:** (a) Staff or Wand. Cost to Create: 300 points. (b) Jewelry or Clothing. Affects wearer only. Can't be removed. Cost to Create: 100 points.

***Flesh Box***

***Regular, resisted by HT***

This spell enables the caster to place an item inside of his body. In order to do this, the item must be theoretically capable of fitting inside the subject's body. That is, its dimensions cannot exceed those of the largest part of the subject's body (typically the torso), and its weight and volume cannot exceed the weight

and volume of the subject's body. The subject can place an object in somebody else's body, but unwilling subjects get a roll vs. HT to resist the spell.

If these conditions are fulfilled, the item magically "sinks" into the subject's flesh where it will remain until the spell ends or until the subject wills the item to emerge. When commanded to reappear the object will pop out in the same condition it was in when it was placed inside the subject. While in the body the item retains its mass and chemical composition, but doesn't interfere with the functioning of the body unless the item is actively poisonous or the creature has a Vulnerability to that item. For example, a sword could be placed inside the body of a large man. While the sword is inside his body it will not cut him and it will magically bend as he moves. However, if the sword is envenomed, the "host" must roll vs. HT to avoid being poisoned! Items hidden inside a body are undetectable in contests of Holdout skill vs. Vision. However, they are visible to creatures with Penetrating Vision or to high-tech scanners such as x-rays. If a dangerous item is placed inside the subject's body, Danger Sense or Detect Foes will register some sort of danger, but the presence of the Flesh Box isn't revealed. Items inside the subject when the spell ends are harmlessly expelled from the body.

This spell can be cast on an unwilling victim. In this case, the only person who can remove the implanted item is the spell caster (or a mage who successfully casts a counterspell) and the victim gets a roll vs. HT to resist the spell.

**Duration:** 1 minute

**Base Cost:** 1 per pound of material, half **Base Cost** to maintain. (Minimum 3, 2 to maintain.)

**Time to Cast:** 3 seconds

**Prerequisite:** Alter Body

**Magic Item:** Any item can have this spell permanently placed on it so that it can be sunk into the user's flesh at will and be retrieved with a command word. Cost to Create: 250 points per pound of material (minimum of 250 points.).

### ***Free Movement***

### ***Regular***

Covers the subject's body with a fine, very slippery oil and magically improves the traction of his skin, especially on the hands, elbows, knees and feet. Allows character to move freely in areas that are sticky, slippery, or entangling. Counters Ice Slick, Glue and Webs. Gives +4 to resist Grappling or Entangling attacks. Also gives +2 to resist spells which interfere with movement, like Rooted Feet, Paralysis, or Hinder.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 1 to maintain

**Prerequisite:** Hinder, Freedom

**Magic Item:** (a) Staff or Wand. Cost to Create: 500 points. (b) Jewelry or Clothing. Works for wearer only. Cost to Create: 200 points.

### ***Groom***

### ***Regular, resisted by HT***

This spell acts as a combination of the Bathe, Remove Blemish, Fair Skin, Haircut and Makeup spells. In addition to being faster and cheaper to cast than its various component spells, the cumulative effects give the character +1 to reaction rolls in situations where hygiene and grooming are important.

**Duration:** Permanent Cost: 4 points, can't be maintained.

**Prerequisite:** Bathe, Remove Blemish, Fair Skin, Makeup, Haircut

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 250 points.

### ***Hairball***

### ***Missile***

The mage gags up a large hairball, which magically flies towards the target doing damage. The missile does 1d-1 per point of Fatigue put into the spell to a maximum of 3d. The missile has Acc 0, SS 12, 1/2D 10 Max 20.

**Duration:** Instantaneous

**Time to Cast:** 1 second per point of Fatigue. Energy Cost: 1 per 1d-1 of damage, up to 3d-3 maximum

**Prerequisite:** Minor Alteration, Fur (as a natural advantage) or the Hair Growth spell.

Item: Clothing or Jewelry. Cost to Create: 500 points. Hands Regular

This spell turns the mage's forelimbs into human-like hands for the **Duration** of the spell. This cancels any levels of Increased Movement the mage may have but completely eliminates penalties for the No Fine Manipulators or No Manipulators advantage.

**Duration:** 1 minute

**Time to Cast:** 5 seconds Energy Cost: 3, 2 to maintain. Double cost if the mage has no forelimbs!

**Prerequisite:** Minor Alteration

**Magic Item:** Clothing or Jewelry. Works for wearer only. Cost to Create: 350 points.

### **Heat Stroke**

**Regular, resisted by HT**

This spell reduces the subject's fluid level, lowers their electrolyte balance and greatly increases their body temperature, causing them to react as if they had a severe heat injury. Each minute the victim must roll vs. HT or lose 1d-3 points of Fatigue and suffer the effects of Heat Cramps and Heat Exhaustion. When Fatigue reaches 3, the victim must roll vs. HT each minute to remain conscious and HT is lost instead of Fatigue.

If the ambient temperature is more than 70 degrees, the subject is at -1 to HT to resist. If the temperature is more than 90 degrees, if the humidity is high, or if the subject has been exerting himself, he is at -2 to HT rolls!

**Duration:** 10 minutes

**Base Cost:** 4, 3 to maintain

**Prerequisite:** Fever

**Magic Item:** Staff, Wand or Jewelry which allows the spell to be cast. Cost to Create: 400 points.

### **Heavy Hand**

**Regular**

Each point invested will inflict 1d+2 of pseudo-damage, which does not actually harm the target, but which does normal knockback. Every 8 hits will move the subject 1 hex directly away from the caster in a straight line. Though there is no direct damage, being pushed into a stone wall or similar obstacle would cause damage as per falling. DR does not protect vs. the knockback effect, but it does protect against collision damage. The mage must touch the subject in order for this spell to work.

**Duration:** 1 second.

**Base Cost:** 1 to 3; each point does 1d+2 knockback damage.

**Prerequisite:** Might.

**Magic Item:** Jewelry or Clothing. Works for wearer only. Cost to Create: 400 points.

### **Hesitate**

**Regular, resisted by Will**

Forces the subject to roll vs. Will or hesitate for 1 round before taking any new action. For example, a character under the influence of this spell must hesitate for one round before attacking each new foe. However, once he began attacking a foe, he would not have to roll vs. Will until he attempted to break off combat or attack a new foe. This spell halves the subject's basic Speed when determining Initiative.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Spasm

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Jewelry, Weapon, or Clothing. Affects wearer or user only. Always on. Can't be removed. Cost to Create: 300 points.

### **Hiccup**

**Regular, Resisted by HT**

Gives subject a bad case of the hiccups. This can disrupt spells which must be spoken (the caster must roll vs. Will every second or disrupt their spell-casting) and cancels the effects of the Voice advantage. It also gives -2 to use skills which require use of the voice like Fast-Talk, Bard, or Singing. Skills which require breath control, fine motor control, or inconspicuousness like Swimming, Surgery or Shadowing will also be at -2. The GM may also rule that some skills, such as Breath Control or Stealth are impossible while the subject has the hiccups.

**Duration:** 10 minutes

**Base Cost:** 2 to cast, 1 to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 300 points. (b) Clothing or Jewelry. Affects wearer only. Always on. Can't be removed. Cost to Create: 150 points.

***Hold***

***Regular, Resisted by HT***

The subject can't move his feet from ground, as per the Rooted Feet spell, but he gets no subsequent roll to break loose. If the initial resistance roll is failed, the victim is stuck for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 1 per 50 lb. of body weight, same to maintain.

**Prerequisite:** Magery, Rooted Feet

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

***Hyper Metabolism***

***Regular, resisted by HT***

Gives the subject the Hyperactive advantage (see Compendium I) for the **Duration** of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Vigor, Dexterity, Might

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Jewelry or Clothing. Works for wearer only. Cost to Create: 350 points.

***Hypothermia***

***Regular, resisted by HT***

This spell reduces the victim's temperature to a dangerously low level. Each minute the subject must roll vs. HT or lose 1d-3 points of Fatigue. They will also be at -3 to DX and IQ due to severe shivering and reduced mental capacity. When Fatigue reaches 3, the victim must roll vs. HT each minute to remain conscious and HT is lost instead of Fatigue.

If the ambient temperature is below 50 degrees, the subject is at -1 to HT rolls to resist this spell. If the temperature is below freezing, if the subject is soaking wet or has not been active, he is at -2 to HT rolls!

**Duration:** 10 minutes

**Base Cost:** 4, 3 to maintain

**Prerequisite:** Chill

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

***Impediment***

***Regular, resisted by IQ***

This spell makes the subject's actions slower and less efficient halving the speed at which he works at most Craft skills. Other skills which mostly rely upon physical, repetitive motion can be affected by this spell, but skills that rely entirely on repetitive motion (like Running or Rowing) are not affected.

**Duration:** 1 hour

**Base Cost:** 4 to cast, 2 to maintain.

**Prerequisite:** Hinder

**Magic Item:** (a) Staff or Wand. Cost to Create: 500 points. (b) Jewelry or Clothing. Afflicts wearer only. Always on. Can't be removed. Cost to Create: 200 points.

***Implant Object***

***Regular, resisted by Will***

This spell allows an inanimate item to meld into the subject's body becoming a part of its physical structure for the Duration of the spell. For example, a saddle could be melded to a horse's back so that it would never come off and would become part of the horse's body. Items melded into the body become partially alive and are naturally cleaned and healed by the body. However, they can't be removed. Damage taken by a melded item which surpasses its PD or DR is taken as damage by the creature that is wearing it. Damaged items can be fixed with healing spells while they are implanted. Magic Items retain their powers while melted. Held items which are implanted can't be knocked loose unless the limb holding them is crippled.

The spell doesn't give the subject the ability to feel sensations through the implanted item.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Flesh Box

**Magic Item:** Any item can have this spell permanently placed on it so that it can become part of the user's flesh at will and released with a command word. Cost to Create: 250 points. per pound of material (minimum of 250 points.).

### ***Inversion (VH) Regular, resisted by HT + Will***

Causes the subject's body to turn inside out, killing them within 1 minute (1d points of damage per turn until the subject is dead). This spell is very gruesome, anyone who sees the victim must make a Fright Checks. This is also a Necromantic spell.

**Duration:** Instantaneous

**Base Cost:** 10 points, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Alter Body

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,000 points.

### ***Iron Stomach***

***Regular***

Allows the subject to consume any substance and derive sustenance from it. This affects the entire digestive system, including the ability to chew any material.

**Duration:** 1 hour.

**Base Cost:** 3 to cast, 2 to maintain.

**Prerequisite:** Create Food, Weaken.

**Magic Item:** a liquid, when drunk will endow the consumer with Iron stomach for 1 hour. Cost to Create to create: 100.

### ***Ironbone***

***Regular***

The subject's bones become hard and resist breakage. Cutting damage is -1 per full four points applied before the cutting modifier. Crushing damage is halved rounded down. Twice as much damage as normal is required to cripple a limb. Any called shot against an area not protected by bones, such as the throat or vitals, is not effected by this spell.

This spell temporarily cancels the Fragile disadvantage and negates the Brittlebone spell.

**Base Cost:** 3 to cast, 2 to maintain.

**Time to Cast:** 1 second.

**Duration:** 1 minute.

**Prerequisite:** Magery, Shatterproof, Brittlebone.

### ***Dance***

***Regular: Resisted by Will***

The subject feels an uncontrollable urge to dance and he will do so unless he resists. Each turn, he may make another resistance roll. Should he fail, he moves one hex in a randomly determined direction, otherwise he can control the direction of his movement (though he can't shake off the effects of the spell). Dancing characters can do nothing but dance, their Move is halved and DX and ST are reduced by -2. All skills (except purely mental ones) and Active Defenses are reduced by -2. The subject must also roll vs. HT every minute or lose a point of fatigue. This will definitely spoil a wizard's spellcasting unless he can cast a spell without having to gesture. On the positive side, the subject temporarily gets the Dance skill at level 10 if he didn't already have it.

**Duration:** 1 minute or until subject falls unconscious

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Repetition



**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 300 points. (b) Musical Instrument which forces everyone who hears it (20 hex radius) to make a resistance roll or start dancing. Cost to Create: 1,000 points. (c) Clothing or Jewelry which forces anyone who wears it to dance. Cost to Create: 300 points.

### ***Irritating Touch***

***Regular, resisted by HT***

The subject's body is covered with a powerful caustic oil similar to that produced by poison ivy. When the mage touches the victim's bare flesh, that person must roll vs. HT or begin to suffer from an intense itching that gives -2 to ST, DX, and IQ. If the subject had extensive contact with the mage (or vice-versa) they must roll vs. HT- 2. If the subject is grappling the mage, they must roll vs. Will each turn in order to continue grappling. Clothing and armor give a bonus to HT equal to the DR of the armor and prevents damage for as many seconds as the armor has DR. (So, DR 2 armor would give +2 to HT rolls to avoid damage and would completely protect against damage for 2 seconds). Completely sealed armor, such as ultra-tech battlesuits or vacc suits give complete protection. Several hours after the initial contact, large blisters will erupt on the victim's body in any location where they had contact with the mage. These blisters do 1 point of damage per hit location touched, or the GM can assume that the subject was touched in 1d-3 (minimum 1) locations for casual or brief contact or 1d+1 locations for close contact.

**Duration:** 10 seconds (effects are permanent).

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Itch

**Magic Item:** (a) Staff, Wand, Jewelry or Clothing. Cost to Create: 350 points.(b) Greasy contact poison which causes effects of this spell on any bare flesh it touches. The poison can be applied to blades and other non- porous surfaces and will last until it touches a suitable target. Then the magic in the poison is consumed and it becomes inert. Must be applied with gloves or some other tool or it will affect the person who is attempting to apply it! Cost to Create: 50 points.

### ***Keen Senses***

***Regular***

This spell will enhance one or more of the mage's sense for the **Duration** of the spell, as long as he has some ability in that sense to begin with. Note that this spell only improves one sense, and that sense still won't function if blocked in some way (like trying to see in the dark). Multiple senses can be improved by application of the same spell. It is up to the mage to determine how the bonuses to senses are split up. This is also a Knowledge spell and a Protection and Warning spell.

**Duration:** 1 minute

**Base Cost:** 1 point per every +1 increase to each sense, same to maintain.

**Prerequisite:** Two spells that improve the senses, such as Keen Ears, Keen Nose or Hawk Sight.

Item: Staff, Wand or Jewelry. Cost to Create: 350 points.

### ***Lactation***

***Regular, resisted by Will***

This spell causes a mammal to begin producing milk, as if it had recently given birth. This spell allows women (or men!) to wet nurse babies without having to give birth themselves. It is also extremely useful in dairy farming or for wet-nursing unexpected babies. Milk production is equal to that of a normal female member of that breed and species. Milk production can be increased beyond this by increasing the energy put into the spell, but this is extremely painful for the subject. They must make a Will roll or be at -1 to IQ and ST.

This is also a Food spell and an Animal spell.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain. Each doubling of cost doubles milk production. For double cost a non-mammalian creature can be made to give milk! For triple cost, a non-living object can be made to give milk!

**Prerequisite:** 3 Body Control spells

**Magic Item:** Jewelry or Clothing. Affects wearer only. Cost to Create: 100 points.

**Lethargy****Regular, resisted by HT**

Similar to the Fatigue spell, but this spell interferes with the subject's ability to regain fatigue. For every 2 points of energy put into this spell, the subject's Fatigue score is reduced by 1 point. However, the Fatigue above the reduced level isn't immediately lost. It just can't be regained.

**Duration:** 1 hour**Base Cost:** 2 per 1 point reduction in Fatigue score, same to maintain**Prerequisite:** Magery, Fatigue**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. Mage only. (b) Jewelry or Clothing. Reduces wearer's Fatigue by a set amount. Always on. Can't be removed. Cost to Create: 250 points.**Limber****Regular, Resisted by HT**

Makes all the muscles in the subject's body relaxed and limber. This reduces muscular tension, prevents sprains, counters the Rigor and Ache spells and makes the subject Double-Jointed as per the advantage.

**Duration:** 1 minute**Base Cost:** 2 to cast, 1 to maintain**Magic Item:** Jewelry or Clothing. Affects wearer only. Cost to Create: 300 points.**Locked Limb****Regular, resisted by Will**

Locks one or more of the subject's joints in place (number and position determined by caster). A locked joint gives -4 to most physical skills, -10 to skills that require full flexibility like typing or acrobatics. However, locked joints give +1 ST to hold things up or apart.

**Duration:** 1 minute**Base Cost:** 4, 2 to maintain, add 1 point for each major joint (or group of minor joints) locked beyond the first.**Prerequisite:** Rigor**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.**Long Paralysis****Regular, Resisted by HT**

As Paralysis, but the Duration is longer. The spell can be nullified by a Freedom, Remove Paralysis or Remove Curse spell.

**Duration:** 1 hour**Base Cost:** 6, 3 to maintain.**Time to Cast:** 5 seconds**Prerequisite:** Magery, Total Paralysis**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,000 points.**Make-Over****Regular**

This spell allows the caster to make minor changes in his appearance, like changing his eye or hair color or making his skin more pale or more tanned. Basically any change which could be achieved with normal, modern cosmetics is allowed. Make-up can also be instantly applied using this spell, as long as the subject has the proper materials at hand, though no special skill at applying the make-up is granted. (The subject must use his own Disguise, Performance, or Fashion skills.)

**Duration:** 1 hour (make-up applied is permanent until it wears off or is removed).**Base Cost:** 2 to cast, 1 to maintain**Magic Item:** Jewelry or Cosmetics Tod. Works for wearer or user only. Cost to Create: 50 points.**Monk's Vigil****Regular**

Allows subject to ignore hunger, thirst, fatigue, sleepiness, minor pain and discomfort, etc. for the **Duration** of the spell. The spell doesn't prevent Fatigue loss from these causes, it just allows them

to be ignored for the **Duration** of the spell, or until the subject falls unconscious, whichever comes first. The subject is at +4 to Will to resist urges to eat, sleep, drink, or be affected by pain. This spell does not allow the subject to ignore the effects of Fatigue lost due to spellcasting or psi use.

**Duration:** 1 day

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Delay Fatigue

**Magic Item:** Jewelry, Clothing or Meditation Mat. Cost to Create: 300 points.

### ***Morgorn's Spell of Red Death (M/VH)***

***Regular, resisted by HT***

The subject is turned violently inside-out, which will kill most things immediately. Any observer not expecting this should make a fright check at -5.

This spell is identical in effect to the Inversion spell.

**Duration:** Instantaneous

**Base Cost:** 25

**Time to Cast:** 5 seconds

**Prerequisite:** Magery 3, Alter Body, Apportation

### ***No Sweat***

***Regular, resisted by HT***

The subject stops sweating for the **Duration** of the spell. This makes the subject slightly harder to track by scent (-2 to skill rolls) and might help with certain skill rolls where not sweating is an advantage, but it can be dangerous in hot climates. The subject is at -3 to HT to resist the effects of hot weather, -6 if they are exerting themselves.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Chill

**Magic Item:** Jewelry or Clothing. Works for wearer only. Some versions are Always On and Can't be removed. Cost to Create: 250 points.

### ***Noseplug***

***Regular***

The subject's nostrils and mouth become impermeable to water. Normal air breathing is not impeded, but no oxygen is extracted from "breathing" in water. Holding one's breath is still recommended; the spell costs 1 extra ST for each deep breath taken underwater. As a side effect, the subject's ears are also made impermeable to water. While this doesn't help the subject to hear any better while underwater, it does keep water out of his ears.

The effect of this spell is to give the subject +4 to his Swimming roll to avoid drowning when he first enters the water and +2 to all subsequent Swimming rolls to avoid drowning. In addition, the subject never "swallows water" on a critical failure on the Swimming roll.

On land this spell also has its uses. It gives the subject +1 to all rolls to resist the effects of strong scents (such as the Stinking Cloud spell), gasses, and loud noises.

**Duration:** 1 hour **Base Cost:** 3 points, 2 to maintain

**Magic Item:** Jewelry. Works for wearer only. Cost to Create: 50 points.

### ***Offhand***

***Regular, resisted by Will***

When this spell is cast, the subject's dominant hand switches. Right handers become left-handed and vice-versa. This spell is useful if the subject's master hand is crippled or if the subject is trying to imitate another person or use tools designed for the opposite hand.

**Duration:** 10 minutes

**Base Cost:** 1, 1 to maintain

**Magic Item:** Jewelry or Clothing. Works for wearer only. Cost to Create: 100 points.

### ***Omnivore***

***Regular***

This spell gives the subject the Gnawing, Devouring, Universal Digestion, and Cast-Iron Stomach advantages. This allows them to chew through anything, eat anything, and digest virtually anything.

**Duration:** 10 minutes

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Magery, Might, Vigor, Resist Poison

**Magic Item:** Jewelry. Works for wearer only. Cost to Create: 1,500 points.

### ***Palsy***

***Regular, resisted by HT***

This spell makes the victim tremble uncontrollably. This halves Move, gives -2 to DX and gives -6 to DX or skill for tasks which require fine manual dexterity. In addition, the victim is afflicted with the Stuttering disadvantage for the **Duration** of the spell.

**Base Cost:** 4, 3 to maintain

**Duration:** 1 minute

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Spasm

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 350 points.

### ***Permanent Anosmia***

***Regular, Resisted by HT***

Completely destroys the subject's sense of smell and/or taste, inflicting the Anosmia disadvantage on them.

**Duration:** Permanent, until cured by magic.

**Base Cost:** 6

**Time to Cast:** 10 seconds

**Prerequisite:** Strike Smell/Taste

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 200 points. (b) Jewelry. Affects wearer only. Usually combined with the Hex spell to make a cursed item, but un-Hexed versions are sought after by people who work at smelly occupations. Cost to Create: 100 points.

### ***Permanent Blindness***

***Regular, Resisted by HT***

Strikes subject permanently blind, as per the Strike Blind spell.

**Duration:** Permanent, until cured by magic.

**Base Cost:** 15

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Strike Blind

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,500 points.

### ***Permanent Deafness***

***Regular, Resisted by HT***

Strikes subject permanently deaf.

**Duration:** Permanent, until cured by magic.

**Base Cost:** 15

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Strike Deaf

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,000 points.

### ***Permanent Dumbness***

***Regular, Resisted by HT***

Strikes subject permanently dumb as per the Strike Dumb spell.

**Duration:** Permanent, until cured by magic.

**Base Cost:** 10

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Strike Dumb

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

***Permanent Poor Vision Regular, Resisted by HT***

The subject is afflicted with Poor Sight, either Near-Sightedness or Far-Sightedness depending on the whim of the caster. Effects of Poor Vision are as per the disadvantage.

**Duration:** Permanent, until cured by magic

**Base Cost:** 6

**Time to Cast:** 10 seconds

**Prerequisite:** Strike Blind

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Jewelry. Affects wearer only. Cost to Create: 300 points.

***Permanent Race Change (VH) Resisted by Will***

This spell is identical to the Race Change spell, but its effects are permanent.

**Duration:** Permanent

**Base Cost:** 20 +1 point per character point of inherent racial advantages, disadvantages, or skills for that species.

**Time to Cast:** 1 minute.

**Prerequisite:** Race Change.

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 5,000 points. Usable only by a mage.

***Permanent Sex Change Regular, Resisted by HT***

Causes subject to permanently change sex while maintaining their current race and age. If the subject is unwilling the spell can be resisted with a HT roll and it can be removed by a Remove Curse spell.

**Duration:** Permanent, until cured by magic

**Base Cost:** 10 points

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Sex Change

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

***Power Fist***

***Regular***

Each point on energy (up to 3) invested in this spell will add 1d of damage to the next punch, kick or unarmed attack thrown by the caster. If the attack misses, the extra damage is lost and the spell ends. However, unlike missile spells, this spell can be held until it is needed.

**Duration:** 10 seconds

**Base Cost:** From 1 to 3; the punch will add 1d damage for each energy point, same to maintain.

**Time to Cast:** 1 second for each point of energy used.

**Prerequisite:** Might.

**Magic Item:** Bracers or gloves. Works for wearer only. Cost to create: 500 points.

***Practice***

***Regular, resisted by IQ***

This spell is nearly identical to the Exercise spell, but it can be used to keep the subject's skill with a physical skill (or any mental skill which relies upon manual dexterity or physical conditioning ) from deteriorating due to lack of use.

The spell costs the subject 1 Fatigue in addition to the costs to cast the spell, but gives him the benefits of a work-out session appropriate for his level of ability in one physical skill. For example, this spell could be used to give a pianist the benefit of playing several hours of scales or a martial artist the effects of a training session in the dojo.

The subject cannot gain levels of skill by means of this spell, but he won't suffer deterioration of his skills due to inactivity, as long as this spell is cast faithfully.

This spell can only be cast once per day per skill per person. Subsequent attempts to "work out" the same skill on the same day will automatically fail.

**Duration:** Instantaneous. (Effects last for 1 day).

**Base Cost:** 2, can't be maintained. Subject takes 1 Fatigue.

**Prerequisite:** Exercise.

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 1,000 points. If the item only works for one skill (specified when the item is enchanted) cost to create: 100 points. (b) Jewelry. Works for wearer only. Works for one skill only (specified when the item is enchanted). Always on. 500 points. to create.

### ***Priapus***

### ***Regular, resisted by HT***

This spell makes the subject physically sexually aroused for the Duration of the spell. In addition their sexual appetites and performance are greatly enhanced and their sexual features are exaggerated.

The effect of this spell is to give the subject -1 to Will to resist Sex Appeal skill, but gives them +2 to their Erotic Art and Sex Appeal skills.

The effects of this spell are cumulative with the Mind Control spell Arousal.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain.

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Body, Vigor

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) Jewelry or Clothing. Works for wearer only. Cost to Create: 250 points. These items are in very high demand!

### ***Race Change (VH)***

### ***Regular, resisted by Will***

This spell turns the subject into a member of a different sentient, humanoid race for the Duration of the spell. For example, an elf could be turned into a dwarf, a human, or even an ogre or ellylon.

Unwilling subjects get a roll vs. Will to resist this spell.

The subject gains any inherent racial advantages and skills as well as any inherent physical disadvantages, however, their inherent racial mental disadvantages and individual mental and physical disadvantages remain unchanged. However, the GM may rule that some mental disadvantages are physically inherent in the race and must be taken while in that form. For example, a GURPS Kobold or Hobgoblin might be inherently incapable of understanding the concept of money or a GURPS Minotaur might be inherently Cannibalistic.

Each different species is a different spell. Changing the appearance of a member of one species to the appearance of a member of a different ethnic group or subspecies within the same species (like changing the someone's appearance from that of an Asian to Caucasian human, or changing a dolphin from Atlantic to Pacific subspecies is covered by the Alter Body spell.)

**Duration:** 1 hour.

**Base Cost:** 8 points, 6 to maintain.

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery 2, Alter Body

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 1,000 points. Usable only by a mage.

### ***Rapid Intoxication***

### ***Regular, resisted by HT***

This spell greatly reduces the subject's alcohol tolerance. Each alcoholic beverage has double its normal effect and alcohol takes twice as long to be purged from the body. This spell is often used as a prank or as a crude seduction or interrogation ploy, but it could be deadly if the subject drinks heavily.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Clumsy

**Magic Item:** Cup (or other vessel). Affects anyone who drinks an alcoholic beverage from it. Cost to Create: 300 points.

### ***Raspberry***

### ***Regular, Resisted by HT***

Causes a sudden, severe attack of intestinal or gastric gas, which the victim feels compelled to release in a loud and vulgar manner. This causes anyone who can hear the subject to react to them at -1 (-2 in refined company).

**Duration:** 5 seconds

**Base Cost:** 2 to cast, 1 to maintain

**Prerequisite:** Spasm

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 150 points. (b) Clothing or Jewelry. Affects wearer only. Always on. Can't be removed. Cost to Create: 100 points. (c) Cushion, which casts this spell when someone sits on it. Cost to Create: 50 points.

### ***Reconditioning (VH)***

### ***Regular, resisted by IQ***

This spell is identical to the Exercise and Practice spells, but it can be used to regain levels of physical attributes or skills which have been lost due to inactivity or disuse. Attributes or skill levels lost due to age, injury, disease or magic cannot be restored.

Each use of this spell will restore lost levels of a single attribute or physical skill. In no case can it be used to improve the subject's attributes or skills beyond their previous, natural level.

The spell costs the subject 4 Fatigue in addition to the costs to cast the spell, but gives him the benefits of an intensive "retraining" session over several weeks.

**Duration:** Instantaneous. (Effects are permanent.)

**Base Cost:** 4, can't be maintained. Subject takes 4 Fatigue.

**Prerequisite:** Exercise and Practice

**Time to Cast:** 1 minute.

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 2,500 points. If the item only works for one skill (specified when the item is enchanted) cost to create: 500 points.

### ***Remove Blemish***

### ***Regular, resisted by Will***

Permanently and painlessly removes scars, warts, birthmarks, acne or tattoos. Counters the Tattoo and Wart spells.

**Duration:** Permanent

**Base Cost:** 1 for a small area, 2 for extensive blemishes, 3 for a man-sized target, 3 for each additional hex of creature.

**Magic Item:** Staff, Wand, Jewelry or Wash Cloth. Cost to Create: 100 points.

### ***Repetition***

### ***Regular, Resisted by HT***

Causes subject to helplessly repeat either the last action they performed before the spell was cast on them or some other meaningless, repetitive action chosen by the caster when the spell is cast. Subjects cannot be made to deliberately do harm themselves or others, though clever casters will find ways to get around this limitation. (For example, a subject affected by this spell couldn't be made to stab himself over and over again, he could be made to dance helplessly into the path of an oncoming truck...)

**Duration:** 1 minute

**Base Cost:** 3 to cast, 1 to maintain

**Prerequisite:** Magery, Spasm

**Magic Item:** (a) Staff, Wand, or Jewelry. Cost to Create: 500 points.

(b) Clothing, Tool, or Jewelry. Affects user or wearer only. The victim will either repeat an action specified when the item is created or they will repeat the first action they make with a tool. Cost to Create: 300 points.

### ***Resist Intoxication***

### ***Regular, resisted by Will***

Makes the subject immune to the effects of alcohol for the Duration of the spell. At the caster's option, the subject can have complete resistance beyond a certain level while still enjoying (or suffering) the effects of intoxication below the threshold level. If the Intoxication rules from GURPS Callahan's Crosstime Saloon are

used, the mage can determine the maximum Intoxication Level (from 0 to 15) that the subject can attain, otherwise the GM must judge the effects.

Cancels the effects of the Rapid Intoxication spell.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain.

**Prerequisite:** Rapid Intoxication

**Magic Item:** Jewelry. Works for wearer only. Cost to Create: 200 points.

### **Rigor**

### **Regular, Resisted by HT**

Causes all the muscles in the subject's body to contract. This will cause the subject to fall to the ground and remain motionless in a fetal position for the Duration of the spell. For the Duration of the spell the subject is affected as if he was being Suffocated (see GURPS Basic), and he will die if the spell is maintained for a sufficient length of time. (This simulates the fact that the spell "freezes" the muscles of the diaphragm, so the victim can't breathe.) In addition the spell will cause 1d-2 Crushing damage as general body in muscle damage to the subject, per application. This damage persists even if the suffocation doesn't do any lasting harm.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 3 to maintain

**Prerequisite:** Magery, Hold, Spasm

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 1,500 points.

### **Scat Jet**

### **Missile**

This foul spell allows the mage to squirt scat at a foe. This missile does 1d damage to the victim and affects him, and anyone in the hexes adjacent to him as if the Retch spell had been cast on them. (Roll vs. HT to avoid its effects.) In addition, the horrible smell lingers in the hex and adjacent hexes (and on the victim's body) as if the Perfume spell had been cast on the area. Anything with a nose reacts to the victim (and those adjacent to the victim) at -2.

The missile has Acc 1, SS 12, 1/2 15, Max 30.

**Duration:** 1 second. Perfume effects linger for 1 minute.

**Time to Cast:** 2 seconds.

**Base Cost:** 3, same to maintain

**Prerequisite:** Retch, Perfume

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 350 points.

### **Secrete Venom**

### **Regular, resisted by HT**

The mage creates venom within his mouth. The venom may be of any class, and may be either ingested or contact. Each type of venom (i.e. Class C, Ingested) must be learned as a separate familiarity of this spell, based on Secrete Venom -4. No familiarity can be learned to a higher level than the base skill level.

An ingested poison will do no harm to the mage unless swallowed again, but a contact poison will still damage the mage unless he spits it out immediately (within 10 seconds) or is immune to its effects. All poisons produced with this spell are clear and odorless. However, if the poison is one that takes immediate effect, then the subject will taste (ingested) or feel (contact) the poison.

It is very difficult to transfer contact poison from the mouth to a weapon or object, so Venomous Touch is preferred when a mage needs to apply a contact poison. The GM might require the mage to make a DX check to transfer contact venom to a jar or cloth without getting it on his lips or hands.

The mage can spit the venom at DX, but only to a distance of 1 hex. Contact venom will have an effect only if it strikes flesh. Ingested venom will have an effect only if it strikes an open mouth and is then swallowed, which is quite tricky unless the victim cooperates! It is more effective to discreetly spit into the victim's drink or onto his food.

The poison will evaporate about as quickly as water would, and can be wiped off just as easily. Once the poison evaporates or is wiped off, it is completely harmless.

Venom strength is as follows: A = 2d, B = 2d-2, C = 3d, D = 0, F = 3d, G = 4d (fatigue), H = 4d, J = 3d, K = 0, X = G.M.s discretion.



**Base Cost:** 3 per dose. For every 2 extra fatigue spent, the mage can make the poison more powerful. Either HT rolls may be made at -1 or damage can be increased by +1 (every 3 points of extra damage is converted into another die of damage) each time it is taken. The mage may pay even more Fatigue to get both benefits or multiple levels. Can't be maintained.

**Time to Cast:** 4 seconds.

**Prerequisite:** Detect Poison and either two Body Control spells and Decay or Shapeshift (some venomous creature).

**Magic Item:** Clothing or Jewelry. Works for wearer only. Cost to Create: 250 points.

A cruder version of the Decapitate spell, the Sever Limb spell will magically sever a body part in the normal fashion. If a limb is severed, the damage done is equal to the amount of damage needed to cripple the limb and the subject must roll vs. HT to avoid Bleeding. If the head is severed, the victim dies. Armor does not protect, but the mage must actually touch the body part to be affected.

This is also a Necromantic spell.

**Duration:** Instantaneous, effects are permanent

**Base Cost:** 5 to cast, can't be maintained

**Time to Cast:** 3 seconds

**Prerequisite:** Wither Limb

**Magic Item:** Staff or Wand. Must touch the subject. Cost to Create: 1,000 points.

### **Sex Change**

**Regular, Resisted by HT**

### **Shrink Limb**

**Regular, resisted by HT**

This is a limited form of the Major Alteration spell that allows the mage to shrink one of the victim's arms or legs to the size of an infant's limb. Arms crippled in this manner are treated as Short Arms and have ST 3. Legs shrunk with this spell become so short that the victim effectively has the One Leg disadvantage for the Duration of the spell. Shrunken limbs have no effective attack and they cannot be used to wield melee weapons.

**Base Cost:** 4, same to maintain

**Duration:** 1 minute

**Prerequisite:** Minor Alteration

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 350 points.

### **Slow Growth**

**Regular, resisted by Will**

Allows the mage to slow the growth of an immature creature or a plant by up to 50%. Adults are not affected. Unwilling creatures may roll vs. Will to avoid the effects of this spell.

**Duration:** Permanent

**Base Cost:** 1 per 20 lb. of subject per each 10% reduction in speed of development. (10 minimum)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Alter Body

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 3,000 points.

### **Sober-Up**

**Regular, resisted by Will**

Causes subject's body to immediately throw off the effects of drugs or alcohol and eliminates hang-overs. Also counters Drunkenness spell. Any drug that affects the central nervous system can be purged. However, each different drug requires a different casting of the spell.

This spell is designed so that it can be cast without words or gestures. As long as the mage is conscious, he can cast this spell on himself, though at a penalty to skill if he is mentally impaired.

**Duration:** Permanent

**Base Cost:** 2, can't be maintained.

**Prerequisite:** Vigor

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 500 points. (b) Jewelry. Works only for wearer. Cost to Create: 300 points. (c) Cup (or other vessel). Affects anyone who drinks from it. Cost to Create: 500 points.

### ***Speed Growth***

### ***Regular, resisted by Will***

Allows the mage to speed the growth of an immature animal until it reaches full growth. Unwilling, intelligent creatures may roll vs. Will to avoid the effects of this spell.

**Duration:** Permanent

**Base Cost:** 1 per 20 lb. of subject per each 10% increase in speed of development. (10 minimum)

**Time to Cast:** 1 minutes

**Prerequisite:** Magery, Slow Growth

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 3,000 points. Usable only by a mage. Spitting

### ***Venom***

### ***Regular, resisted by HT***

The mage produces a type S venom which he can spit in a wide, powerful spray aimed at the victim's eyes. The venom is spat at DX-3 (or uses the Breathe Spell skill), and has SS 12, Acc 12, Max 5. Because it is a spray, there is no penalty to target the eyes.

**Base Cost:** 3 per dose. For every extra 2 fatigue spent, HT rolls may be made at -1.

**Time to Cast:** 2 seconds.

**Prerequisite:** Magery, Secrete Venom.

**Magic Item:** Clothing or Jewelry. Works for wearer only. Cost to Create: 350 points.

### ***Sticky Fingers***

### ***Regular***

This spell makes the palms of the subject's hands slightly sticky, as if they were coated with half-dry rubber cement. This gives +2 to DX to any task that requires a firm grip with the hands, such as holding onto a sword, and gives +1 to any task where the GM rules that the stickiness is an aid, like dealing cards, picking pockets, palming small objects, picking up small objects, or turning the pages of a book. Note that the glue on the subject's fingers is not transferred to any object that the subject touches. Also, the subject can easily release any item they grasp if they wish to do so.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Rooted Feet

**Magic Item:** Jewelry or Clothing. Works for wearer only. Cost to Create: 300 points.

### ***Sticky Hands***

### ***Regular, resisted by HT***

For the Duration of the spell, the subject's hands and feet sweat adhesive material at will. If the mage is bare-handed and bare-footed and at least three limbs are in contact with the wall, the effect is as if the mage had the Clinging advantage. If only two bare limbs are in contact with the wall, then the mage has the Clinging advantage, but may only move at half the rate. If only one is in contact with the wall, the mage will not fall, but cannot go anywhere.

**Duration:** 1 minute.

**Base Cost:** 4 to cast, 2 to maintain.

**Prerequisite:** Magery, Sticky Fingers, 4 other Body Control Spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) Clothing or Jewelry. Works for wearer only. Cost to Create: 250 points.

### ***Stop Growth***

### ***Regular, resisted by HT***

This spell can only be cast on an immature creature. Unless it makes a HT roll, it stops growing and will never reach physical maturity. However, the body will still age, so the subject will eventually have to make Aging rolls.

**Duration:** Permanent

**Base Cost:** 1 per 20 lbs. of creature (minimum of 10)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Slow Growth

**Magic Item:** a) Staff, Wand or Jewelry. Cost to Create: 4,000 points, b) Clothing or Jewelry. Works for wearer only, unless the wearer weighs more than the limit of the enchantment. Always on. Cost to Create: 200 times Base Cost of the spell.

### ***Stuttering***

***Regular, Resisted by IQ***

Causes subject to Stutter, as the disadvantage. Cancels Voice advantage.

**Duration:** 10 minutes

**Base Cost:** 2 to cast, 1 to maintain

**Magic Item:** (a) Staff, Wand, or Jewelry. Cost to Create: 300 points. (b) Jewelry or Clothing. Affects wearer only. Always on. Can't be removed. Cost to Create: 100 points.

### ***Surefoot***

***Regular***

Increases the subject's sense of balance and footing, making it harder for him to fall. For every point of energy put into this spell, the subject gets +1 to DX, but only when making rolls to avoid falling, stumbling, or losing his balance.

**Duration:** 1 minute

**Base Cost:** 1 to 5 to cast, same to maintain.

**Prerequisite:** Climbing

**Magic Item:** Shoes. Always on, wearer only. Cost to Create to create: 350 per point of increase (maximum 5) the item can give.

### ***Sweat***

***Regular, resisted by HT***

This spell makes the subject sweat profusely, producing rivers of sweat. Hygiene-conscious folk react to him at -1 and he is a -2 to use skills where a firm grasp is crucial. The subject also becomes thirsty twice as fast. The only good effect is that the subject gets +1 to HT to resist the effects of heat, though he dehydrates more quickly than normal.

**Duration:** 10 minutes

**Base Cost:** 2,1 to maintain

**Prerequisite:** No Sweat

Item: a) Staff, Wand or Jewelry. Cost: 250 points. b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Cost to Create: 150 points.

### ***Tattoo***

***Regular, Resisted by HT***

Painlessly creates or removes tattoos on subject. Color, location and design determined by caster. The skill of the final tattoo is determined by the Artist skill of the mage unless the caster has a picture or pattern to work from.

**Duration:** permanent until removed

**Base Cost:** 1 for a small area (part of an arm, shoulder), 2 for a large area (back, chest, entire limb) 3 for an entire man-sized creature, 3 for each additional hex of creature.

**Magic Item:** Inking needle or pen. Cost to Create: 100 points.

### ***Temperature Tolerance***

***Regular***

Each level of this spell gives the subject one level of the Temperature Tolerance advantage for the Duration of the spell. It is up to the mage to determine if the Temperature Tolerance is for higher temperatures, or lower temperatures or for both extremes.

This is also a Fire spell and a Water spell.

**Duration:** 10 minutes

**Base Cost:** 2 per level, half to maintain.

**Prerequisite:** Chill, Fever

Item: a) Staff, Wand or Jewelry. Cost to Create: 250 points. b) Clothing or Jewelry. Works for wearer only. Cost to Create: 150 points.

### ***Temporary Exchange Bodies Regular; resisted by IQ***

As the Exchange Bodies spell, but not as difficult and not permanent.

**Duration:** 1 minute

**Base Cost:** 10 points, 4 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2 and either Control Person or Beast Possession

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 1,000 points.

### ***Throwing***

### ***Regular***

This spell gives the subject Throwing 12 (if he doesn't have that skill at a higher level) and improves his ST by 2 when calculating the distance he can throw objects and the damage they do.

If the subject already has the Throwing skill (or a Thrown Weapon skill) at a higher level, he uses his normal skill level. However, he still gets the ST bonus from this spell.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Time to Cast:** 3 seconds

**Prerequisite:** Strength, Lend Skill

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 350 points. (b) Clothing or Jewelry. Works for wearer only. Cost to Create: 300 points.

### ***Tumble***

### ***Regular, resisted by HT***

Causes the subject to tumble head over heels. The subject must roll vs. DX or he falls flat on his face in a violent fashion, taking damage (2d-2 points) as if he had fallen from a distance of two yards.

**Duration:** Instantaneous

**Base Cost:** 3 points. Can't be maintained.

**Prerequisite:** Tanglefoot

**Magic Item:** Staff, Wand, or Jewelry. Cost to Create: 500 points.

### ***Venom Spray***

### ***Regular, resisted by HT***

The mage may secrete a contact poison as per Secrete Venom, and then spray it as per Spitting Venom. Since the venom created is a contact poison, the venom does not have to strike the target's eyes, just his bare flesh. This gives the mage +4 to hit.

In other respects this spell is like the Spitting Venom spell.

**Base Cost:** 3 per dose. For every 2 extra fatigue spent, the mage can make the poison more powerful. Either HT rolls may be made at -1 or damage can be increased by +1 (every 3 points of extra damage is converted into another die of damage) each time it is taken. The mage may pay even more Fatigue to get both benefits or multiple levels. Can't be maintained.

**Time to Cast:** 2 seconds.

**Prerequisite:** Magery 2, Spitting Venom.

**Magic Item:** Clothing or Jewelry. Works for wearer only. Cost to Create: 450 points.

### ***Touch***

### ***Regular, resisted by HT***

The mage secretes a contact poison onto the palm of one of his hands. Unless the mage is naturally immune, he will quickly take damage from the venom unless he quickly (within 10 seconds) wipes it from his hand. The mage may wipe the venom onto a weapon in 3 seconds.

In other respects this spell is identical to the Secrete Venom spell except that only contact poisons may be produced and the mage can't spit the venom. Strength is just as for Secrete Venom: A = 2d, B = 2d+2, C = 3d, D = 0, F = 3d, G = 4d (fatigue), H = 4d, J = 3d, K = 0, X = G.M.s discretion.

**Base Cost:** 3 per dose. For every 2 extra fatigue spent, the mage can make the poison more powerful. Either HT rolls may be made at -1 or damage can be increased by +1 (every 3 points of extra damage is converted into another die of damage) each time it is taken. The mage may pay even more Fatigue to get both benefits or multiple levels. Can't be maintained.

**Time to Cast:** 3 seconds.

**Prerequisite:** Magery, Secrete Venom.

**Magic Item:** Clothing or Jewelry. Works for wearer only. Cost to Create: 350 points.

### **Warts**

### **Regular, Resisted by HT**

Causes subject to develop a harmless but unsightly skin condition anywhere that the mage specifies. Causes warts, severe acne, large birthmarks, eczema or scarring, as the caster desires. Cancels good appearance, makes bad appearance even worse, to a minimum of Hideous.

**Duration:** 1 day

**Base Cost:** 2 for every -1 reduction of Appearance, half to maintain.

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 400 points. (b) Jewelry. Affects wearer only, reducing their appearance by -2 to levels. Cost to Create: 200 points.

### **Wasting**

### **Regular, resisted by HT**

This spell makes the subject gradually waste away. Each week that this spell is in place, the subject must roll vs. HT or lose 10% of his weight. When the subject loses enough weight that he is 10% below his "ideal" body weight, he must roll vs. HT or take the Skinny disadvantage. He must also roll vs. HT or lose 10% (minimum of 1 point) of his ST. Each 10% reduction beyond the first requires another HT roll to avoid losing another 10% of ST, at -2 to HT to resist per 10% reduction.

When the victim's weight goes down to 70% of what it should be, he must roll vs. HT or he loses HT in addition to ST! When either the subject's HT or ST reach zero he dies.

Fat lost due to this spell vanishes, never to return. ST and HT lost due to this spell return at a rate of 1 point (or each) per week of proper rest, care, and nutrition.

In its benevolent form this spell is used as a cure for obesity, however it is just as commonly used for malignant purposes.

**Duration:** 1 week

**Base Cost:** 10, 8 to maintain

**Time to Cast:** 1 hour

**Prerequisite:** Magery, 5 Body Control Spells

**Magic Item:** (a) Staff, Wand or Jewelry. Cost to Create: 2,000 points. (b) Jewelry or Clothing.

Affects wearer only. Always on. Some versions can't be removed. Cost to Create: 1,000 points.

### **Wetskin**

### **Regular**

A very handy skin for creatures with skin that must be kept moist, this spell keeps the subject's skin at their preferred level of moisture for the Duration of the spell, preventing damage from exposure to dry air. Attacks that dry out the skin (such as fire) ignore this spell.

This is also a Water spell.

**Duration:** 1 day

**Time to Cast:** 10 seconds.

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Create Water

Item: Clothing or Jewelry. Cost to Create: 250 points

# Communication and Empathy Spells

This College is actually just a subset of the Mind Control College with some additions from the Colleges of Knowledge and Protection and Warning. In addition to the new spells, I have added some spells from other Colleges of Magic.

## Changes to Spells from GURPS Magic

**Sense Life** - The subject gets a resistance roll (vs. Will) if they know or suspect that this spell is being used against them and they don't want to be detected. This spell is quite powerful. If the GM feels that it is being abused he can either require that the mage have personal experience with the life to be found (either having seen it or studied it extensively in the past) or he can apply long-range modifiers to the skill roll.

**Sense Foes** - The subject gets a resistance roll (vs. Will) if they know or suspect that this spell is being used against them and they don't want to be detected.

**Sense Emotion** - The subject gets a resistance roll (vs. Will) if they know or suspect that this spell is being used against them and they don't want to be detected. If used on an animal this spell will take the place of a successful Animal Handling or Naturalist roll to judge an animal's mood, drives, and state of mind.

**Truthsayer** - Note that this spell judges the subjective truth. If the subject believes what he is saying to be true (due to misinterpretation or misinformation) then this spell won't register a lie as a lie.

**Hide Thoughts** - This spell will hide the presence of the subject from all magic or psionic abilities which rely on the ability to detect brain activity. This includes most of the Communication and Empathy and Mind-Control spells as well as any other spell which the GM rules works mostly against the subject's brain or central nervous system. Against psi abilities roll a contest of the caster's Hide Thoughts spell skill vs. the psi skill of the attacker.

**Exorcism** - This spell will end possession by extra-planar beings but will not drive them from the mage's plane of existence. For that, the Banish spell (p. M 65) is required.

**Lend Language** - At the GM's option the Duration of this spell can be extended to 5 or even 10 minutes.

**Borrow Language** - If the subject is unwilling he gets a resistance roll vs. IQ. At the GM's option the Duration of this spell can be extended to 5 or even 10 minutes.

**Lend Skill** - This spell cannot be used to improve psi skills.

**Borrow Skill** - This spell cannot be used to improve psi skills.

**Gift of Tongues** - At the GM's option the Duration of this spell can be extended to 5 or even 10 minutes. If the subject is Deaf or Hard of Hearing, this spell temporarily gives them the Lip Reading and appropriate Sign Language skills at IQ level in addition to other abilities. Subjects who can hear don't get the Lip Reading skill (unless it is crucial to comprehension of the language), but they do get the Sign Language skill. This spell does not give the subject the ability to hear or see stimuli he can't normally see. If the subject is attempting to communicate with a truly alien creature which communicates in an odd way, he can interpret the language but he can't speak it if he doesn't have the proper speaking apparatus.

**Gift of Letters** - The subject can read braille alphabets or other writing systems which rely on tactile stimuli. At the GM's option the Duration of this spell can be extended to 5 or even 10 minutes.

## Changes to Spells from GURPS Grimoire

**Retrogression** - If the mage has previously cast a Mind Search spell on the subject he may specify the event he wants the subject to relive.

## Spells from GURPS Magic

Borrow Language Borrow Skill Compel Truth Control Person Exchange Bodies Exorcism Gift of Letters Gift of Tongues Hide Thoughts Lend Skill Lend Language Mind Search Mind Sending Mind-Reading Permanent Possession Persuasion Possession Sense Emotion Sense Foes Sense Life Soul Rider Telepathy Truthsayer Aura - Knowledge Spells Divination - Knowledge Spells Seeker - Knowledge Spells Trace - Knowledge Spells Avoid - Mind Control Spells Mass Suggestion - Mind Control Spells Sense Spirit - Necromantic Spells Suggestion - Mind Control Spells Delayed Message - Sound Spells Great Voice - Sound Spells Scribe - Sound Spells

## Spells from GURPS Grimoire

Hide Emotion Compel Lie Vexation Insignificance Presence Communication (VH) Message Dream Viewing  
Dream Sending Dream Projection Retrogression Language Spells

### New spells

#### **Accent**

#### **Regular, resisted by IQ**

The subject speaks with the accent specified by the mage for the Duration of the spell. The quality of the accent depends on the mage's skill with the language or dialect in question (use the Mimicry skill if no language skill applies). If the mage has no skill in the relevant language or dialect, the accent will be outrageously phony.

Depending on the circumstances, this spell can give the subject +1 to language skill to speak a language he is not entirely familiar with, +1 to Bard, Acting, or Performance skill to hold an accent while performing, or +1 to Diplomacy or Savoir-Faire. If used in a hostile fashion, it will give -2 to the listed skills.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Clothing. 200 to create. (b) Clothing or Jewelry which allows the wearer to speak in one accent. Some versions are Always on and Can't be removed. 150 to create.

#### **Aidbringer**

#### **Regular**

When a specific event, or type of event happens to the subject, the subject's circumstances and location are magically broadcast to any sentient creature (or a certain group or class of people) within 1 mile along with a short mental "plea for help". The subsequent actions of the people who this message is "broadcast" to depend entirely on their personalities and their perception of the situation. For example, if this spell were used to alert any human within 1 mile that the subject's wagon had lost a wheel, most people would ignore the message or perhaps mention the fact to a wainwright rather than rushing to the scene themselves.

**Duration:** 1 hour (the "message" lasts about 5 seconds)

**Base Cost:** 2 to cast, 1 to maintain. Each doubling of cost doubles the distance of the broadcast.

**Prerequisite:** Mind Sending

**Magic Item:** Jewelry, Helmet, or Clothing.

Works for wearer only. 500 to create.

#### **Anticipate**

#### **Regular**

Allows subject to anticipate most likely action of a opponent. Gives +1 to rolls to hit or defend in combat and +1 to contests of skill where such information would be useful.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Magery, Mind Reading

**Magic Item:** Jewelry, Helmet, or Clothing. Works for wearer only. 2,000 to create.

#### **Antipathy**

#### **Area, resisted by IQ**

Causes a place or thing to seem unpleasant, ugly, worthless, annoying or otherwise unsatisfactory (immediate reaction roll at -4). People who react badly to a place or thing will leave it or possibly vandalize or destroy it. Even those who react favorably initially, must reroll their reactions (unless they roll a critical success) every 10 minutes that they stay there, until a negative reaction is rolled and they leave. Those who resist the spell ignore its effects. (This spell is different from Avoidance in that the subjects consciously don't want to be in the area covered by the spell.)

**Duration:** 1 hour

**Base Cost:** 3 to cast, 1 to maintain. Can be made permanent for 25 times the **Base Cost**.

**Prerequisite:** Avoidance

***Borrow Ability (VH)***

***Regular, resisted by Will***

Lets the caster temporarily increase one ability score by up to +10 (but never more than the subjects's ability score) or recieve the temporary use of one of the subject's innate physical advantages.

**Duration:** 1 minute

**Base Cost:** 6 to cast, same to maintain

**Prerequisite:** Magery 2, Borrow Skill

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 3,000 points. Mage only.

***Borrow Advantage (VH) Regular, resisted by Will***

This spell temporarily allows the caster to use a mental advantage possessed by the subject.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Borrow Skill

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 3,000 points. Mage only.

***Change Script***

***Regular***

This spell allows the mage to change the style of handwriting or printing on a page. The handwriting can be that of another person that the mage is familiar with. A mage with this spell could write a letter, cast Change Script on it, and produce a perfect forgery of someone else's handwriting! The spell will change the mage's writing style, but it won't allow the mage to write in a language he is not familiar with. Unless the mage has several documents in the subject's hand and at least a day to study them, he cannot emulate that person's handwriting. If he attempts to do so anyhow, he is at -10 to effective skill. Each subsequent casting of this spell reduces the skill penalty by -1. Anyone who has reason to be suspicious of a document can detect the mage's forgery if he can win a contest of IQ vs. the mage's effective skill with the Change Script spell. Any document written or altered using this spell will have a faint aura of magic when a Detect Magic spell is cast.

**Duration:** Permanent.

**Base Cost:** 1 for one word, 2 for a paragraph, and 3 for a whole page. Double cost if the mage did not write the actual document by himself.

**Time to Cast:** 5 seconds.

**Prerequisite:** Magery and Editor.

***Character Study***

***Information, resisted by Will***

Allows the caster to get an instant catalog of the subject's mannerisms, likes, dislikes, quirks, social status, reputation, and close associates as if he had closely observed the subject for two weeks. "Secret" information and memories are not discovered. The spell gives +4 to attempts to mimic or impersonate the subject and might have other uses.

**Base Cost:** 4

**Time to Cast:** 1 minute

**Prerequisite:** Mind Reading

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Jewelry or headgear. Works for wearer only. Gives information about one person specified when the item was created. Cost to Create: 50 points.

***Clear Thought***

***Regular, resisted by Will***

This spell allows the subject to think without prejudices or emotions interfering with his thoughts.



This gives +2 to Fright Checks and cancels the effects of Intolerance, Social Stigma, and so forth, though anyone with the Intolerance disadvantage automatically gets a Will roll to resist this spell if it would alter his prejudices. In some cases, this spell will give +1 to IQ to make a rational decision, at the GM's option.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Truthsayer

**Magic Item:** (a) Staff, Wand or Jewelry.

**Base Cost to Create:** 300 points. (b) Jewelry or Clothing. Works for wearer only. 500 to create.

### **Codebreaker**

### **Regular, resisted by Spell**

Allows hidden, coded, or encrypted information to be read. Reading information encrypted with the Encrypt spell requires a contest of skills between the mage's Codebreaker skill and the other mage's Magic Cipher skill.

**Duration:** 1 minute

**Base Cost:** 1 per page

**Prerequisite:** Encrypt

**Magic Item:** Staff, Wand or Jewelry or Clothing. 500 to create.

### **Compromise**

### **Regular, resisted by Will**

This spell must be cast on two or more people who are negotiating or about to enter into negotiations.

While this spell is in effect, the parties involved in the negotiation will bargain in good faith, won't lose their tempers, and will ignore minor issues and insults in an attempt to achieve a negotiated solution. Anyone affected by this spell can ignore negative Reputations, Status, or Social Stigmas when making reaction rolls. They are at +2 to use Diplomacy, Savoir-Faire, Streetwise, Fast Talk, or (out of combat) Body Language skills on anyone affected by this spell.

And, any critical failure on those skills is treated as a normal failure as long as either the speaker or the listener is affected by the spell.

As a side effect of this spell, people who are under the effects of this spell can recognize other people who are also affected by this spell and people who are not. A person who is under the effects of this spell can react normally towards a person who is not under the effects of the spell, and vice-versa.

This is also a Mind Control spell.

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Base Cost:** 3 per person, 2 to maintain

**Prerequisite:** Wisdom, Suggestion

**Item:** a) This spell can be permanently cast on an area for 50 times the **Base Cost** per hex, b) Staff, Wand, or Jewelry. Cost to Create: 350 points.

### **Contrary Message**

### **Regular, resisted by Spell**

When this spell is cast on a written message it magically alters the text so that it is exactly contrary to what the original message said, but is indistinguishable from the original in all other ways. If this is not possible, then the information will be made as contrary as possible.

For example, a message which originally read "Send help immediately!" would instead read "All is fine." A scroll which originally told the reader how to summon a demon would turn into a morally-improving children's story, a recipe for carrot soup, or a brief summary of the orders of angels. A best-selling thriller would be transformed into a book of academic poetry criticism or something equally dull.

If the original text was magical in nature, this spell must overcome the original magic in a contest of spells. Altered messages retain an aura of very faint magic even if they weren't originally magical.

In no case can an altered message be used to glean useful information that the mage didn't know already.

For example, this spell couldn't be used to transform a magic text on fire magic into a magic text on water magic. Magical writing gets a resistance roll at the skill level of the spell (or the strongest spell if there is more than one).

**Duration:** Permanent

**Base Cost:** 2 per page

**Prerequisite:** Magic Cipher

**Magic Item:** (a) Staff, Wand or Jewelry or Clothing. 300 to create. (b) Book or scroll. When placed within six inches of another book or scroll, the enchanted book begins to alter the content of the other book at the rate of one page per minute. 600 to create.

### ***Coordinated Attack***

### ***Regular***

This spell must be cast on two or more willing subjects one of whom may be the caster. Once cast, it allows the subjects to magically know what the other is doing in combat, as long as they are within 10 hexes of one another. The rapport is so strong that the two fighters can “donate” bonuses from All-Out Attacks, All-Out Defenses, Feints, and martial arts Techniques to each other if the GM rules that the other character is in a position to take advantage of them.

For example, a character who is All-Out Defending can “donate” all or part of his +4 to Active Defenses vs. a single blow to his “partner” as long as he is within 1 hex of the partner.

Even if they don’t coordinate their attacks and defenses, the fighters know what the other is going to do so they don’t duplicate attacks or get in each other’s way.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. Each additional person beyond the second adds 2 to the **Base Cost** and 1 to maintain.

**Prerequisite:** Magery, Mind Sending

**Magic Item:** (a) Staff, Wand or Jewelry. 800 to create. Usable only by a mage. (b) Two or more identical pieces of jewelry or clothing. Allows wearers to have the benefits of this spell. Cost to Create: 300 points each.

### ***Decryption***

### ***Regular***

This spell allows a mage to read an encrypted message that wasn’t meant to be read by him. The message resists with the protecting spell’s (Encryption or Mage Seal) skill level.

**Duration:** Permanent.

**Base Cost:** 5

**Time to Cast:** 1 minute.

**Prerequisite:** Encryption.

### ***Delirious Speech***

### ***Regular, resisted by Will***

When the caster of this spell touches an intelligent creature who is drugged, drunk, sleeping, or otherwise unconscious, the subject must roll vs. Will or begin to babble (a creature feigning unconsciousness will never be affected by the spell). The subject speaks at random, in any language in which he is fluent (skill level 12 or more) on random topics.

The subject can hear questions posed to him in a language in which he is fluent, but gets an additional roll vs. Will to avoid giving a coherent answer. If the subject fails his Will roll, he will give a short, coherent answer of what he believes to be the truth, but he cannot give extensive details. Only on a critical success on the spell roll or a critical failure on the Will roll will the subject give detailed information, passwords, codes, or other useful, technical information. One question can be posed and answered per minute of the spell.

If the mage doesn’t attempt to ask questions, the subject will murmur in a “stream of consciousness” fashion as if they were talking in their sleep. Topics chosen by the subject depend on what is important or memorable to him and will almost never be put in context. A delirious victim could confuse dreams, bits of religious dogma, rumors, scientific formulas, fairy tales and snippets of fondly remembered nursery rhymes in one long ramble.

If the subject is awakened by any means, the spell is automatically broken and the victim will remember what he said while under the influence of the spell. If the victim is not awakened, they must roll vs. IQ to remember being interfered with while they were unconscious.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain  
**Prerequisite:** Truthsayer  
**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### ***Detect Falsehood (VH)***

***Regular, Resisted by IQ***

Allows caster to determine relative truth of statement made by subject if the answer is knowable by normal investigative techniques. The spell will note omissions, misstatements, distortions and partial truths as the subject speaks them, even if the subject believes them to be the truth. However, the spell will not reveal the nature of the distortion, it will only reveal its presence. Just because the subject doesn't tell the entire truth doesn't mean that he knows the entire truth.

The spell will not reveal secrets of nature, Things-Man-Was-Not-Meant-To-Know, or Ancient Truths. If "common knowledge" is that the Sun goes around the Earth, then this fact will not register as a lie unless the subject knows the statement to be false. (i.e. the GM can ensure that clever characters don't abuse this spell to short-circuit adventures or discover the nature of matter, the Philosopher's Stone, or where missing socks go.)

**Duration:** 1 minute  
**Base Cost:** 6 to cast, 4 to maintain  
**Prerequisite:** Magery, Truthsayer, Detect Lies.  
**Magic Item:** (a) Staff, Wand, Jewelry or Clothing (usually a crown or inquisitor's hood). 2,500 to create. Usable only by a mage. (b) Clothing or Furniture. Works for wearer/user only. Always on.  
**Base Cost to Create:** 1,500 points.

### ***Doubt***

***Regular, resisted by Will***

This spell temporarily cancels any Charisma advantage the subject might have, and forces everyone who sees the character to roll vs. Will or temporarily fail to recognize any "natural" right they might have to lead by virtue of their Rank or Social Status. If he does try to exert his authority he must roll a contest of his Leadership skill vs. the Will of a person he is trying to lead to get them to follow his orders while the spell is in effect.

**Duration:** 1 minute  
**Base Cost:** 3, same to maintain  
**Time to Cast:** 5 seconds  
**Prerequisite:** Insignificance  
**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Jewelry, Armor, Weapon or Clothing. Always on. Affects wearer or user only. Can't be removed. Cost to Create: 400 points.

### ***Editor***

***Regular***

This spell will correct spelling grammar and spelling errors in any document on which it is cast. Note that the mage has the option of leaving behind some types of errors if he wishes.

**Duration:** Permanent  
**Base Cost:** 1 for a paragraph, 2 for a page  
**Time to Cast:** 2 seconds per page  
**Magic Item:** Blue Pencil or other writing implement. Cost: 50 points.

### ***Encryption***

***Regular***

When this spell is cast, it transforms a written page such that it can only be read by a certain individual or group of individuals. All others looking at the page will see a meaningless series of garbled lines. Once read by someone it is keyed to, the garbled lines become legible.

**Duration:** Permanent until read.  
**Base Cost:** 4.  
**Time to Cast:** 5 seconds.  
**Prerequisite:** Magery 2 and Change Script.

**Magic Item:** When a mage casts this spell at double cost, the page becomes attuned to the first person to write upon it. When he is finished, the page encrypts and can be read by anyone whose name the writer states while writing the document.

### **Erase**

### **Regular; Resisted by Spell**

Removes writings from a moderate-length scroll or one or two pages of text (up to 500 words). If the writing is non-magical a successful spell roll will automatically erase the writing. If the writing is magical it is resisted by the skill of the written spell.

The mage can erase less than 500 words if he wishes, but he can't selectively remove words within a sentence without recasting the spell. Furthermore, partial omissions will create obvious blank spaces in the document.

This is also a Making and Breaking spell.

**Duration:** Permanent

**Time to Cast:** 5 seconds

**Base Cost:** 2 plus 1 per page (500 words)

**Prerequisite:** Clean (Making and Breaking)

**Magic Item:** Ball of India Rubber. 200 to create.

### **Far Speaking**

### **Regular**

Allows two or more people to be able to speak with each other, irregardless of distance as long as they can see each other or know the approximate location of the person they wish to talk to. The first casting of the spell allows 2 people to talk, each subsequent casting will allow 1 more person to join the conversation. All subjects must be willing or spell fails. Long distance modifiers apply.

**Duration:** 10 minutes

**Base Cost:** 4 to cast, 2 to maintain (double cost for each person beyond the first two).

**Prerequisite:** Magery, Selective Message, Great Voice

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 to create.

### **First Impressions**

### **Regular**

First Impressions gives the caster a bonus on their reaction roll upon initially meeting a single individual or a collective group of people. However, the reaction will not be raised to extraordinary levels by this spell. Rather, the spell bottoms out at Good-Normal, G.M.s decision as to what that actually is in a given case. Hence, the jailer might not let you out, but will stop the other prisoners from lynching you, the merchant won't give you the goods, but will sell to you at a good price, the king won't give you half his kingdom, but reacts to you about as well as he ever reacts to one of your status. And the Devil will still spit you on his pitchfork.

The GM must decide what the best outcome the character might expect from the encounter and determine the NPCs reactions accordingly. This spell cannot be resisted, nor can it be changed once the spell wears off (unless the character does something to alter the subject's opinion of him).

**Base Cost:** 3, cannot be maintained.

**Time to Cast:** 2 seconds.

**Duration:** Permanent

**Prerequisite:** Magery, Charm, 3 other Mind Control Spells.

### **Forsooth**

### **Regular, resisted by IQ**

The subject speaks in an elaborate, extremely courteous, old-fashioned form of his native language for the Duration of the spell. For example, a speaker of modern English might speak in Shakespearean iambic pentameter or the most formal type of Victorian address.

In most cases, this spell makes the subject seem peculiar and affected. This gives him -1 to reactions from most people and -2 to reactions from rough-hewn folks and other people who have no use for such sissified language. It also gives -1 to Diplomacy and Fast-Talk rolls, and -2 to Performance and Acting rolls, unless the subject is trying to speak in an elaborate and old-fashioned way, then he gets +4 to his skill rolls.

Also, since most people aren't used to old-fashioned, elaborate forms of speech, they must make an IQ roll to interpret the subject's meaning. The subject knows what he is saying as long as the spell is in effect, but it doesn't give him any special ability to understand other people under the influence of this spell.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Clothing. 200 to create. (b) Clothing or Jewelry which allows the wearer to speak "forsoothly" all the time. Some are Always On, and Can't Be Removed. 150 to create.

### ***Foulmouth***

### ***Regular, resisted by IQ***

This is the opposite of the Forsooth spell. The subject liberally laces his normal conversation with the crudest metaphors and most foul and elaborate curses imaginable.

This gives him -2 to reactions from most people, and gives -2 or more to skills such as Diplomacy, Fast-Talk, Savoir-Faire, Sex Appeal, Performance, Acting, and Bard. However, among foul-mouthed characters, this spell allows the subject to blend right in!

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Clothing. 200 to create. (b) Clothing or Jewelry which allows the wearer to speak crudely all the time. Always on. Can't be removed. 150 to create.

### ***Fraudulent Hand***

### ***Regular***

With this spell, the wizard is able to perfectly duplicate any style of handwriting of which he has a sizable sample. The forgery is good enough to fool even the closest inspection, although it does radiate faint magic and can be detected by magic. This gives +4 to all Forgery skill rolls if the mage actually has the Forgery skill and gives him a temporary Forgery skill of 10 if he does not. Note that the ability to perfectly duplicate handwriting does not constitute the whole of the Forgery skill only part of it.

Depending on the type of writing to be done, the mage will be able to produce at most 1 page of writing per minute. Complex forgeries done on the spur of the moment will take much longer.

**Duration:** 1 minute (Effects are permanent.)

**Base Cost:** 3, 2 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Borrow Language, Gift of Letters

**Magic Item:** Pen or other writing instrument. Works for user only. 300 to create.

### ***Gem Write***

### ***Special***

This spell empowers a gem with the ability to store within its structure written information of any kind - except magic spells. Each casting of this spell allows a gem to store one page of material. The information encoded is permanent, however, all information in a gem is lost if the gem is destroyed or if the magic is dispelled.

If the gem is damaged or altered in any way, roll vs. the Gem Write spell skill of the mage who enchanted the gem. If the roll fails all the information is lost, otherwise the loss of information is only proportional to the amount of damage or alteration to the gem. Attempting to cut the gem into two or more smaller gems automatically destroys the information.

Information can be "encoded" in a gem by passing the gem over the pages (or whatever) to be encoded or by speaking into it. Pictures can be encoded, but each picture counts as a page of text.

Any mage can add pages of material to a previously enchanted gem (even if they didn't enchant it), however, the maximum amount of information which can be stored on a gem is 100 pages per karat.

Pages can be erased by use of this spell or by use of the Erase spell.

Unlike damage to the gem, unless the mage specifically makes text

**Duration:** Permanent

**Base Cost:** 10 to enchant the gem, plus 1 per "page" of material to be encoded.

**Time to Cast:** 1 minute to enchant the gem, 5 seconds to record a page of material.

**Prerequisite:** Magery, Borrow Language

**Magic Item:** (a) Jewelry Box, Staff or, Wand which can enchant gems on its own. 10,000 to create. Usable only by a mage. (b) Gem (with or without information recorded), enchanted as per spell.

### ***Glamour***

### ***Regular, resisted by IQ***

Impresses onlookers with some trait that the subject seems to project. The exact "public image" projected is up to the caster, but the spell is commonly used to make the caster seem more noble, mysterious, tragic, wise or trustworthy than he really is. People affected by the spell react to the subject with a modifier to their reactions. Those who see through the spell react normally or at a minus depending on what the caster would have had them believe.

**Duration:** 1 hour

**Base Cost:** Double the reaction modifier desired, ½ that to maintain.

**Prerequisite:** Presence

**Magic Item:** Jewelry or Clothing which projects a set "image" and gives the wearer a set reaction bonus or penalty. 500 per point of bonus or penalty.

### ***Great Feat***

### ***Regular***

The mage can give the subject a bonus to perform a single, quick, non-combat action like an acrobatic maneuver.

Each point of energy put into this spell gives the subject +1 to skill, up to a maximum bonus of +8.

**Duration:** 10 seconds

**Base Cost:** 1 per +1 bonus up to 10 points. Can't be maintained.

**Prerequisite:** Lend Skill

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Hide Lies***

### ***Regular, resisted by Spell***

Subject will be able to lie undetectably. The spell automatically fools the Detect Lies skill, a contest of spell skills is required to negate Truthsayer or lie undetectably while under influence of Compel Truth spell or Detect Lies spell.

**Duration:** 10 minutes

**Base Cost:** 3 to cast, 2 to maintain

**Prerequisite:** Magery, Hide Thoughts

**Magic Item:** Jewelry or Clothing. Works for wearer only. 300 to create.

### ***Indelible***

### ***Regular, resisted by Spell***

This spell must be cast on ink, paint, or other pigment or mark or on a magic spell which involves transcribing, writing or drawing (like the Gem Write, Tattoo, or Wizard Mark spell) after it is cast.

The effect of the spell is to make any inscriptions or drawings permanent. If anyone but the mage attempts to alter or destroy the Indelible area, that person must win a contest of Will or spell skills (whichever is worse for the destroyer) vs. the Indelible spell skill of the mage. If the destroyer loses the contest of skills, the fails to obliterate the protected area.

Note that this spell only protects the words or symbols themselves. For example, if a vandal were to attempt to mark out words in a book or cut out a picture then he would fail. If he were to burn the entire book, the parts of the book which didn't have letters or illustrations on them would be obliterated, leaving behind a mass of jumbled, charred letters and disjointed pictures which would effectively be unusable as an information source.

**Duration:** 1 week

**Base Cost:** 1 per page of information (or fraction thereof), same to maintain. Can be made permanent for 5 points per page.

**Prerequisite:** Magery, Erase, Copy

**Magic Item:** Staff, Wand, Jewelry or Seal. Works for wearer or user only. 100 to create.

***Infectious Mood***

***Area, resisted by Will***

Subject's moods are magically extended to other people in the area of effect. If the subject doesn't want this spell to work, his Will must be overcome first.

Then people in the area of effect must roll vs. Will to resist being influenced. Depending on the emotion to be projected, affected subject react at +1 or -1.

**Duration:** 1 minute

**Base Cost:** 1 per hex, half **Base Cost** to maintain (minimum 1).

**Prerequisite:** Magery, Mass Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. Usable only by a mage. (b) Clothing or Jewelry.

Works for wearer only. Cost to Create: 200.

***Insolence***

***Regular, resisted by Will***

This spell causes its victim to sound and appear crude, insulting, and arrogant in all respects. This lowers reaction rolls for people who encounter the victim unless they can make a Will roll. The subject can also resist the effects of the spell if he makes a Will roll.

**Duration:** 1 minute

**Base Cost:** 2 per -1 reaction, half to maintain.

**Prerequisite:** Antipathy

**Magic Item:** (a) Staff, Wand, Jewelry or Clothing. 400 to create. (b) Clothing or jewelry. Always on.

Affects wearer only. Reduces reactions by some set amount. 200 per -1 reaction.

***Invisible Script***

***Regular***

This spell is similar to Mage Writing, in that it creates a script readable only to a select audience. In this case, only those who can See Invisible will be able to read the script. To everyone else, the page appears blank. Also, at the time of casting, the caster can set conditions that, when they occur, the script becomes visible. For example, the caster could specify "when the rays of the full moon touch the paper" or "when Fred the mage tries to read this."

**Duration:** Permanent until conditions are met.

**Base Cost:** 7.

**Time to Cast:** 5 seconds.

**Prerequisite:** Mage Writing and Hide.

**Magic Item:** A page can be made so that after a given condition is no longer present, the writing will become invisible again. Cost to Create to create: 20 per page.

***Knowing Touch***

***Regular, resisted by Will***

Allows the mage to impart any information he could speak just by touching the subject. The rate at which he communicates is four times the speed of his normal speech but is still perfectly understandable in the subject's mind.

If the mage's link to the subject is broken the spell is ended. If the subject is unwilling he may roll vs. Will to resist.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Selective Message

**Magic Item:** Jewelry or glove. Cost to Create: 250 points.

***Leader***

***Regular, resisted by Will***

This spell temporarily gives the subject two levels of the Charisma advantage and Leadership 12. Anyone who sees the subject must roll vs. Will or look to the subject for leadership in the current situation. If the subject has the Shyness advantage, this spell temporarily cancels it.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Bravery

**Magic Item:** (a) Staff or Wand. 1,000 to create. (b) Clothing, Jewelry, Helmet, Weapon or Crown.

Works for wearer or user only. 500 to create.

### ***Lend Ability***

### ***Regular***

Lets subject increase an ability score by up to +10 (but never more than the caster's ability score) or receive the temporary use of one of the caster's innate physical or mental advantages.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Magery 2, Lend Skill

**Magic Item:** Staff, Wand, Jewelry or Clothing. \$1,000 to create. Usable only by a mage.

### ***Literacy***

### ***Regular***

Gives illiterate subject the ability to read and write for the **Duration** of the spell.

**Duration:** 5 minutes

**Base Cost:** 3 to cast, 1 to maintain

**Prerequisite:** Caster must be literate

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Clothing or Jewelry. Works for wearer only. 100 to create.

### ***Mage Seal***

### ***Regular***

This spell allows a mage to place a unique and unalterable mark onto a document, thus acting as a magical signature. Any page thus enchanted will have a resistance roll equal to the caster's skill in Mage Seal in addition to any normal resistance rolls. For example, a page that has an Encrypt spell and a Mage Seal is intercepted by another mage who casts a Decrypt spell on it. The Mage Seal resists first, and if it fails, the Decrypt gets a chance to resist. The caster can remove the seal at any time, but may not temporarily interrupt the spell to allow spells to be cast upon it.

**Duration:** Permanent.

**Base Cost:** 3

**Time to Cast:** 5 seconds

**Prerequisite:** Mage Writing

This spell, when cast upon a page of text, alters it such that only mages may read the writing. The spell is cast at three different levels. At the first level, all mages can read the text. At the second, only mages with two levels of magical aptitude or more may read the page. Likewise, when cast at the third level, one must have Magery 3 to read the text.

**Duration:** Permanent.

**Base Cost:** 2 per level.

**Time to Cast:** 5 seconds per level.

**Prerequisite:** Magery, Magic Paper, and Editor.

### ***Magic Cipher***

### ***Regular***

Encrypts written or spoken information in a code which can only be interpreted by those people the caster wishes to understand it. The spell will automatically defeat the Cryptography and Cryptanalysis skills and the Read Magic spell. Other decoding spells must win a contest of spell skills. The mage can dispel this spell at will.

**Duration:** permanent



**Base Cost:** 1 per page (500 words)

**Prerequisite:** Magery, Literacy

**Magic Item:** (a) Staff, Wand or Jewelry. 200 to create. Usable only by a mage. (b) Jewelry or Seal. Works for wearer or user only. 100 points.

### ***Magic Messenger***

***Regular***

Causes an inanimate object of the caster's choice to mentally or sonically speak a message when a given person or class of person gets within 3 hexes. The message and the target subject must be specified when the spell is cast and the message itself can be in any language in which the mage is fluent. The message itself can be up to 45 words long. Alternately, if the caster is still in range when the message is triggered, he can use other spells to speak through this item. However, the spell can't be used to cast spells or trigger command words.

If the message is not triggered before the spell Duration ends, the message is not transmitted.

**Duration:** 1 day. The message itself lasts about minute (45 words)

**Base Cost:** 2, 1 to maintain. An item can be permanently enchanted with a fixed message and set of triggering conditions. 10 points plus 2 points per extra 45 words.

**Prerequisite:** Mind Sending

**Magic Item:** (a) Staff, Wand or Jewelry 200 to create.

### ***Magic Mouth***

***Regular***

Imbues the chosen object with an enchanted mouth which appears and speaks a message when a specified event occurs. The message, which must be of 45 words or less, can be in any language known to the caster. The mouth cannot speak magical spells or use command words. The triggering conditions and message are set when the mage casts the spell. Some examples are "speak to the first creature that touches you." Only visual, tactile and aural cues can be used. The magic mouth has no other senses, nor can it see invisible or insubstantial creatures.

**Duration:** Permanent, until triggered. The message itself is about 1 minute long.

**Base Cost:** 4, plus 1 per extra 45 words. A Mouth can be permanently enchanted with a fixed message and set of triggering conditions. 10 points plus 2 points per extra 45 words.

**Prerequisite:** Magic Messenger

**Magic Item:** Staff, Wand, or Jewelry. 400 to create.

### ***Magic Paper***

***Regular***

This spell is used to increase the area of a piece of paper. When cast, it magically creates different surfaces which are accessed by turning the page over in different directions. Thus, when holding the page and turning it over to the right, you will get a different surface than if you had turned it over to the left, or top, or bottom. This is also a Gate spell.

**Duration:** Permanent.

**Base Cost:** 2 per additional surface up to 4 (Cost: 8).

**Time to Cast:** 5 seconds.

**Prerequisite:** Protect Paper

### ***Majesty***

***Regular, resisted by IQ***

Similar to the Leadership spell, this spell makes the subject seem "noble" and "powerful" to the point where those who fail their resistance rolls actually believe that he has high Social Status, and behave accordingly. It imparts no other advantage.

**Duration:** 1 minute

**Base Cost:** 2 per level of social status to be gained (up to Level 8), same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Leader

**Magic Item:** (a) Staff or Wand. 1,000 to create.(b) Clothing, Jewelry, Helmet, Weapon or Crown.

Works for wearer or user only. 500 to create. Mask Aura Regular

**Mass Mind-Sending****Area, resisted by Will**

Allows caster to send his thoughts to everyone (or a selective audience) in a given area, as per the Mind-Sending spell.

**Duration:** 1 minute

**Base Cost:** 2 per hex, same to maintain (minimum 4)

**Time to Cast:** 4 seconds

**Prerequisite:** Mind Sending

**Magic Item:** (a) Staff, Wand or Jewelry or Clothing. 3,000 to create. (b) Crown, Helmet, or Jewelry. Works for wearer only. 2,500 to create.

**Mass Persuasion****Area; Resisted by IQ**

As Persuasion but over an area.

**Base Cost:** Twice the bonus to be added to the roll per hex. Minimum radius 2 hexes

**Time to Cast:** 1 second per radius hex.

Minimum is 2 seconds

**Prerequisite:** Persuasion and IQ 13+

**Magic Item:** (a) Staff, Wand or Jewelry or Clothing. 3,000 to create. (b) Crown, Helmet, or Jewelry. Works for wearer only. 2,500 to create.

Designer: Keith Horsefield

**Mental Beacon****Regular**

Allows the caster to magically mark a spot.

Then, whenever the caster concentrates, he knows where that spot is and can travel back to it. If he is attempting to Teleport or use another spell to magically move to the place he has marked, he gets +2 to skill. The mental beacon is invisible to normal sight, but can be detected by the Detect Magic spell or Magery advantage. It can be dispelled by the caster or removed by successful use of the Erase spell (if a contest of spells is won). The mark can be made permanent by means of the Indelible spell.

**Duration:** 1 day

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Telepathy

**Magic Item:** (a) Staff, Wand or Jewelry. 400 to create. (b) Coin, gem, or other small object, which, when placed allows the mage to return to the location of the object. 200 to create.

**Mind Shield****Regular**

Similar to the Hide Thoughts spell but more powerful, this spell can break existing mental control if a contest of skills (spell vs. spell or psi skill) is won. In addition, if extra energy is put into this spell, the effective spell skill to resist (or break) mind control is increased.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 1 to maintain. Each extra point of energy put into the spell gives +1 to contests of skill to resist or end mental interference.

**Prerequisite:** Hide Thoughts

**Magic Item:** Crown, Helmet, or other headgear. Works for wearer only. 1,000 to create.

**Mind-Probe****Regular, Resisted by IQ**

Allows caster "free access" to his subject's memories, including his subconscious and "forgotten" memories. Otherwise as Mind-Search spell.

**Duration:** 1 minute

**Base Cost:** 6, 4 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Mind-Search

**Magic Item:** Staff, Wand or Jewelry. 3,000 to create. Usable only by a mage.

### **Misdirect Mind Search**

**Regular, resisted by IQ**

Allows caster to plant "false memories" which will automatically be detected by Mind-Sense or Psionic skills while protecting the subject's real memories. The mind-searcher loses a contest of skill vs. this spell he will think that he's successfully gotten correct information when actually he's been fed incorrect information by the caster.

In order to "program" false memories the subject and the mage must actively cooperate while the spell is being cast and the mage must touch the subject.

If the spell is made permanent the false memories projected can't be changed unless the spell is recast (as a permanent spell).

The subject will be aware of the false memories if he concentrates, but he will know them be untrue.

**Duration:** 1 day

**Base Cost:** 4, 2 to maintain. Can be made permanent for 20 points.

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Mind-Search

**Magic Item:** (a) Staff, Wand or Jewelry. 2,000 points to create. Usable only by a mage. (b) Crown, Helmet, or other headgear. Projects false memories programmed by the wearer before the item is put on. 3,000 to create. (c) Crown, Helmet, or other headgear. Projects false memories programmed by the creator of the item when the item is made. 1,000 to create.

### **Moon Message**

**Regular**

When this spell is cast, the mage can write a message or symbol which will only appear under certain light conditions specified by the creator when the spell is cast. For example, a message could only be made to appear under the light of the full moon, or when the message is illuminated by sunlight at noon on the day of the winter solstice. The wizard can't specify light conditions such as "when my apprentice's shadow falls on the message." unless there was something inherently unique about the apprentice's shadow to begin with.

The message will not appear until the conditions specified are met, then it will become visible (glowing faintly if necessary to make it visible) until the light conditions specified vanish (but at least one minute in any case). Then the spell will cease.

Magery or spells like Detect Magic will detect the presence of magic but will not be able to determine the nature of message. Spells like Codebreaker will allow the mage to know under what conditions the writing will become visible, but won't reveal the message.

The mage can cancel the spell at any time.

Erase spells will destroy the message if the caster of the Erase spell wins a contest of skills.

**Duration:** 1 month

**Base Cost:** 3 per 20 words (or fraction thereof), same to maintain. The spell can be made permanent for 10 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Wizard Mark

**Magic Item:** Staff, Wand or Writing Implement. Works for user only. 100 to create.

### **Oathbinding**

**Regular**

A spell that seals and magically enforces an oath. Two or more parties swear to a pact, which can be of any length and contain any mutually agreeable conditions. These conditions may be so complicated as to comprise full-scale legal contracts, but the entire set of terms must be spoken aloud before the caster. Any party breaking the oath takes 1-1 damage for every 2 fatigue invested (up to 5 dice of damage). When judging violation of the oath, the determining factor is whether the caster's perception of the terms of the was broken or not.

It does not matter if the oath is taken under duress. However, each party must verbally avow that the oath is being sworn willingly. Casting time equals the time required to swear the oath (and is simultaneous with the oath-taking), Duration is until the oath is fulfilled, broken, or until the death of one of the principals or parties. The death of the caster does not negate the spell. If the strictures of the vow are not fully understood by the caster (as in the case of a complex contract), he is at -5 to cast the spell. Further, if the spell fails by 1-5, neither the principals nor the caster are made aware of the spell's failure.

**Duration:** Permanent, until oath is fulfilled or ends  
**Base Cost:** 2 to 10, 1d-1 damage per 2 points of energy.  
**Time to Cast:** Variable.  
**Magic Item:** Staff, Wand, Jewelry, Weapon, or Holy Book. 300 to create.

### ***Old Native Hand***

### ***Regular***

This spell temporarily gives the mage a skill of 12 in the local form of either Streetwise, Savoir-Faire, or Diplomacy, gives him a skill of 10 in one language skill, and alters his habits, dress, and accent so that he can "pass for native" (or at least a well-assimilated foreigner) in a foreign country.

If the subject already has the relevant skills at 13 or better, then this spell prevents him from rolling a critical failure due to lack of knowledge of the local customs.

**Duration:** 10 minutes  
**Base Cost:** 5, 3 to maintain.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery, Gift of Tongues, Borrow Skill  
**Magic Item:** Jewelry or Clothing. Works for wearer only. Cost to Create: 250 points.

### ***Parrot***

### ***Regular, resisted by IQ***

This spell is very similar to the Suggestion spell, except that doesn't act on the suggestions, but he does believe that they are true, and, if necessary, he will repeat something the mage says to him.

In order for this spell to work, the mage must be within 2 hexes of the subject, and the mage must quietly speak or whisper a statement to the subject. If the subject fails his resistance roll, he will believe that statement to be true, and will repeat the statement aloud if the mage wishes. However, the victim will take no other action besides agreeing with the mage and vocalizing whatever the mage wants him to say.

For example, a shopkeeper could be made to believe that the mage had already paid for an item, and the mage could get the shopkeeper to say aloud "You already paid for that." but he couldn't be commanded to empty his cash drawer into the mage's purse because that would require a physical action.

**Duration:** 1 minute  
**Base Cost:** 3 to cast, 2 to maintain  
**Prerequisite:** Suggestion  
**Magic Item:** (a) Staff, Wand or Clothing. 500 to create.

### ***Phantasmal Warrior***

### ***Regular***

Creates a phantasmal creature whose appearance is drawn from the subject's greatest fears.

The phantasmal warrior has ST, DX, IQ and HT of 12 and has an attack skill of 16 in weapons skills that the subject has. PD and DR are equal to that of the subject and the Warrior will be armed with weapons similar to those carried by the subject. When it is called into being, the warrior will immediately to attack the subject and will continue to attack in the most intelligent and direct fashion possible until it, or the subject is killed or rendered unconscious.

Only the subject can see the form of the phantasmal warrior - to all others it appears as a shadowy shape that is immune to all harm. However, the actions of the victim are real. The subject might accidentally strike a friend in his attempts to kill the phantom!

When the phantom is first called into existence, the subject must make a Fright Check at -4. Regardless of the results of the Fright Check, the subject may make an attempt to disbelieve (and dispel) the warrior, but at a penalty equal to the amount by which he failed his Fright Check.

While all damage from the Phantasmal Warrior feels physical (doing normal Stun and crippling damage) it is actually taken to Will. When Will reaches 0, the subject will fall unconscious. Will will return at a rate of one point every two hours. "Crippled" limbs will recover immediately when the victim wakes up.

**Duration:** 1 minute  
**Base Cost:** 5 to cast, same to maintain  
**Prerequisite:** Magery, Mind Reading  
**Magic Item:** Staff, Wand or Jewelry. 800 to create. Usable only by a mage.

**Place of Lies****Area, resisted by IQ**

A power variant of the Compel Falsehood spell, this casting makes it impossible for anyone within the area of effect to utter a statement that they know to be true unless they can make a resistance roll. In other respects this spell is exactly like the Compel Falsehood spell.

**Duration:** 5 minutes

**Base Cost:** 3 per hex, same to maintain. An area can be permanently enchanted with this spell for 100 points per hex.

**Prerequisite:** Compel Truth

**Magic Item:** Staff, Wand or Jewelry. 1,200 to create. Usable only by a mage.

**Place of Truth****Area, resisted by IQ**

A power variant of the Compel Truth spell, this casting makes it impossible for anyone within the area of effect to utter a statement that they know to be untrue unless they can make a resistance roll. In other respects this spell is exactly like the Compel Truth spell.

**Duration:** 5 minutes

**Base Cost:** 3 per hex, same to maintain. An area can be permanently enchanted with this spell for 100 points per hex.

**Prerequisite:** Compel Truth

**Magic Item:** Staff, Wand or Jewelry. 1,200 to create. Usable only by a mage.

**Plane Speech (VH)****Regular**

The ultimate communication spell, this casting allows the mage to speak to any one subject personally known to the mage irregardless of where or when that person is. This speech is one way unless the person the mage is talking to wishes to cast the Plane Speech spell themselves so they can communicate with the mage.

This spell will allow a person to speak to people across a continent, on a different planet, 100 years in the future, or on a different plane. However, unless the subject recognizes the mage's voice or was expecting a message (or isn't distracted by something else at the time), the subject might assume that the mage's voice is a hallucination, a dream, or a hoax.

The mage can talk to his "past" self, or a "parallel self" on a different timeline, but in no case can the "other self" act on information provided by the mage so the mage can "talk to himself" to alter his future. (Or rather, he can, but then he makes the timeline diverge and his altered self goes off into a different timeline.) Since communication is one-way, the mage can talk to a "future" version of himself, but it won't do him, or his future self any good.

This is also a Gate spell.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Farspeaker, 5 Communication and Empathy spells.

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Matched pair of rings (or other jewelry) which allow the wearers to communicate with each other by means of this spell. 800 to create.

**Polyglot (VH)****Regular**

Allows subject to understand, speak and write all languages fluently, at a level equal to IQ+4.

**Duration:** 10 minutes

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Magery 2, Gift of Letters

**Magic Item:** Jewelry or Clothing. 1,000 to create. Usable only by a mage.

**Project Thoughts****Area, resisted by Will**

Subject's thoughts are magically projected to other people in the area of effect. If the subject doesn't want this spell to work, his Will must be overcome first.

Then people in the area of effect must roll vs. Will to resist being influenced. It might not be immediately obvious to other people in the area what the images they are receiving are, or who is thinking them.

**Duration:** 1 minute

**Base Cost:** 1 per hex, half **Base Cost** to maintain (minimum 1).

**Prerequisite:** Magery, Telepathy

**Prerequisite:** Literacy (spell)

**Magic Item:** (a) Staff, Wand or Jewelry. 400 to create. Usable only by a mage. (b) Jewelry or Headgear. Always On. Affects only the wearer. 300 to create.

### ***Protect Book***

### ***Regular***

This spell protects books and other written materials from decay, water damage and wear and tear from normal handling. This spell also makes paper less flammable, so that it takes twice as long to ignite and burn as normal paper.

Note that this spell only protects paper against normal flame. Magical flame consumes protected paper normally. The spell also doesn't protect against deliberate attempts to destroy the book, though "normal" abuse such as underlining passages, pen marks or dog-eared pages will gradually "heal" over a week or so. Damage a book suffers before this spell is cast is permanent.

This spell is also a Making and Breaking spell.

**Duration:** 1 week

**Base Cost:** 2 points for a small book, 3 points for a normal sized book, 4 for a large book, same to maintain. Can be made permanent for 10 times the Base Cost.

**Time to Cast:** 30 seconds

**Prerequisite:** Mage Writing

### ***Quick Message***

### ***Regular***

Allows mage to speak or magically send a message twice as fast as normal and still be understood, effectively doubles rate of communication. Can be cast with other communication spells.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** 3 Communication Spells

**Magic Item:** Staff, Wand, or Jewelry. 200 to create.

### ***Racial Memory (VH)***

### ***Resisted by IQ***

This is a form of Mind Search, but one which allows the mage to read the minds of the subject's deceased ancestors as if the subject had the Racial Memory advantage and the mage was reading his mind while the subject was using that advantage. Mental Impressions gained will be hazy but will always give some information relevant to what the mage was searching for. The amount by which the mage makes his skill roll determines the clarity and scope of the information he receives.

**Base Cost:** 6 + 4 per generation beyond the first generation back.

**Time to Cast:** 1 minute plus 1 minute per generation back.

**Duration:** 1 minute.

**Prerequisite:** Magery 2, Mind Search, Slow Time.

### ***Read Gem***

### ***Regular***

Allows information stored in a gem enchanted with the Gem Write spell to be read or interpreted. This spell must be cast for each new gem to be read.

**Duration:** 1 hour

**Base Cost:** 1, 1 to maintain

**Magic Item:** Wand or Jewelry. Works for wearer only. 100 to create.

**Read Magic****Regular**

Deciphers standard magical and alchemical codes and ciphers, allows most magically concealed writings to be read normally if a contest of skills is won.

It can also be used to get a general sense of enchantments which use writing (such as magic scrolls or runes) without triggering them.

**Duration:** 1 hour

**Base Cost:** 2 to cast, 1 to maintain

**Prerequisite:** Literacy

**Magic Item:** Jewelry. Works for wearer only. 100 to create.

**Seek Author****Information, resisted by IQ**

This spell tells the caster the name or title of the true author or author's of a document. Note that this spell will not give the name of the person who took a dictation, it gives the name of the person who authored the document. Also, this spell is only resisted by Mage Seal, if there is one, and gives no information about the whereabouts of the author.

If the writer wishes to remain anonymous, he may roll vs. IQ to resist.

**Duration:** Instantaneous.

**Base Cost:** 6.

**Time to Cast:** 5 seconds.

**Prerequisite:** Seeker.

**Selective Message****Regular**

Allows subject's voice to be heard only by those who he wishes to hear him. Other aspects of the speaker's voice are normal. Alternately, the subject can seem to speak gibberish which is only intelligible by those who he wishes to hear his true message.

**Duration:** 1 minute

**Base Cost:** 2 to cast, same to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Jewelry or Clothing. Works for wearer only.

250 to create.

**Sense Morale****Information**

This spell will determine the mood and morale of any group of people. It is most useful for determining the fighting spirit of military units, but it has peaceful uses as well.

This is also a Knowledge spell.

**Base Cost:** 3

**Time to Cast:** 10 seconds

**Prerequisite:** Character Study

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 10 points.

**Share Mind****Regular, resisted by Will**

This spell allows the caster to transfer his intellect into the subject's mind allowing direct mental communication with the subject and allowing the caster to use the subject's senses. The subject of the spell still controls his body. It is up to the caster whether or not he makes the presence of his mind known to the subject.

While the spell is in effect, the caster's body lies in a comatose state. At the end of the spell, or whenever the caster wills it, his consciousness immediately returns to his body.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Soul Rider, Possession

**Magic Item:** (a) Staff, Wand, or Jewelry. 1,000 to create. Usable only by a mage. (b) Pair of identical pieces of jewelry or clothing. Allows the wearer of the “sending” item to occupy the mind of the wearer of the “receiving” item at will. 750 to create.

### ***Speak With Unconscious***

***Regular***

The mage can speak with unconscious people as if they were awake and healthy. This spell does not give the mage control over the subject. Other spells must be used to make the subject divulge sensitive or secret information. An unconscious person can receive and give an answer to approximately one question per minute.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Delirious Speech

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Speed Reading***

***Regular***

Allows subject to read and assimilate material at faster than normal rate.

**Duration:** 10 minutes

**Base Cost:** 1, half to maintain (minimum of 1), each doubling of cost doubles speed to a maximum of 8 times normal rate.

**Prerequisite:** Literacy

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Jewelry or Clothing. Works for wearer only. 500 to create for each doubling of speed.

### ***Steal Advantage (VH)***

***Regular, resisted by Will***

This spell temporarily strips the subject of one mental advantage and allows the caster to use it. This is also a Necromantic spell.

**Duration:** 1 minute

**Base Cost:** 8, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Borrow Advantage

**Magic Item:** Staff, Wand, or Jewelry. 5,000 to create. Usable only by a mage.

### ***Steal Skill (VH)***

***Regular, resisted by Will***

This spell temporarily strips the subject of one skill and allows the caster to use it. This is also a Necromantic spell.

**Duration:** 1 minute

**Base Cost:** 8, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Borrow Skill

**Magic Item:** Staff, Wand or Jewelry. 5,000 to create. Usable only by a mage.

### ***Subtext***

***Regular***

This spell allows the subject to transmit a secret message to anyone he desires while appearing to say another thing to the other listeners. For example, the mage can seem to speak words of friendly greetings to a party of brigands while secretly telling his hidden comrades how to best spring an ambush on the bandits. The secret message must be the same length as, or shorter than the “open” message though it can deal with a different topic or even be in a different language.

Listeners who are only intended to hear the “open” message might be able to hear the secret message if they can make a roll vs. IQ-4. Listeners who can hear the secret message can also hear the “open” message as a voice in the background.



**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Selective Speech

**Magic Item:** (a) Staff, Wand or Jewelry 300 to create. (b) Jewelry or Clothing. Works only by wearer. 250 to create.

### ***Sweet Dreams***

***Regular, resisted by Will***

This spell gives the subject vivid, pleasant dreams and allows him to sleep well, restoring an addition point of Fatigue beyond normal levels. The subject will remember his dreams, though whether the dreams are in any way meaningful is up to the G.M.

**Duration:** 4 hours, or until the subject awakes.

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Dream Saver

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. Usable only by a mage. (b) Jewelry or Clothing. Works for wearer only. 200 to create.

### ***Sympathy***

***Area, resisted by IQ***

The reverse of the Antipathy spell (q.v.), makes people think the subject is wonderful, valuable or otherwise worthwhile (immediate reaction roll at +4).

People near the area will be unconsciously attracted to it and will be reluctant to leave once they are there. People drawn to the area will treat the area with respect and might even defend it. Even those who react unfavorably initially must reroll their reactions (unless they roll a critical success) every 10 minutes that they stay there, until a positive reaction is rolled and they decide to stay.

Those people who wish to leave must make a Will roll (roll once every 10 minutes) to do so. Those who resist the spell ignore its effects.

**Duration:** 1 hour

**Base Cost:** 3 to cast, 1 to maintain. Can be made permanent for 50 points per hex.

**Prerequisite:** Glamour

### ***Teaching (VH)***

***Regular***

Allows information to be taught in half normal time. The mage must have the Teaching skill as well as the skill to be taught at least level 12. The subject must be willing to learn and must be present for the **Duration** of the spell.

**Duration:** 1 hour

**Base Cost:** 3 to cast, 1 to maintain. Each doubling of cost allows an additional person to be taught.

**Prerequisite:** Teaching skill, skill to be taught, Truthsayer

**Magic Item:** Staff, Wand, Jewelry or Clothing. Works for user or wearer only. 5,000 to create.

### ***Talking Horn***

***Regular***

This spell allows the mage to enchant two identical objects, of at least 1 ounce each, one of which will transmit any sound that the mage could hear, and one which will receive the sound and broadcast it to anyone within earshot (about 5 hexes unless the mage wishes otherwise). The maximum range between the transmitter and the receiver depends on the energy used to power the spell.

This spell can be used in a number of ways.

The transmitter can be hidden, and the mage (or someone else) can retain the receiver, allowing him to eavesdrop on conversations or detect enemies at a distance. Or, the mage can retain the transmitter and give the receiver to someone else, allowing the mage to communicate (one way) with that person at a distance, just like the Far Speaker spell.

Four identical objects and two castings of this spell will allow two-way communication.

This is also a Knowledge Spell and a Sound spell.

**Duration:** 1 minute

**Base Cost:** 2 points for 100 hex range (every doubling of cost doubles range). The objects can be permanently enchanted for 10 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Far-Speaking, Wizard Ear

**Magic Item:** (a) Wand, Staff, or Jewelry.

**Base Cost to Create:** 750. (b) Two identical objects (gems or animal horns are common) which can communicate with each other at any distance. Cost to Create: 500 points.

### ***Telepathy Tattoo***

### ***Enchantment***

When this magical rune is tattooed on his body, the subject can use the Psionic Telesend and Telerecieve Powers (Power 12, Skill 12) to communicate with others who also have this tattoo. The user can communicate with anyone he can name (or a group of people) just by speaking their name and touching the tattoo.

It costs 1 Fatigue point to activate the tattoo per person included in the conversation and the user must make a Telesend skill roll to do so. However, it costs nothing to activate the Telerecieve power. It costs an additional point of fatigue for every minute of conversation. However, if they wish, those people using telerecieve can "pay" for this additional time.

However, unlike normal Telepathy, the subject can only "read" surface thoughts. He cannot enter Full Communion or Gestalt with the people he is speaking to, nor can he communicate or recieve thoughts if the person he wishes to "speak" to doesn't want to speak to him.

Communication is normally private, however those people with Magery, Second Sight, or Awareness, may roll vs. Hearing plus any levels of Magery to "listen in" on the conversation, if they are close to one of the people involved in the communication. Each hex of distance from the "speaker" gives -1 to their roll.

**Base Cost:** 750 points

**Prerequisites:** Telepathy, Enchant.

### ***Temporarily Exchange Bodies (VH) Regular, resisted by IQ***

The caster and the subject can temporarily exchange bodies, as per the Exchange Bodies spell.

**Duration:** 1 hour

**Base Cost:** 10

**Time to Cast:** 10 minutes

**Prerequisite:** Magery 2, Possession, Soul Jar

**Magic Item:** Staff, Wand, or Jewelry. 10,000 to create. Usable only by a mage.

### ***Thought Capture***

### ***Area, resisted by IQ***

This spell captures the thoughts of all creatures who pass through the affected area. Then, at a later time the mage can "play them back" and "eavesdrop" on them. he can select whose thoughts he will attempt to capture when he casts the spell.

When he "plays back" thoughts, the mage will "read" them at 4 times the normal rate, and can "fast forward" through the times when nobody was in the area. Since each individual has a unique "signature" the mage will be able to determine whose thoughts are whose even though many people might have been thinking in the area at the same time.

**Duration:** 12 hours

**Base Cost:** 4, same to maintain. An area can be a permanent "thought trap" for 50 times the Base Cost.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Thought Projection

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### ***Two Key Code***

### ***Enchantment***

This spell allows a mage to encrypt one or more pages of text using two key words. When the first key word is spoken, the contents are rendered illegible even to the caster. When the second keyword is spoken, either

by the caster or by some other person, the text is returned to its normal state. Attempts to read the encrypted document by non-magical means will automatically fail. Attempts to magically read the writing are treated as a contest of skills between the skill of the mage's Magic Code skill and the skill level of the mage who is casting the deciphering spell. If the subject is present, at the mage's discretion, the subject can "think" the second keyword, making it unknown even to the mage (unless mind control magics are used). In all other cases, the mage determines both keywords and gives one of them to the subject(s) who are to read his messages.

If the encrypting mage makes his skill roll but loses the contest of skill or if the decrypting mage fails his skill roll but wins the contest of skills, the documents are magically erased rather than being read.

If the encrypting mage wins the contest of skills does the text remain safe and secure. Only if the decrypting mage makes his skill roll and wins the contest of skills is the text decrypted successfully.

**Duration:** Permanent

**Base Cost:** 3, plus 1 point per page of text.

**Time to Cast:** 10 seconds

**Prerequisite:** Magic Cipher

**Magic Item:** Staff, Wand or Jewelry. 500 to create. Universal Speech (VH) Regular This spell is identical to the Gift of Tongues spell, except that it allows anyone the subject speaks to to understand what he says and vice versa. This spell has no effect on written languages. **Duration:** 1 minute **Cost:** 4, 3 to maintain **Prerequisite:** Gift of Tongues **Item:** Staff, Wand or Jewelry. **Cost to Create:** 1,000 points.

### ***Wizard Mark***

***Regular***

Leaves the caster's personal rune inscribed on the wall as well as up to six additional characters. The mark can either be invisible or engraved into the wall (decided when the spell is cast). If the spell is invisible, Magery will detect the spell (but not its form) and an Identify Magic or Analyze Magic spell will enable a person to read the rune and characters.

The Erase spell can be used to destroy the spell if the Eraser wins a contest of skills. The runes cannot be used to cast other spells (such as the Inscribe Rune spell).

**Duration:** Permanent

**Base Cost:** 3 to cast

**Prerequisite:** Magic Message

**Magic Item:** Wand, Pen or other Writing Tool. Works for user only. 100 to create.

### ***Write***

***Regular***

Allows the subject to write in any language that he is fluent in. His writing is attractive, legible, grammatically and orthographically correct. Rate of writing is equivalent to normal speaking rate. If the character is trying to write in a particularly fancy style, he must roll vs. his Calligraphy skill. This spell is normally used by illiterate characters or characters with sloppy handwriting.

**Duration:** 1 hour

**Base Cost:** 2, same to maintain

**Magic Item:** Wand, Pen or other Writing Tool. Works for user only. 100 to create.

### **Optional Spells for Learning Magic**

These spells allow magic spells to be learned very quickly. You may have some difficulties when introducing these spells. They could make the College of Communication/Empathy very popular. High skill levels can also cause difficulties by dropping the casting time. But even with these potential difficulties, I think these spells are sufficiently balanced so they will not break any campaign.

### ***Learn Spell***

***Regular***

Allows the caster to learn all the necessary information to cast a spell the subject knows. The caster must have a character point available to learn the spell or this spell fails. The caster must also know all the Prerequisites for the learned spell or she will not be able to cast it. The spell is cast over several days and if

a day is missed, the spell must be started over from the beginning. Roll for success each day. A failure adds another day to the casting time. The subject must be willing to teach.

**Time to cast:** 10 hours/day for 8 days.

**Base Cost:** 5 per day from both caster and subject.

**Prerequisite:** Teaching, Borrow Skill, and Borrow Language

### ***Teach Spell***

***Regular***

Allows the caster to teach the subject all the necessary information to cast a spell the caster knows. The subject must have a character point available to learn the spell or this spell fails. The subject must also know all the Prerequisites for the taught spell or he will not be able to cast it. The spell is cast over several days and if a day is missed the spell must be started over from the beginning. Roll for success each day. A failure adds another day to the casting time. The subject must be willing to learn.

Casting Time: 10 hours per day for 8 days.

**Base Cost:** 5 per day from both caster and subject

**Prerequisite:** Lend Skill and Lend Language

### **College of Dream Magic**

This college is a subset of Communication and Empathy magic. If the GM mages these spells their own subcollege, then the Dream Viewing, Dream Sending and Dream Projection spells from GURPS Grimoire should be considered part of this subcollege.

Dream magics are generally cast when the caster is asleep or just before he goes to bed. Unlike other spells they can be cast while the caster is asleep.

Casters who go unconscious due to wounds or Fatigue not related to sleep cannot cast Dream spells.

### **Spells from GURPS Grimoire**

Dream Viewing Dream Sending Dream Projection

### **New Spells**

#### ***Control Dream***

***Regular, resisted by Will***

Allows caster to control the subject's dreams.

Nightmares can be induced, but they will not be so terrible as to require a Fright Check, though they will be unsettling. Dreams will be remembered when the subject wakes up.

**Duration:** 8 hours or until subject wakes.

**Base Cost:** 3, can't be maintained

**Prerequisite:** Save Dream

**Magic Item:** (a) Wand, Staff or Jewelry 200 to create.

#### ***Daydream***

***Regular, resisted by Will***

This spell allows the subject to visit the Dream World in a wakeful state. The subject's action in the dream world are entirely in his head, and he can continue to do some simple action (mentally undemanding repetitive labor, sitting, driving along a deserted road) while he dreams. However, the subject is at -4 to all Perception rolls to notice his real world surroundings. The spell is broken whenever the subject makes a successful perception roll to notice something important in the "real world" or when he is sharply jostled.

**Duration:** 10 minutes, or until the subject "wakes".

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Dream Travel

**Magic Item:** Staff, Wand or Jewelry. 200 to create.

#### ***Dream***

***Regular, resisted by Will***

Allows the subject to have vivid, lucid dreams which he remembers upon waking. The significance of the dreams and their content is entirely up to the GM.

**Duration:** 8 hours, or until the subject awakes.

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 1 minute

**Magic Item:** (a) Wand, Staff or Jewelry. 200 to create. (b) Jewelry or Clothing. Works for wearer only. 100 to create.

### ***Dream Beast***

### ***Regular***

Allows the caster to create any creature that the character can imagine and the GM will countenance for use in the dream world. The creature created must be non-magical, commonly known in the dream world the character is in, and non-sentient (IQ 7 or less). The beast will serve the caster as best it can and is under the caster's control.

**Duration:** 1 hour "dream time".

**Base Cost:** 1 per 100 lbs. that the animal would weigh in the "real world".

**Time to Cast:** 10 seconds

**Prerequisite:** Dream Travel

**Magic Item:** Jewelry or Clothing. Worn by mage in "real world" but allows mage to cast spell in "dream world". 500 to create. Usable only by a mage.

### ***Dream Guardian***

### ***Special***

Summons a "guardian" to guard the caster in the dream world. The guardian has whatever form and attributes the caster desires, and it will follow the caster's commands. The guardian is a creature of pure dream and has no power in the waking world.

**Duration:** 1 hour "dream time".

**Base Cost:** Cost of the guardian in character points/25, half to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Dream Travel

**Magic Item:** Jewelry or Clothing. Worn by mage in "real world" but allows mage to cast spell in "dream world". 500 to create. Usable only by a mage.

### ***Dream Item***

### ***Regular***

Allows the caster to create any object that the character can imagine and the GM will countenance for use in the dream world. The object created must be non-magical, commonly available in the dream world the character is in, and portable. Like other dream spells, the object has no "reality" in the waking world.

**Duration:** 1 hour "dream time".

**Base Cost:** 1 per 1 lb. that the item would weigh in the "real world".

**Time to Cast:** 10 seconds

**Prerequisite:** Dream Travel

**Magic Item:** Jewelry or Clothing. Worn by mage in "real world" but allows mage to cast spell in "dream world". 500 to create. Usable only by a mage.

### ***Dream Journey***

### ***Information***

Allows the caster to dream that he has travelled to the place of his choice and can see events happening there. This spell is not always accurate, since the caster can travel to worlds of his own imagining or color his impressions of what happened in a real place with his wishes of what he wanted to happen. The degree of success determines the accuracy of the dream picture. The caster must cast the spell before he goes to sleep and must specify the destination he wishes to visit.

**Duration:** 8 hours

**Base Cost:** 5, can't be maintained

**Time to Cast:** 1 minute

**Prerequisite:** Control Dream

**Magic Item:** Jewelry or Clothing. Works for wearer only. 500 to create. Usable only by a mage.

### ***Dream Knowledge***

### ***Information***

This is a general purpose information spell for use in the dream world. It will tell the user "common knowledge" about the dream world he is in (or the part of the dream world he is in), his rough location, or any other bit of general knowledge. Generally this spell takes the form of some tangible source of information in the dream world, i.e. a book, a helpful passer-by, or a wizened sage.

The caster can ask one question and receive one answer per minute that the spell is in effect.

**Duration:** 1 minute "dream time".

**Base Cost:** 2 points, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Dream Travel

**Magic Item:** Jewelry or Clothing. Worn by user in "real world" but allows him to cast spell in "dream world". 250 to create.

### ***Dream Path***

### ***Regular, resisted by Will***

This spell will allow the subject to retrace his path to a previously discovered dream world or a known part of an existing dream world, effectively "starting where he left off" with a previous night's dream.

**Duration:** 10 minutes "dream time".

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Dream Travel

**Magic Item:** Jewelry or Clothing. Worn by user in "real world" but allows him to cast spell in "dream world". 250 to create.

### ***Dream Saver***

### ***Regular, resisted by Will***

Allows the subject to completely remember any dreams that he might have had when he last slept, even if they had previously been forgotten. If the dreams were purposely forgotten or magically hidden, the spell must overcome the subject's Will or the skill of the caster of the other spell.

**Duration:** 1 minute

**Base Cost:** 2 points

**Time to Cast:** 5 seconds.

**Prerequisite:** Sweet Dreams

**Magic Item:** Jewelry or Clothing. Works for wearer only. 100 to create.

### ***Dream Sharing***

### ***Area; resisted by Will***

This spell allows all creatures within a given area to share a common dream as they sleep. It also allows all effect of dream magic that would apply to the group to affect the entire group and not just the caster.

**Duration:** 8 hours, or until the subjects wake.

**Base Cost:** 2 per person, can't be maintained

**Time to Cast:** 1 minute

**Prerequisite:** Dream

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Identical pieces of Jewelry or Clothing. Allows Dream Sharing between users. Works for wearers only. 100 each to create.

### ***Dream Rider***

### ***Regular, resisted by IQ***

This spell allows the mage to enter another person's dream and modify it as he sees fit. If other creatures (or other persons under the influence of the Dream Rider spell) are in the dream the mage can interact with them normally, however violent or unsettling interactions might require the dreamer to make a Fright Check.

Unwilling dreamers can attempt a roll vs. IQ to expel a dream rider from their dream, but they must be dreaming lucidly in order to do so.

Note that the mage can only cast this spell if he is asleep himself. If he makes his Lucid Dreaming skill roll or if he casts the Dream spell on himself before he goes to sleep, then he can cast this spell in his sleep. If he isn't dreaming lucidly at the time, then he must have the Dream Rider spell skill at 20 or more so he can cast it unconsciously.

Also, a mage who is dream-riding takes time from his own dreams to enter other people's dreams.

Normally, this isn't a problem due to the subjective time of the dream world, but the the mage spends more than 4 hours of real time per night in other people's dreams then he loses Fatigue as if he only got a half night of sleep.

**Duration:** 4 hours, or until the subject wakes.

**Base Cost:** 2, same to maintain.

**Time to Cast:** 1 minute

**Prerequisite:** Dream

**Magic Item:** Jewelry or clothing. Allows the wearer to cast this spell. 100 each to create.

### ***Dream Travel***

### ***Regular, resisted by Will***

This spell allows the subject to travel to a dream world appropriate to the campaign (this could be something like the Dreamlands of the Cthulhu mythos, the Dream Time of the Australian Aborigines, the Land of Nod, or something else entirely). What the subject does there, how time passes in relation to the passage of time in the real world, and how the dream world affects the subject's waking life, is entirely up to the GM. The subject must be asleep for this spell to work.

**Duration:** 8 hours, or until the subject awakes.

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Dream

**Magic Item:** Jewelry or Clothing. Works for wearer only. 250 to create.

### ***Shape Dream (VH)***

### ***Regular, resisted by Will***

This is a more powerful and more subtle version of the Control Dream spell. It allows the mage to "guide" the subject's dreams, not controlling them in an obvious way, but still making the dream go in the direction that the mage wishes the dream to go while giving the subject the impression that all is normal.

In the Dreamland (or a similar situation) this spell becomes very powerful, since it allows the mage to shape the nature of the Dreamland itself. The mage can use this spell to shape terrain, control the way in which space and time flow. Depending on the situation and the amount of change desired, the GM should assign skill penalties similar to those used for the Gate or Move Terrain spells.

Changes to the Dreamland become permanent unless some other mage changes them in a different way.

**Duration:** Permanent

**Base Cost:** 2 per hex

**Prerequisite:** Magery, Control Dream

**Magic Item:** Jewelry or Clothing. 500 to create.

# Enchantment Spells

## Changes to Spells from GURPS Magic

**Scroll** - At the G.M.'s option this spell can be used to enchant any object with a "one use" spell which can be used by anyone. Magic Item: Metal Tablet inscribed with a single spell. Allows anyone who reads it to cast the spell at normal energy cost. 1,500 points plus the cost of enchanting the other spell. Such items are extremely rare.

**Limit** - This spell can also be used to only allow an item to be used in certain locations or circumstances. For example, an item can be limited so that it only works underground, or within the Great Temple of Set, or only under the light of a starry sky.

**Powerstone** - At the G.M.'s option this spell can be used to enchant any sort of mana collector. Such items must always have a high intrinsic equivalent to that of the gems used to make powerstones.

**Crystal Ball** - At the G.M.'s option this spell can be used to enchant any permanent divination device. Like a crystal ball, the device must have a high intrinsic value due to materials and craftsmanship. Costs are halved if the device is non-portable, like a reflecting pool or a sacred chamber.

**Staff** - The G.M. may extend the definition of a "staff" to cover any vaguely rod-like instrument. A warrior mage's sword might be his "staff" as might a modern wizard's umbrella or rifle! If the staff is also an effective weapon (like the sword or rifle in the above example) double the enchantment costs.

## Changes to Spells from GURPS Grimoire

**Spellstone** - Any valuable, expendable item can be used for this enchantment.

**Malefice** - Any traditional "curse" material can serve as the basis for this spell.

**Ensorcel** - This spell will permanently cast any spell on a person.

**Weapon Spirit** - This spell is also a Necromantic spell

## Spells from GURPS Magic

Golem (VH) Great Wish (VH) Hex Hideaway Lesser Wish (VH) Power Remove Enchantment Scroll Suspend Enchantment Wish (VH) Weapon Enchantments Accuracy Bane Speed Cornucopia Dancing Weapon Loyal Sword Puissance Quick Draw Armor Enchantments Deflect Fortify Lighten Limiting Enchantments Limit Link Name Password Wizard's Tools Crystal Ball Powerstone Staff Enchantment Spells from GURPS Grimoire Talisman Amulet Spell Stone Malefice (VH) Ensorcel (VH) Simulacrum (VH) Doppelganger (VH) Leak Weapon Enchantments Defending Weapon Penetrating Blade Ghost Weapon Quick-Aim Graceful Weapon Weapon Spirit (VH) Armor Enchantments Defending Shield Dancing Shield Wizard's Tools Effigy (VH) Homunculus Manastone (VH) One-College Powerstone Soul Stone Soul Golem

## New Spells

### **Automaton**

### **Enchantment**

This spell is similar to the Golem spell, but it allows the caster to magically animate all sorts of clockwork constructions, limited only by the caster's ingenuity. Automations must be capable of some motion, but the Create Automaton allows the creation to become more than mere clockwork. In other respects, this spell is like the Golem spell. (The Tin Man from Wizard of Oz was an automaton, as was Herbie the VW Beetle in the "Herbie" movies.)

**Duration:** Permanent

**Base Cost:** 10 points per character point in attributes, advantages, and skills. 5 points for every point of disadvantages or quirks. Minimum of 50 points.

**Prerequisites** Golem, Mechanic (Automatons) 12+



**Bind Powerstone (VH)****Enchantment**

This spell binds a powerstone to a person's body, turning the powerstone into a "dedicated" powerstone for that person. Once placed the stone can't be removed without either killing the user or destroying the stone.

If the user is killed, any looters must make a skill roll vs.

Thaumaturgy or Surgery skill in order to remove the powerstone without destroying it. As long as the user is alive, the powerstone can't be removed without destroying it. Powerstones can be targeted at -10 to hit (as long as they are visible). They have PD 1, DR 5, and take 10 Hits to destroy.

When the user recovers magical fatigue, the stone recovers mana first at its usual rate. However, once the stone is emplaced, it prevents the wearer from regaining mana until it is fully recharged. However, mages can use the Recover Strength spell to speed the recharge rate of the stone, just as if they were recovering their own Fatigue.

**Duration:** Permanent

**Base Cost:** 500 points per point of mana in the powerstone

**Prerequisite:** Magery 2, Enchantment, Powerstone, Recover Strength

**Binding****Enchantment**

Magically combines two or more things into a single unit, effectively letting two or more objects occupy the same space at one time.

Useful for magically combining the properties of two items into one. The exact effects are up to the GM.

**Duration:** Permanent

**Base Cost:** 100 per pound of material to be bound

**Prerequisite:** Magery

**Cloning (VH)****Enchantment**

This spell creates a duplicate of the subject which is identical to the original subject in all respects. The clones may be made loyal to the original subject, the caster, or can be made free-willed as the caster wishes.

The GM should make sure that any character who uses this spell to create a horde of allies pays the price of the Ally or Ally group.

The clones are created wreathed in simple illusions which mimic the subject's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes or the like available). Due to the mental overlap of the clones with the subject, while any are within 10 hexes of the original, all attempts by the subject to use magic or psi to "see" through the clone's senses (such as the Rider Within spell) or to control the clone are at +4 to succeed.

**Base Cost:** 5,000, plus 10 points per character point of attributes, advantages, etc. of the original

**Prerequisite:** Magery 2, 10 Body Control spells, 10 Animal Spells

**Collect****Enchantment**

This is another variant on the Cornucopia spell. An object enchanted with the Collect spell tends to "collect" items of a certain type which are within 1 hex of it. For example, a quiver could be made to "collect" arrows, a scabbard could be made to "collect" a sword, or a pouch could be made to "collect" coins.

When the container is placed in the presence of a type of item it "collects" the item will magically appear in the container. If the "collectable" item belongs to someone else, the container must make a "skill roll" based on the Collect spell skill of the mage who enchanted the item. This roll is at -2 to -4 if the item is in a container, and is at -6 if the item is actively being used. If the spell works, the way in which the object appears can be as subtle or as ostentatious as the enchanter wishes.

**Base Cost:** 250 points

**Prerequisite:** Cornucopia, Select

**Contract****Regular**

This spell can only be cast in the presence of two willing parties one of whom may be the mage. When the spell is cast, the parties must mutually agree to terms of a prearranged contract and mutually agree on penalties to be borne if one or both parties fail to live up to the terms of the contract. Any penalties agreed upon must be real penalties and they must be possible to enforce. For example, "If I break the pact, I won't be able to fly", would not be a valid penalty unless the subject were normally able to fly. "If I break the contract, I will pay 100 marks of silver a day." wouldn't be a valid penalty unless the subject were fabulously rich and actually could get his hands on that sort of money.

Ethical mages will generally refuse to allow any conditions which result in permanent physical harm to either party.

If at any time in the future, either party breaks the contract, the penalties agreed to will immediately occur unless the other party voluntarily agrees to release the person who violated the agreement.

**Duration:** Permanent (until broken)

**Base Cost:** 100 points, plus the cost to enchant the spells to be enacted. If the penalties can't be specifically described, the GM should base the cost of the spells on the nearest similar spell.

**Prerequisite:** Magery, Oathbinder

### **Create Focus**

### **Enchantment**

A focus is an item which the mage can use to assist in the casting of spells or which he can cast spells through. If powerstones are added to it, it can also act as a reservoir of energy dedicated to casting spells (or a certain type of spell).

**Duration:** Permanent

**Base Cost:** 100 for +1 to one spell, 1000 for +1 to one College of Spells, 10000 for +1 to All Spells, multiply costs by 5 for a +2 bonus, multiply them by 15 for a +3 bonus. The item used as a focus must weigh at least 1 ounce for every 100 points of mana used to enchant it.

**Prerequisite:** Magery 2, Powerstone

### **Create Life (VH)**

### **Enchantment**

Allows the mage to create the body, mind and soul of a whole new creature or even a whole new species. The exact specifics of the creature are described by the mage during the enchantment. In game terms, the player and the GM create a new character or species, with the GM having final say over what is, or isn't possible for the mage. When the spell is finished, the creature comes into being as an infant (or whatever the immature form is) and must be trained like a child.

**Base Cost:** 10,000, plus 10 points per character point of attributes, advantages, etc. of the new species.

**Prerequisite:** Magery 2, Cloning

### **Disenchantment (VH)**

### **Regular, resisted by skill**

This spell makes a Magic Item completely non-magical. The spell is treated as a contest of skills between the highest skill level used to make a Magic Item and the skill level of the caster (and any assistants) attempting to disenchant the item.

However, each enchantment placed on the item gives -2 to skill to disenchant the item. Items with Limit, Password, or Self-Destruct spells on them are at -5 to disenchant (-5 to skill per enchantment).

The mage must touch the item in order to disenchant it.

**Duration:** Permanent

**Time to Cast:** 1 minute

**Base Cost:** 25 points

**Prerequisites:** Magery 2, Enchantment, 6 other Enchantment spells.

**Magic Item:** Wand, Staff, or Jewelry. Mage Only. Must touch the item to be affected. Energy Cost: 10,000 to create.

### **Durability**

### **Enchantment**

This enchantment makes a **Magic Item** more resistant to damage than it normally would be. Note that garments with this enchantment don't stop blows any better than normal, but they wouldn't be at all damaged or stained by the effects of weapon blows.

**Base Cost:** 50 points per extra HP given to an item. (Double this for items that are expected to take a lot of heavy use, like bank vault doors, shields, armor, or weapons)

**Prerequisite:** Fortify

### ***Enchant Book***

### ***Enchantment***

This spell prepares book to receive magic spells, making it suitable for use as a grimoire. It also imbues each spell in the book with magical energy, allowing a spell to be cast by reading aloud from the book. Spells read from a Grimoire do not require the Magery advantage or even knowledge of the spell spoken. The skill level of the spell is that of the original writer. However, there is a -4 penalty if the reader of the book doesn't have magery, and a further -1 penalty for every

**Prerequisite** spell the reader doesn't have (to a maximum of -10 points).

**Base Cost:** 1000, plus 100 times **Base Cost** of each spell to be written in the book.

**Prerequisite:** Scroll

### ***Extradimensional Space***

### ***Enchantment***

Allows the mage to create a "pocket dimension" whose only entrance corresponds to a certain location (or object) in this universe. Typically this entrance takes the form of a well-disguised door or a large piece of furniture, though it could be a bag or even a pocket. This space lasts until the "door" is destroyed, and then it winks out of existence taking all its contents with it.

The extradimensional space is assumed to automatically have a temperature and atmosphere that is comfortable to the caster, irregardless of the conditions outside the "door", but air in the space is finite unless replenished by magic or by opening the "door" to a source of air (like the outside world). If the caster wants to change the properties of the extradimensional space, he will have to use magic to change them.

**Duration:** Permanent (until "door" destroyed)

**Base Cost:** 10 per cubic foot of space (or fraction thereof) created (minimum of 50 points). Each foot of cubic space can "absorb" a maximum of 50 lbs. of material. Extra weight capacity requires 10 extra points per 50 extra pounds. The caster can permanently put certain enchantments on the "door", the space, and/or the item associated with the door at the regular cost. Double cost again if objects in the extradimensional space have no mass in this one.

**Prerequisite:** Magery, Hideaway

### ***Find Familiar***

### ***Special***

Calls to the caster an animal who will then become the caster's familiar. The spell must be maintained for up to 18 (3d6) additional hours before the caster knows if was successful or not. The caster cannot specify the type of animal summoned. This spell may only be attempted once per year.

[This spell is a standard of Dungeons and Dragons type fantasy games. In GURPS, Familiars are treated as an advantage, so this spell isn't learned normally. Any mage with a Familiar and the appropriate Prerequisite spell automatically has the Find Familiar spell at skill level 12. Any attempt to cast this spell will automatically fail unless the caster has the points to buy the Familiar advantage. Points spent learning the Find Familiar spell, automatically count towards the cost of buying the Familiar advantage.]

**Time to Cast:** 2 hours

**Duration:** 2 hours

**Base Cost:** 4 to cast, 1 to maintain, for double the cost the caster can specify the type of familiar he wants.

**Prerequisite:** Beast Summoning

### ***Handy Item***

### ***Enchantment***

This spell allows an item to be found instantly in a pack, pocket, or pouch and halves the amount of time it takes to put the item on or take it off. If cast on a weapon or similar object, it gives +5 to Fast-Draw skill.

**Base Cost:** 100 per pound of item (minimum of 100)

**Prerequisite:** Enchantment

### ***Intelligent Item***

### ***Enchantment***

An item with this spell on it has a certain amount of intelligence, self-awareness, and self-preservation. This doesn't mean that the item can take independent action or even communicate, since the item might not be able to speak or move around, but generally, it's an advantage.

**Base Cost:** 100 per character point of attributes, advantages, skills and powers possessed by the item. If the GM feels that the personality of the item would make the item harder to use (like a sword inhabited by a demon which attempted to get the user to hurt and slay at every opportunity), then he can rule that this spell is a limiting enchantment which reduces the cost of the item by up to 50%.

**Prerequisite:** Magery 2, Dancing Weapon

### ***Interference***

### ***Enchantment***

This dubious enchantment makes a weapon, shield or other tool harder to use, so that it actually subtracts from the user's skill.

Each casting of this spell reduces the user's relevant skill by 1 point when using the cursed tool. For example, a warrior's Broadsword skill would be reduced by 2 when using a sword with two levels of the Interference spell cast on it.

**Base Cost:** 50 points

**Prerequisites:** Enchant, Malefice

### ***Magic Paint***

### ***Enchantment***

Creates a magic paint, which turns the color the painter wishes it to turn to on command. Furthermore any object painted with it to become real and three dimensional. Pictures of living creatures turn into statues of living creatures, though plants created are alive. Items created are perfectly ordinary and non-valuable. For example, if a pile of gems were painted, they would turn into glass gems rather than real ones. Pictures of buildings or interior spaces turn into real buildings or spaces only if there is sufficient space for them to really exist, and they must be drawn life-size to be of any use. (Otherwise they're just models or doll houses).

**Base Cost:** 1000 for enough paint to cover a 6' x 6' area

**Prerequisite:** Create Item

### ***Permanence (VH)***

### ***Enchantment***

Similar to Enchantment, this spell allows the mage to make spells cast on individuals permanent.

Any Regular spell can be made Permanent on an individual for 100 times the Base Cost of the spell. Area spells can be made permanent on an area for 100 times the Base Cost to cast that spell on the desired area.

The mage can grant a person the ability to cast a spell at will (like a magical knack) for 200 times the Base Cost to cast the spell, however, the skill level of the subject is that of the mage -5, and it can never be improved.

This spell is very powerful and is prone to abuse. Its use should be severely limited by the GM.

The method for making a spell permanent is just like the method used to enchant an item, however, the Permanence spell is used instead of the Enchant spell, and both the mage and the subject must be present for the entire process, however, only the mage's Fatigue can be used to power the Permanence process. If the mage is casting Permanence on himself, he must roll at -3.

When the final point of energy is put into the spell, the mage must roll vs. his spell skill. On a failure, both the mage and the subject must roll vs. HT or take 2d6 points of damage and they must both make a Fright Check at -5 to Will. On a Critical Failure, both the mage and the subject must roll vs. HT-3 or take 4d6 points of damage and they must both roll a Fright Check at Will-15!

If a character's point cost is increased by means of this spell, he must be exactly as for regular Enchantment rules, except Permanence skill rolls are used whenever Enchant would normally be used.

**Prerequisite:** Magery 3,

**Enchant Puppet****Enchantment**

Allows the caster to create a "voodoo doll" which represents a real person. The caster can then cast spells on the doll which affect the person, ignoring long-range or visibility modifiers. In addition, the caster can stick pins into the doll which affect the subject as if the caster had cast the Spasm spell on him.

In order to create the doll, the caster must have some piece of the victim's body, typically something like a lock of hair or the victim's fingernail parings.

**Base Cost:** 500, 1 point to cast "Spasm" through the doll.

**Prerequisite:** Magery, Enchant, Spasm, Animation, 5 Necromantic spells

**Quintessence****Enchantment**

This odd spell allows the mage to "distill" the "essence" of a certain abstract or concrete idea into a tangible form. This mostly has magical and alchemical purposes, but the GM might rule that quintessences have effects like spells, drugs, or dreams. For example, quintessence of fear might cause anyone who ingests it to take a severe fright check.

Quintessence of joy could be a powerfully addictive (but harmless) drug.

Quintessence of cat might give the user intense and deep understanding of what it is to be a cat, rather like a hallucinogenic drug might seem to do.

**Base Cost:** 25 points per "dose" for common quintessences, 100 for uncommon ones, and up to 10000 for extremely rare or difficult to obtain ones (like quintessence of unicorn)

**Prerequisite:** Magery 2, 10 Mind Control and/or Communication and Empathy Spells, Alchemy 13+

**Retribution****Regular**

This spell allows the caster to "self-destruct" utterly destroying himself, but also damaging or killing anything around him. It is cast in advance, and lasts as long as the mage lives, though he can voluntarily cancel the spell at any time.

When the caster dies, or when he triggers the spell, his body explodes. This does 20d6 points of damage to any creature within 1 hex of the mage (creatures actually in contact with the mage take double damage).

Creatures 2 or 3 hexes from the mage take 10d6, creatures 4 to 6 hexes away take 5d6, creatures 7 to 12 hexes from the mage take 2d6, and creatures up to 24 hexes from the mage take 1d6 points of damage. Armor and cover protect normally, though spells protecting against fire and the like do not. The energy released is partially magical and partially physical, so Force Domes and Utter Domes don't protect. Structures in the area of effect are also affected by the blast.

**Base Cost:** 100

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2,

**Curse Sanctum****Area**

This spell creates an area permanently aspected to the casting of magic of a certain college. Unlike the Focus or Dedication spells, it can be used by any wizard and doesn't affect the casting of other types of spells.

**Base Cost:** 500 per hex for +1 bonus, 1000 for +2 bonus, 2000 for +3 bonus

**Prerequisite:** Restore Mana.

**Soul Binder****Enchantment, resisted by Will**

Bind is a wicked spell which permanently traps the mind of an intelligent being into an item. Unlike the Soul Item spell, the victim need not be willing, though he must be present. Unlike the Soul Jar spell, the victim can never leave.

In order for the spell to work, the victim must be present, though not necessarily conscious while the enchantment is being cast. When the spell is cast, the victim rolls a contest of Will vs. the enchanter's Bind spell skill. For every 100 points of extra energy put into the spell, the mage gets +1 to his effective skill, for purposes of overcoming the victim's Will.

If the spell fails normally, the victim resists being bound, though he might not be able to escape. On a critical spell failure, the mage can never attempt to bind that subject again, in addition to any other bad effects.

If the spell is successful, then the subject's intellect is magically transferred into the item, leaving his body behind as a mindless shell. Unless the mage has cast other spells which allow the subject to talk and use his senses, the subject is completely reliant on magic or psionics to interact with the world.

If the subject has a spell at 20 or more so that he can cast it without words or gestures, then he can cast it from the item. His fatigue pool for spell-casting purposes is the same as he had in life, plus any mana he might get from Powerstones which are attached to the item.

Psionics work normally. Note however that unless the item the victim is bound into has spells that allow the inmate to sense the world around him, all spell or psionics use is effectively blind (-5 for area spells, -10 for missile spells).

The victim gets the PD, DR, and HP of the item and does not age while bound, however, if the item is broken or destroyed (reduced to 0 HP) then the victim dies when the item is broken.

However, if the subject's body is still alive and present, and there is a mage who is capable of casting the Soul Jar spell, then the victim gets one chance at -5 to HT to reoccupy his body if his prison is broken.

Being bound into an item is a terrifying experience. The subject must make a Fright Check at -10 when he is first bound, and he must make a normal Fright Check once every week thereafter because of the continuous sensory deprivation. If the victim has some way to communicate with the world (even if it is one way communication) he gets +3 to Fright Checks.

For each sense that he has in his item form he gets an additional +1. If he can hold normal conversations, then he gets an additional +5.

**Base Cost:** 1,000 points, every 100 points of energy beyond the minimum gives the mage +1 to skill in the contest of Will vs. skill.

**Prerequisite:** Magery 3, Enchant, Malefice, Weapon Self, Soul Item.

### ***Suspend Enchantment Missile***

### ***Missile***

As the Suspend Enchantment spell, but it can be cast as a missile and has an even shorter Duration. Successful use of this spell allows one enchantment (of the caster's choice) to be temporarily removed from a Magic Item. The missile has SS 12, Acc +3, Max 30. Hit location modifiers apply to hit a small target.

**Duration:** 1 minute

**Base Cost:** 8 points, can't be maintained

**Time to Cast:** 10 seconds

**Prerequisites:** Suspend Enchantment

**Magic Item:** Staff, Wand, Jewelry or Clothing. 2,500 to create. Usable only by a mage.

### ***Take Creation***

### ***Enchantment, Resisted by Spell and Will***

This spell allows the caster to take over magical creature made by another mage. It is expensive and hard to pull off, especially if the other mage is actively resisting. An attempt to take over a creation (such as a golem) from another mage is treated as a contest of the attacking mage's Take Creation skill, plus any energy he put into the spell, and the defending mage's skill in the spell which created the construct. If the opposing mage is alive and conscious, he can also add his Will to his skill score.

**Duration:** Permanent (if successful)

**Base Cost:** Cost of the Creation, each 5% over the **Base Cost** to create gives +1 to skill.

**Prerequisite:** Magery 2, Golem, appropriate Creation spell.

**Magic Item:** Staff, Wand, Jewelry or Clothing. \$,000 to create. Usable only by a mage.

### ***Tattoo Object***

### ***Enchantment***

This spell converts a single, real object into a tattoo of a picture of an item on the subject's body. When a command word is spoken the item springs into being, ending the spell. Optionally, this spell can be made permanent so that when the user is finished with the item, it reverts to tattoo form. Magic Items can be converted to tattoos, but can't be used while in tattoo form. The mage must have the item to be converted into a tattoo when he casts the spell and the subject must be present and willing to receive the spell.

**Base Cost:** 3 per pound of object for a single use. Objects can be turned into permanent tattoos for 20 points per pound of material.

**Prerequisite:** Create Object, Sheath

### ***Temporary Enchantment***

### ***Enchantment***

This spell lets the enchanter create Magic Items that will function only a certain number of times before losing their enchantment.

The energy savings is substantial for a low number of uses, but reduces as the number of uses increases. The cost to temporarily enchant an item is a percentage of the normal enchantment cost, and can be derived from the formula  $P = \text{Uses} / (\text{Uses} + 6)$ . Thus, the cost to enchant an item for only one use is 1/7, or 14%, of the normal enchantment cost. The cost to enchant an item for 50 uses is 50/56, or 89%, of the normal enchantment cost. Temporary Enchantment is used in place of the Enchant spell, and is otherwise identical to that spell. However, Temporary Enchantment cannot be used with any spells from the Enchantment college or Meta-Spell college except the following: Speed, Power, Hex, Limit, Name, Link. It can never be used to reduce the cost of enchantments that are already limited (e.g., Skull Spirit).

**Duration:** Until the item's uses have run out.

**Base Cost:** Determined by the specific spell and the number of uses.

**Time to Cast:** Determined by the specific spell and the number of uses.

**Prerequisites** Enchant

### ***Toy Soldiers***

### ***Enchantment***

This spell causes miniature figures of soldiers to become full size warriors under the wizard's command. In order to cast this spell, the mage must have at least one miniature of a soldier made from metal, clay or wood. The enchanted figure is magicked so that on a word of command, it will grow to life. When the mage speaks another word of command, the figures will all revert to their miniature, non-living forms.

The soldier has ST 12, DX 10, IQ 10, HT 10, one weapon skill at 12, and Tactics skill 10. He will be armed with whatever armor and weapons are on the miniature, but the weapons and armor will be non-magical unless they are specially enchanted. Armor will never offer better protection than plate armor (PD 2, DR 5). At the GM's high tech mages can enchant figures with better weapons and armor, but never better than the mage's tech level. Also, at the GM's option, non-human figures with magical or special abilities can be enchanted. In this case, any special abilities must be enchanted into the soldier. Enchanted miniatures can be verbally commanded by the mage and can be controlled like any other creation.

Soldiers "killed" while in animated form are destroyed and vanish.

Wounded soldiers magically heal damage at the rate of 1 point per hour after they are miniaturized. However, missing limbs are not regenerated unless the mage casts the appropriate healing spells. Lost or expended items are magically renewed after 24 hours.

**Base Cost:** 1,000 plus the cost of any additional enchantments

**Prerequisite:** Create Warrior, Flesh to Stone, Stone to Flesh, Shrink, Create Object.

**Magic Item:** Staff, Wand, Jewelry or Clothing. \$,000 to create. Usable only by a mage.

### ***Transfer Enchantment (VH)***

### ***Enchantment***

This powerful enchantment allows the mage to transfer one or more enchantments from one Magic Item to another. It is generally used to allow a mage to enchant items with spells he doesn't know.

If the mage doesn't know the spell to be transferred, he gets -5 to his skill, if he is completely unfamiliar with the college the spell is from, he is at -10 to his skill. If a Magic Item has a Password, Link, or Self-Destruct enchantment on it then the mage is at an additional -3 to skill.

Each spell to be transferred requires a separate casting of this spell, and any failure, even a normal failure completely destroys the item.

**Base Cost:** 100 points plus 10% of the cost to place the original enchantment.

**Prerequisite:** Magery 2, Enchant, Remove Enchantment.

### ***Unpower***

### ***Regular, resisted by Will***

Releases stored magical energy in a Magic Item or powerstone. If the owner of the item is nearby, the spell is resisted by his Will. If there is no owner, or the owner is more than 10 hexes away, assume that the item has an effective "Will" of 1 for every 2 charges it has, to a maximum "Will" of 15.

**Duration:** Permanent (until recharged)

**Base Cost:** 1 per point of energy to be discharged (minimum of 1)

**Prerequisite:** Magery, Powerstone

**Magic Item:** Staff, Wand, Jewelry. Mage Only. 5,000 to create.

### ***Wereshape (VH)***

### ***Enchantment***

The subject of this spell must roll vs. HT or be permanently afflicted with a Wereform until a counterspell or the Remove Wereform spell is cast. The victim must be present while the spell is cast but need not be willing or even aware of the spell. However, the mage must actually touch the subject. Unsuspecting victims will become aware of their condition when the wereform manifests itself (usually on the next full moon). If the subject is willing and/or the were form works out to be a net advantage, the character must apply future earned character points to buying off the cost of the advantage. If the wereform is a net disadvantage, the character gets no extra points because of his disadvantage. Each different type of Were shape must be learned as a separate spell.

**Base Cost:** 100 points

**Prerequisites** Magery, Cure Weresickness, 3 Shapeshifting spells.

### **Weapon Enchantments**

#### ***Arrow Fission***

#### ***Regular***

When Arrow Fission is cast on an arrow (or similar missile), the arrow becomes a swarm of arrows. The central arrow is still aimed at it's original target, while the created arrows around it fly at the hexes around the target of the original arrow, landing one per hex in hexes adjacent to the target.

The created arrows will hit whatever is in that hex on a 9 or less, or effective skill of 9 minus any penalties to hit, whichever is worse. They may be blocked or dodged like normal arrows. If they strike they will have the same velocity and mass as the original missile and do the same basic damage (e.g. 1d). If they hit, roll randomly for where they strike. Once the created arrows do their damage they vanish.

G.M.s in high tech campaigns can charge extra fatigue to cast this spell on missiles fired from High Tech Weapons. It is suggested that fatigue costs be doubled for every 3d of basic damage a missile does.

(This allows small caliber rounds to be multiplied at low cost while still keeping characters from multiplying artillery barrages.)

This is also a Making and Breaking spell.

**Base Cost:** 2, plus 1 for each additional arrow.

**Duration:** 10 seconds

**Prerequisites** Enchant, Cornucopia, Repair Arrow

**Magic Item:** Bow or other missile weapon. Any missile fired from can have this spell placed on it.  
Energy Cost: 500 points.

#### ***Backstab***

#### ***Regular***

When cast on a weapon, the PD of any shield between the user and the target is negated, and any successful hit strikes the equivalent location on the back of the target (or the front if the user is striking from the rear). In addition to possibly surprising the target, the blow might hit the foe's thinner back armor.

Backstabbing weapons can be blocked but at -4 to skill. This feature can be instantly cancelled by the user if he wishes to target a location on the front of the target's body.

Hit locations on the target's back can be targeted at -4 to hit (since the attacker can't see the target) in addition to normal hit penalties.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain, can be made permanent for 300 points.

**Time to Cast:** 5 seconds (Permanent spells must be cast as enchantments)



**Prerequisite:** Accuracy

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Bloody Wound***

### ***Enchantment***

Wounds caused by weapons with this enchantment on it produce deep bloody wounds which do not close except by First Aid, magic, or psionics.

Any successful hit automatically causes Bleeding. Magic or Psionic healing works normally. Attempts to stop the bleeding with First Aid are at -3. Surgery rolls are not affected.

This spell can only be cast on cutting or impaling weapons.

**Base Cost:** 500

**Prerequisite:** Magery, Puissance

### ***Cleaving***

### ***Enchantment***

Allows a weapon to do extra damage to non-living items, including weapons, shields and armor. Each level of this spell doubles the amount of damage a weapon does when attacking non-living material (like chopping through wood or smashing stone), and allows the weapon to subtract 1 point per hit from the DR of armor and shields. Each level of this spell also gives the weapon a +1 to break any weapon which it hits. (Minimum of a 1 in 6 chance).

**Base Cost:** 1000 for +1/double damage, 10000 for +2/triple damage, 50000 for +3/quadruple damage

**Prerequisite:** Magery 2, Shatterproof, Puissance

### ***Defender***

### ***Enchantment***

This spell allows melee weapons to block or parry blows more effectively.

**Base Cost:** 1000 for a +1 to Parry or Block, 5000 for +2 to Parry or Block, 20000 for +3 to Parry or Block.

**Prerequisite:** Puissance

### ***Draining Strike***

### ***Enchantment***

This spell, when cast on a weapon, allows the weapon to do damage as long as it is held in contact with the victim. The blow need not do any physical damage, as long as the weapon touches the victim, the victim must roll vs. HT or 1 HP and 1 ST per turn.

**Base Cost:** 1,000

**Prerequisite:** Magery, Enchantment, Drain HT

### ***Fumble Resistance***

### ***Enchantment***

A weapon with this spell cast upon it helps keep its user from receiving a critical failure. Whenever a critical failure is rolled, this spell allows the user to reroll the dice. Any result other than another critical failure results in a simple miss.

**Base Cost:** 1,000

**Prerequisite:** Accuracy

### ***Harmlessness***

### ***Enchantment***

This cursed enchantment reduces the amount of damage a weapon does. Each casting of this spell reduces the damage done by melee weapons and low tech missile weapons (such as arrows or spears) by 1 point per die, down to a minimum of 1 point of damage.

Guns and other high-tech weapons lose 1 die of damage per casting of this spell, down to a minimum of 1d.

**Base Cost:** 50 points

**Prerequisites:** Enchant, Malefice

**Homing****Enchantment**

This spell causes a thrown weapon or missile weapon to pursue its target, even if the victim subsequently flees or hides. If the missile misses the first time, it will turn to follow its target and will keep pursuing until it hits the target or accidentally gets stuck in some solid object. The missile will target the target designated by the firer and will move to dodge any object between it and its target. If it has to go through a hex occupied by another creature or an object, it must roll vs. its Dodge of 12 to avoid that object. Otherwise it hits that object instead of its target.

**Base Cost:** 50 points per missile

**Prerequisite:** Accuracy

**Inaccuracy****Enchantment**

This spell lowers the Accuracy of a weapon, possibly even reducing the user's skill below his base level. Each casting of this spell lowers Accuracy by 1. If the weapon doesn't have an Acc score to begin with, then each casting gives -1 to the user's basic skill roll. It is possible for a weapon with this enchantment on it to have a negative Acc score!

**Base Cost:** 50 points

**Prerequisites:** Enchant, Malefice

**Killing Wound****Enchantment**

Any weapon enchanted with this spell is more likely to score a critical hit. The "to hit" roll is normal, but if a hit is scored, the dice are rolled again. On a roll of 7 or less (or 5 less than the score needed to hit the target in the first place), the damage done is critical.

**Duration:** Permanent

**Base Cost:** 1,500

**Prerequisite:** Puissance, Accuracy

**Long Range****Enchantment**

Weapons enchanted with this spell have longer than normal range but are normal in all other respects. Range penalties are normal for missile weapons with this spell cast on them.

**Base Cost:** 500 for 1 hex reach, 1,000 for 2 hexes reach, 2,000 for 3 hexes reach. Missile weapons cost 250 for each 5% increase in 1/2D and Max.

**Prerequisite:** Accuracy

**Multiply Enchantment**

Missiles enchanted with this spell multiply just after they are thrown, possibly striking the target for more damage. Roll to hit separately for each missile. Multiple weapons vanish after they do their damage.

**Base Cost:** 100 for two missiles, 500 for three missiles, 2,500 for four missiles

**Prerequisite:** Accuracy

**Quick Load****Enchantment**

Allows magic missile weapons to have increased rate of fire as long as there is ammunition available.

**Base Cost:** 1,500 per extra attack per second, 1,000 per second of readying time removed between shots.

**Prerequisite:** Quickdraw

**Quick Strike****Enchantment**

Melee Weapons enchanted with this spell increase the number of attacks they can make.

**Base Cost:** 1,000 for one extra strike per turn (or removal of one second of readying time), 3,000 for two extra strikes per turn (or removal of two seconds of readying time), 10,000 for three strikes per

turn (or removal of three seconds of readying time). No more than three attacks can be made per turn.

**Prerequisite:** Quickdraw, Cornucopia

### **Scope**

### **Enchantment**

This spell allows a ranged weapon to function as if it had telescopic sights, though to all outward appearances it looks normal.

**Base Cost:** 500 for every x2 power sights, up to x16.

**Prerequisite:** Accuracy, Long Range

### **Singing Weapon**

### **Enchantment**

Causes a weapon to "sing" with an unearthly song when used. This gives +1 to the Morale and Fright Checks of any creature friendly to the user which is within 5 hexes, and forces foes to make a Fright Check when they first hear the weapon.

**Base Cost:** 1,000

**Prerequisite:** Fear, Bravery

### **Soul Stealer**

### **Enchantment**

This terrible enchantment causes the souls of people slain by the weapon to be trapped inside the weapon, preventing their souls from turning into ghosts or going on to whatever afterlife they might have.

More importantly, any soul trapped in the weapon can't be reincarnated or resurrected while trapped. If the weapons is ever broken, the souls are released. Some religions and cultures consider the possession or use of such weapons to be immoral.

**Base Cost:** 5,000

**Prerequisite:** Magery 2, Soul Binder, 10 Necromantic spells

### **Targeted Missile**

### **Regular**

This spell gives +4 to hit with one specific missile, however, the target (and the specific part targeted) must be specified before the spell is cast and the magic is lost if the missile is not aimed at the specified target. For example, an arrow enchanted to seek "The elf's eye." would not get the bonus to hit unless the bowman firing the missile specifically was trying to hit the elf's eyes, even if the bowman was firing at the victim's head.

Note that the mage cannot enchant missiles in advance to be aimed at "generic" targets (such as "orcs", or even "Kraal's Palace Guard"), each missile must be magicked in the presence of the target and must be designated for a specific target (such as "the big orc with one eye", or "the short, blonde guard on the left").

**Duration:** 10 seconds.

**Base Cost:** 3, 1 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Accuracy

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Teleporting Loyal Sword**

### **Enchantment**

This spell is identical to the Loyal sword, but the item teleports to the user's hand rather than flying to it.

**Base Cost:** 1000 per pound of item to be enchanted.

**Prerequisite:** Loyal Sword, Teleport

### **Temporary Curse Weapon**

### **Regular, resisted by Will**

This spell temporarily reduces the Accuracy or Damage of a weapon.

**Duration:** 1 minute

**Base Cost:** 2 per -1 to accuracy or damage.

**Time to Cast:** 3 seconds

**Prerequisite:** Accuracy, Puissance

### ***True Flight***

### ***Regular***

When this spell is cast on weapon it will automatically hit on the next attack it makes. If it is aimed at a specific hit location, the user must roll against his adjusted skill, but if he fails his roll, the weapon automatically hits the Body. The victim of this spell can Block, Dodge or Parry normally.

**Base Cost:** 3, can't be maintained

**Duration:** 5 seconds

**Time to Cast:** 3 seconds

**Prerequisite:** Magery 2, Accuracy, Puissance, Bless

**Magic Item:** Weapon. Energy Cost: 1,000 points per pound of weapon.

### ***Unwieldiness***

### ***Enchantment***

This spell increases the SS number of a weapon or increases the number of turns required to ready a melee weapon. Each casting of this spell increases the SS number by 1 (up to a maximum of 18) or adds a second to the amount of time it takes to ready a melee weapon (up to 4 seconds).

In addition, any melee weapon with this enchantment on it immediately becomes unready after every blow.

Missile weapons which can normally fire multiple shots have their Recoil penalty doubled for every casting of this spell, up to a maximum penalty of -15. Beyond this the gun is essentially a single-shot weapon which must be readied between turns.

**Base Cost:** 50 points

**Prerequisites:** Enchant, Malefice

## **Armor Enchantments**

### ***Comfort***

### ***Enchantment***

Allows even the bulkiest and hottest armor to be worn comfortably, irregardless of the weather. A piece of armor with this enchantment on it remains comfortable from 0 degrees F to 120 degrees F and has the same comfort, breathability, and sweat absorbing qualities as a clean cotton t-shirt. Note that weight and damage absorbing qualities are not affected, nor is the wearer immune to the effects of extreme temperatures. Only the discomfort of wearing armor in extreme conditions is eliminated.

**Base Cost:** 250 points

**Prerequisite:** Lighten

### ***Critical Hit Negation***

### ***Enchantment***

This enchantment allows armor to have a chance to negate critical hits scored to hit locations protected by that armor. Whenever a critical hit is rolled, the attacker must reroll the dice. Any result other than another critical hit results in normal damage.

**Base Cost:** 5,000

**Prerequisite:** Magery 2, Fortify

### ***Frailty***

### ***Enchantment***

This cursed enchantment makes a weapon, armor, or shield less protective and more prone to damage by reducing its DR or HP.

Each casting of this spell reduces the DR and/or HP of an item by 1, down to a minimum of 0, though the item seems solid enough when handled. The mage can choose whether he wants to affect DR or HP or both.

**Base Cost:** 50 points

**Prerequisites** Enchant, Malefice

### ***Sealed Armor***

### ***Enchantment***

This spell allows armor to seamlessly cover an entire hit location. A full suit of armor will have the same PD and DR over the entire body without any seams, openings or weak spots. This limits or defeats the effects of some sorts of attacks.

The wearer can breathe normally and is vulnerable to gas attacks.

However, his eyes are protected by the seal.

**Duration:** Permanent

**Base Cost:** 500 per hit location, 1,000 for the face and/or head, 5,000 for the whole body.

**Prerequisite:** Fortify

### ***Traitorous Shield***

### ***Enchantment***

This spell makes a shield or armor less protective. Each casting of this enchantment reduces the PD of a shield or piece of armor by 1 down to a minimum PD of 0.

In other respects (DR, HP, and weight) the shield is entirely normal.

**Base Cost:** 50 points

**Prerequisites** Enchant, Malefice

## **Limiting Enchantments**

### ***Dedication***

### ***Enchantment***

Similar to the Bane spell. Dedicates a place or thing to specific cause or purpose or allows it to be used at a certain time, which makes it more effective when dealing with the purpose it was designed for, but limits the item in other ways. For example, an area of ground which was dedicated to casting Fire spells might give the caster +1 to skill for fire related spells, but -1 to all other types of spells. A hammer dedicated to armoring would give +1 to the Armoring skill, but couldn't be used for any other craft. A knife dedicated to an "evil" religion might give +2 to Necromantic spells cast during the solstices and equinoxes.

In other respects this spell is exactly like the Bane spell.

**Base Cost:** 100 (or 100 per hex if cast on an area)

**Prerequisite:** Bane

### ***Ego***

### ***Enchantment***

Any item with this spell on it has a strong sense of self-preservation, strong opinions, and/or an agenda. In GURPS terms, the item has at least -30 points in Fanaticism, Intolerance, Megalomania, Obsessions, Codes of Honor, and/or Vows.

Anyone who carries the item for more than a few minutes must roll vs. Will or start to be influenced by the "vibrations" that the item gives off. (If the item is Intelligent, treat this as a contest of Wills).

Anyone actually using the item must roll vs. Will-2. If the Will check is made, the bearer/user keeps his own personality. If he fails, he is temporarily influenced by the Magic Item. A normal failure of Will results in one or more of the item's "traits" manifesting itself in the character as a quirk. A critical failure means that the character temporarily picks up one or more of the "traits". A contest of Wills is made once per day, whenever the character picks up or uses the item, or whenever the user's ethics and the ethics of the item come into conflict.. It is a common trait of "egoed" Magic Items that they insist on being carried about and used at every opportunity! Another trait is an insistence that they be cared for extremely well.

At the end of every month, the character must make a roll vs. Will or permanently pick up one of the item's traits. (Again, a normal failure means a quirk, a critical failure means a full disadvantage.) If a character already has all the item's traits at quirk level, then subsequent failures result in the quirk turning into a full disadvantage.

Once all the item's disadvantages are "absorbed" the character's Will starts to become more and more linked to the Magic Item. In game terms, this means that a character who fails a Will check starts to lose Will

to the item, so the character suffers from one or more levels of Weak Will (or reduced Strong Will) if he doesn't have the item on or near his body. Eventually, the character becomes a servant of the item. The GM can decide that if the character didn't use the item very much (or at all) he can forgo the monthly (or daily) Will check.

**Base Cost:** 100, cost of other spells is reduced by 25% for every -25 points of "Ego" disadvantages the item has, up to 50%, -50 points.

**Prerequisite:** Magery, Intelligence.

### ***Self-Destruct***

### ***Enchantment***

When this spell is placed on a Magic Item, it will crumble into dust when certain conditions, specified by the enchanter when the device is made, are fulfilled. Once the Self-Destruct spell is put in place, it is extremely difficult to remove. Attempts to use the Remove Enchantment skill are at -5 to succeed.

**Base Cost:** 50 points

**Prerequisites** Enchant, Ruin, Limit

## **Wizard's Tool Enchantments**

### ***Death Harvest***

### ***Enchantment, resisted by IQ+Magery.***

This spell may be cast on any living creature. When the creature dies, its life energy will flow into a specific receptor of magical energy (such as a Powerstone or Enchanter's Mould, or some other spell). If the subject is sacrificed to provide mana or is otherwise killed by magic draining (such as by the Steal Health spell), no mana is transferred.

Each casting of the spell will allow a mage to release and channel 1 potential mana point from the subject, up to a maximum of the subject's HT x Magery (Magery 0 gives 1/2 HT and No Magery gives 1/4). However, when the subject dies, the actual amount of energy which is channelled into the collector is reduced by the distance between where the subject and the collector, as follows:

- Less than 100 yards: no reduction
- Up to half a mile: 1/2 energy
- Up to a mile: 1/3 energy
- Up to 3 miles: 1/4 energy
- Up to 6 miles: 1/8 energy

Each additional doubling of range halves the amount of energy which is channelled into the receptor.

If the spell subject is on another plane when he dies, the modified amount of energy his body can contribute is halved again. It is quartered if the plane that he is on is somehow hostile or cut off from his home plane.

This spell is detectable by the Aura spell and can be removed by Remove Curse or a counterspell.

If the subject is in a No Mana Zone when he dies, no mana is released into the pool unless the mage who cast spell can win a contest of skill vs. the "skill level" of the No Mana Zone (usually 12).

The mana gained from this spell cannot go directly to the mage or to another person. It must be directed to some sort of non-living mana-collector. If the amount of energy released by this spell exceeds the storage capacity of the collector, excess mana is lost. Also, large amounts of mana flowing into the storage device at once might "crack" the storage device. For every 10% more mana than the storage device can hold in a single "surge", the storage device must make a resistance roll (equal to the spell skill of the mage who cast the appropriate enchantment on it) or else it will crack.

**Duration:** Permanent

**Base Cost:** 5 points per point of potential mana. Every 5 points of additional skill reduces the **Base Cost** minimum of 1 point per point of potential mana.

**Time to Cast:** 1 minute per point of fatigue spent

**Magic Item:** a) Any item. When used or worn by the subject, the item will attempt cast this spell on him once per day, at the mage's skill level. If the spell works, the subject's mana will be directed into a collector specified by the mage when the spell is cast.. Energy Cost: 500 points. b) Clothing or Jewelry. When the person wearing the item dies, 1 mana point is directed to a collector specified by the mage when the spell is cast.. Energy Cost: 250 points, plus 10 points per point of mana gained, up to the maximum amount of mana that the creature could normally release. c) Weapon or other

item used to kill people. When this item is used to kill someone, before they die they must make a resistance roll or be affected by this spell. Energy Cost: 500 points plus 20 points per point of mana gained, up to the maximum amount that the creature could normally release. If the weapon can only be used on a certain person or type of person, the energy cost is 300 points, plus 10 points per point of mana gained. d) Area. Anyone who dies within the area must make a resistance roll or release 1 point of mana into a collector specified by the mage when the spell is cast. Energy Cost: 500 points per hex point of mana gained, up to the maximum amount that the creature could normally release. Anyone who passes through this area must make a resistance roll or have this spell cast on them. If the area only "steal" the mana of a certain person or type of person, the energy cost is 250 per point of mana gained.

### ***Divination Device***

### ***Enchantment***

This spell is identical to the Crystal Ball spell, but it allows other divinations devices, like tarot cards, rune sticks, or a Ouiji Board to be enchanted. - like crystal ball, but for rune sticks, tarot cards etc.

**Base Cost:** 1,000 for +1, 5,000 for +2 to Divination spells

**Prerequisite:** Magery, Divination

### ***Enchanter's Carpet (VH)***

### ***Enchantment***

This spell is identical to the Enchanter's Workbench spell, except that it can be cast on a moveable item! The object to be enchanted with this spell must be a flat, sturdy item large enough to completely surround the object to be enchanted, and it must be completely enchanted. It does not have to be resistant to wear, damage or dirt, but if the item is severely worn, damaged or destroyed, it will lose its powers, so prudent mages generally incorporate various protective spells into the finished carpet. Because of this, many mages cast the "Enchanter's Carpet" spell on solid, but moveable items, such as tables.

Enchanter's Carpets aspected to a single college are possible for ½ the cost of a normal workbench. However, in order to be effective, the "carpet" must be made from materials which are strongly associated with that college (i.e. a table made from living wood for plant spells or a rug woven from the hair of various sorts of animals for animal spells).

Like powerstones, Enchanter's Carpets must be at least 10 hexes apart from the outer edge of their radiuses. They will not work if placed in the area of effect of an Enchanter's Workbench or if they are taken into a No Mana Zone.

**Base Cost:** The costs are as follows:

| Level | Total Cost(per hex radius) |
|-------|----------------------------|
| 1     | 750                        |
| 2     | 1,500                      |
| 3     | 3,000                      |
| 4     | 6,000                      |
| 5     | 12,000                     |
| 6     | 24,000                     |
| 7     | 56,000                     |
| 8     | 96,000                     |

Double cost for each additional level

**Prerequisite:** Magery 3, Enchanter's Workbench, 5 other Enchantment spells.

### ***Enchanter's Mould (VH)***

### ***Enchantment***

This spell allows you to create a "mould" which allows you to channel mana to a specific enchantment. Once the mould has been placed, the mage does not need to tend to his enchantment, unless he wishes to cast a different spell on the item.

The energy cost for the "mould" is 10% of the total cost of all the spells to be enchanted into the item and all the spells used to power the enchantment. A mage must also pay 2 points of mana for every point of mana to be channeled into the spell per week.

In addition, in order to cast this spell, the mage must roll vs.all the spells to be used in the enchantment at -5 to skill. Failure to cast any spell correctly disrupts all the other spells and forces the mage to recast them. A

critical failure has terrible results, the least of which is the complete destruction of the item to be enchanted. Critical success allows the mage to enchant the mould for 5% of the total energy cost of the spells involved. Once the mould is created, it will automatically receive power from any source of mana which is "dedicated" to it, such as Powerstones, the Draw Power spell or Death's Harvest (q.v.). Subsequent sources of mana can be dedicated to the mould for 10% of the cost of the new spell.

When the enchantment is completed, the Enchanter's Mould spell ends and any links to sources of mana are broken. Excess mana is lost. If the mage wishes, the various "powering" spells can be automatically turned off when the Enchanter's Mould spell ends.

If this spell is used to power an ongoing spell, the mage must cast the spell to be powered as an enchantment and then create the mould and permanently dedicate some source of mana to that spell. Once the spell has been made "self-powering" and has absorbed enough mana to become "active" (i.e. fully enchanted), the spell effects are permanent and independent. The mage does not have to pay for any of the spells as an "on" spell, and if necessary the spells "attack" and "defend" at the skill level used to cast them. The only way to "turn off" such a spell is to deprive it of the magical energy that powers it and then cast a counterspell on the Guide Mana enchantment.

Excess mana directed into the mould might "burn it out" destroying the item and ending the spells used to power the enchantment. The mage must roll vs. his Enchanter's Mould skill at -1 for every 10% increase in mana over the "basic" energy flow into the mould. See the Surge Protector spell.

A mage can only have one "channel" in use at any one time (though he can create any number of self-powered moulds, see above). This channel can only be directed to a single mould, which can contain no more than one item to be enchanted. The mould itself must be a heavy, relatively immobile item which weighs at least 200 lbs. like an altar, anvil, or crucible.

**Duration:** Until the enchanted item is finished.

**Base Cost** 10% of all spells used to enchant the item and to power the enchantment, plus 2 points for every point of mana to be channelled into the mould per week.

**Prerequisites** Magery 2, Maintain Spell, Powerstone, Link

### ***Enchanter's Workbench***

### ***Area***

Each level of this spell allows the enchanter mage to add one additional point per day into a slow and sure enchantment by focusing and refining mana into enchantment form. However, the total amount of energy put into an enchantment per day may not exceed the lesser of the enchanter's Enchant skill or his skill with the spell being enchanted into the item. The enchanter(s) must pay the extra points each day either from his (their) own fatigue or from powerstones.

The area of the Enchanter's Workbench must be large enough to completely surround the object to be enchanted; thus enchanted daggers or wands are easier to make than enchanted halberds or staves. This enchantment effects an area and is not mobile, see the Enchanter's Carpet spell for a mobile version of this spell.

Like many other enchantments, the level of a workbench can be increased at a later time. The Enchanter's Workbench cannot be used to speed the enchanting of itself or of any other Enchanter's Workbench. The Workbench will only aid in the enchantment of one item at a time.

Since any mage can use an Enchanter's Workbench, once it is created, and since the workbench can't be moved, prudent mages will protect their benches from hostile mages. Wars have been fought over the possession of powerful workbenches!

Enchanter's Workbenches aspected to a single college are possible for ½ the cost of a normal workbench. However, in order to be effective, they must be near an area which strongly represents that college (i.e. in the middle of a large graveyard for necromantic workbenches, or next to a volcano for Earth or Fire workbenches).

Like powerstones, Enchanter's Workbenches must be at least 10 hexes apart from the outer edge of their radiuses.

**Base Cost:** The costs are as follows:

| Level | Total Cost(per hex radius) |
|-------|----------------------------|
| 1     | 250                        |
| 2     | 500                        |
| 3     | 1,000                      |
| 4     | 2,000                      |



|   |        |
|---|--------|
| 5 | 4,000  |
| 6 | 8,000  |
| 7 | 16,000 |
| 8 | 32,000 |

Double cost for each additional level

**Prerequisite:** Enchant

### ***Essential Powerstone***

### ***Enchantment***

This spell is like the Powerstone spell, except that gems enchanted with this spell become nearly the magical essence of magic itself making them much more efficient and far more dangerous to make and use. Essential Powerstones work as non-exclusive "exclusive" powerstones. A 1 point Essential Powerstone provides 3 points of energy for spell casting. A "dedicated" 1 pt. Essential Powerstone would provide 6 points.; and an "exclusive" 1 point. Essential Powerstone would provide a whopping 9 points.

Recharge times, warps, and quirks are all as for standard powerstones, however Essential Powerstones are harder to enchant. Any failure while enchanting an Essential Powerstone destroys the stone. A critical failure destroys the stone and releases a surge of magical energy causing something very bad to happen. The GM should use the Backfire table as a guide, but the effect should be something seriously disturbing or dangerous.

Example: Bob has a 4 point Essential Powerstone. He can tap it for 12 points when spell casting. If fully depleted, the stone will take 4 days to fully recharge.

**Base Cost** for each casting: 50

**Prerequisites** Magery 3, Powerstone, Charge Powerstone, Recover Strength

### ***Focus***

### ***Enchantment***

This spell creates a focus which aids in the casting of a certain spell or college of spells.

**Base Cost:** 250 for +1 to cast a single spell, 500 for +2 to cast a single spell, 1,500 for +3 to cast a single spell. 2,500 for +1 to all spells of a single college, 5,000 for +2 to all spells of a single college, 20,000 for +3 to all spells of single college.

**Prerequisite:** Bane

### ***Magic Candle***

### ***Enchantment***

(Defaults to Candle Magic-5)

Binds a magic spell or alchemical elixir into a candle or stick of incense, allowing the effects of the spell or elixir to be slowly released as the candle or incense is burned during a Candle Magic ritual (see Candle Magic, in the Metaspells section.)

Various sorts of candles may be made, as follows:

Red: Passion, fire, science, knowledge

Blue: water, mystery, wisdom, shaping, destiny

Brown: earth, death-rebirth, growth

Green: life, healing, money, fertility

Orange: healing

Black: protection, destruction

White: purity, light

Yellow: air, intellect, philosophy, knowledge, vision

Violet: psychic powers

Each candle must be specifically attuned to its intended use, and charged with power. Thus, a red candle could be charged with fire, or passion, or science, for a specific use, and would be powerless before being charged.

Unlike other enchantments, any result will produce a usable candle, failure will produce candles which give a penalty to spell casting and critical failures will produce candles which produce the opposite of their intended effect. It is impossible to determine the qualities of a candle until it is actually put to use.

The default "1 charge" candle is a 6" tall, 1/2" diameter beeswax taper candle. Larger candles can hold more charges, but require multiple castings. Each "charge" requires the equivalent of a 6" tall by 1/2" diameter

candle. Candles made from inferior materials give penalties to skill rolls. A paraffin candle gives -1 to skill, a tallow candle gives -3 to skill.

Optionally, a spell or alchemical elixir can be bound into a candle, allowing its effects to be released as the candle burns. Such candles can't be used for candle magic rituals but can be used by people who don't have the Candle Magic skill.

**Duration:** Variable. (a candle lasts 1d6 minutes per "charge" put into it.)

**Base Cost:** 1 point per "charge" given to the candle. The type of "charge" must be specified before casting and the color of the candle must correspond to the type of charge desired. If a spell or elixir is bound into a candle, the spell must be cast for each "charge" the candle has. Elixirs bound into a candle require 3 "charges" to bind into the candle.

**Time to Cast:** 1 minute

### ***Magic Mirror***

### ***Enchantment***

Used in the divination spell crystal gazing. In all other respects the magic mirror created is identical to a crystal ball.

**Base cost** to create: 1,000

**Prerequisite:** Divination (Crystal-gazing) Mana Collector Enchantment

This spell is identical to the Powerstone spell, but it allows any item to become a mana collection device. Any solid object can be used as a mana collector, but it must have approximately \$10,000 worth of value for every point of mana it can hold, to a maximum of 10 points of mana, and \$50,000 worth of value for every additional point of mana to a maximum of 20 points.

**Base Cost:** 50 per casting

**Prerequisite:** Powerstone

### ***Powerstone Matrix***

### ***Enchantment***

A Powerstone Matrix is a huge pentagram with a Powerstone located at the junction of each line in the star. This combination creates an area where tremendous magical energies can be channelled and stored. In order for a Powerstone to recharge, it must be at least 6 feet away from every other Powerstone. So, for the Powerstone Matrix to recharge, each of the ten stones must be at least 6 feet away from each other, so the matrix must be at least 18 feet across.

The Powerstones in the Matrix must match each other in power and they must be flawless. (So a matrix could be made up of all 1 point stones, or all 2 point stones and so on, but it couldn't be a mix of some 1 point stones, some 2 point stones, etc.) In addition, the powerstones must all be made from the same sort of gems. The pentagram itself must be carved into a solid surface. (Optionally, the GM can place other requirements on the Matrix, such as requiring that the pentagram be inlaid with precious metals and/or that the segments of the pentagram be painted with special magical paints, each of which has different ingredients and magical properties.)

The Powerstones are a permanent part of the Matrix. The removal of even one of the stones destroys the matrix's power. All the Powerstones revert back into separate stones. However, they all lose one point of strength. (i.e., 5 point stones become 4 point stones).

Powerstones in a Powerstone Matrix recharge as if they were in a high-mana zone (1 point every 12 hours) regardless of the surrounding mana level.

Two or more mages can cooperate to enchant a Matrix, up to 12 mages maximum. However, if any of the mages involved in the original circle dies, the enchantment dies with him and the matrix must be re-enchanted. Only one mage can use the Matrix at a time, but all the mages who cooperated to make the matrix must be present when it is in use.

The advantage of the Powerstone Matrix is that it allows mages to pool their own power with the power of some or all of the Powerstones in the Matrix. The stones are considered to be "semi-dedicated" Powerstones allowing each stone to give 2 points of mana for each point of energy it has. In addition, the mages assisting with the enchantment can use the Transfer Power spell to further increase the central mage's power. The central mage can draw all this power into himself and can add his own mana to cast powerful enchantments very quickly or to quickly enchant Magic Items.

The danger of a Powerstone Matrix is that if the mage casting the spell critically fails his spell roll, powerful and dangerous backfires are likely. At the very least every mage in the circle will suffer results of a critical

failure (with the caster getting a result ten times worse than his colleagues), at worst world- altering events could occur, the GM should decide exactly what happens based on the type of spell the circle is trying to cast and the amount of power they were drawing. Working with a Powerstone Matrix is very dangerous.

**Base Cost:** 10,000 points

**Prerequisites** Enchant, Power, Powerstone, Password

### ***Surge Protector***

### ***Enchantment***

This spell is cast on magical storage device such as powerstones, Enchanter's Crucibles, etc. in order to keep large surges of magic from destroying the device. Large, sudden flows of mana might destroy a collection device. For every 10% increase in magical energy over what the device can hold, the item must make a Resistance roll (at -1 per every 10% of excess) equal to the skill level of the mage who originally cast the enchanting spell.

This spell may be cast on the underlying enchantment when that spell is first cast or else it may be added to a mana collection device at a later time.

**Duration:** Permanent or until the underlying enchantment ends.

**Base Cost:** 1 per 5 points of mana protection. Every 5 levels of skill doubles the amount of mana protection, but the **Base Cost** to cast the spell remains unchanged.

**Time to Cast:** 1 minute per point of fatigue.

**Prerequisites** Enchantment

### ***Speed Recharge Rate (V/H)***

### ***Enchantment***

This is like the Regain Strength spell for Magic Items and powerstones. This spell is very risky, since any failure destroys the device and the spell can't be added to items after they're made.

**Duration:** Permanent

**Base Cost:** 1,000 for a 25% reduction in charging time, 50,000 for a 50% reduction in charging time.

**Prerequisite:** Magery 2, Powerstone

# Food Spells

## Changes to Spells from GURPS Magic

**Seek Food** - The mage can specify what sort of food he is looking for.

**Decay (Food)** - Food destroyed by means of this spell is thoroughly ruined. It will smell and look terrible and will cause anyone who tastes it to suffer as if Retch spell had been cast on them unless they have the Cast Iron Stomach advantage.

**Purify Food** - For double cost decayed portions of spoiled food are not removed but are instead returned to a wholesome state.

**Poison Food** - Purify Food will cancel this spell without destroying the poisoned portions.

**Cooking** - For double cost any recipe that the mage knows of, no matter how fancy, can be created as long as he has the proper ingredients.

**Create Food** - Cost is 1 per meal if the material was previously edible or was closely associated with something edible (e.g. bones, wheat straw, spoiled food). For 5 points per meal metallic items can be made edible, but they taste horrible. Unwholesome material (including poison) can be made safe to eat using this spell but it tastes terrible. An object which is turned into food doesn't change its properties in any way except that a person can chew and digest it - clubs still work as clubs, rocks still hurt if you throw them.

**Ferment** - This spell can also be used on milk to make yogurt, cheese, kumiss and the like. Honey can be turned into mead. Pure, high-quality fruit juice becomes fruit wine. Diluted fruit juice becomes "coolers" or slightly fizzy fruit-juice with mild alcoholic kick. Grains become beer or ale. Sugar-water becomes a sticky sweet "wine" which can be distilled into pure alcohol. Other foods which rely on long-term chemical or bacterial action such as vinegar, gefilte fish, kim-chee, or Tabasco sauce can be created using this spell. Distilled liquor or wine can be "aged" for about 3 months per application of this spell. In all cases, the quality of the beverage depends on the Cooking or Brewing skill of the mage and the quality of the ingredients he has on hand. You can't get good booze if you don't have good ingredients and a decent recipe.

**Distill** - This spell can be used to remove water from any food leaving behind a more potent residue, cane syrup can be turned into syrup, maple sap can be turned into maple syrup, soft-cheese can be turned into hard cheese, fruit can be dried and so forth. The quality of the resulting brew depends on the cooking or Distilling skill of the mage and the quality of the original liquor. This spell is also a Water spell. It is the weaker version of the Destroy Water spell.

**Water to Wine** - If cast on low-quality wine or unfermented beverages this spell turns them into high quality wine

## Spells from GURPS Magic

Banquet Cook Create Food Decay Food Distill Ferment Monk's Banquet Poison Food Preserve Food Purify Food Seek Food Test Food Water to Wine

## Spells from GURPS Grimoire

Season Prepare Game Know Recipe Far-Tasting Wizard Mouth Wizard Nose Scents of the Past Essential Food (VH) Hunger Thirst Foul Water Cure Starvation Cure Dehydration

## New Spells

### **Assassin's Banquet (VH)**

### **Area**

This spell allows the mage to cast either Food Poisoning, Lethal Food, or Delayed Food Poisoning, or Delayed Lethal Food as an area spell. The caster may refrain from poisoning certain meals within the area of effect.

**Base Cost:** 1 for Poison Food, 2 for Lethal Food or Delayed Food Poisoning and 3 for Delayed Lethal Food, minimum cost 6, 8, or 9 respectively.

**Time to Cast:** 1 Minutes

**Prerequisites** Magery 3, Delayed Lethal Food, 15 other Food Spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points plus cost of **Prerequisite** spell.

***Blood Bank***

***Regular***

The mage may drink human blood and retain it. When the mage casts the spell, no more than 5 minutes prior to drinking, they will be able to drink one HT worth of blood for every three points by which they make their skill roll.

The mage may consume and retain up to their own HT in blood. At any time, the mage may use up 1 HT of blood in order to replace a meal and/or a drink. In any case, the mage will lose a 1 HT worth of blood a day. Animal blood is not as nourishing as human blood. If animal blood is drunk, 2 HT worth of it must be spent in order to replace a meal and/or a drink and 2 HT worth will be lost every day.

The spell does not provide the mage with fangs or any other way of getting the blood - it just allows them to drink, retain and consume it.

This is also a Necromantic spell.

**Base Cost:** 1 per 2 HT of blood drunk.

**Duration:** Special

**Time to Cast:** 10 Seconds.

**Prerequisites** Preserve Food, Sterilize, Steal Health.

**Magic Item:** Clothing or Jewelry. Energy Cost: 500 points.

***Bottle***

***Regular***

This spell automatically takes food from a common pot, portions it out into glass or tin containers (mage's choice of shape and type), sterilizes the containers, and seals them allowing the mage to quickly preserve food for later use.

If necessary, this spell will create the appropriate sort of containers, however, the mage must expend more energy to create them.

**Duration:** Permanent.

**Base Cost:** 1 quart of food to be prepared. For 2 points extra, the mage can create appropriate bottle, jar, or can for the food.

**Prerequisite:** Portion, Cook. Shape Earth and Shape Metal is required if the mage wishes to create his own bottles or cans.

**Magic Item:** A large stock pot with a screw on lid and a pressure valve or a wine press. Any food or drink placed into this container will automatically be bottled or canned as the mage desires. Energy Cost: 250 points.

***Bottomless Cup***

***Regular***

When this spell is cast on a cup full of drink or a plate of food, more food or drink of that same type appears when the container is almost empty until the subject has eaten or drunk his fill.

The food or drink created is no better than what was originally there, but it is available in seemingly endless amounts. However, in order for the spell to work, there must be some food or drink in the container when the spell is cast.

**Duration:** 2 hours.

**Base Cost:** 2, 1 to maintain. Double the cost for each additional person.

**Prerequisite:** Create Food

**Magic Item:** A plate or cup. Energy Cost: 150 points.

***Burn Blood***

***Regular***

A mage who contains blood acquired using the Blood Bank spell may use it instead of fatigue at a rate of one point per HT of human blood, and one point per 2 HT of animal blood.

This destroys any blood so used. This spell is cast at the same time as the spell it is to power, although the mage will not know for sure how much power will be available at the time of the casting. The amount of fatigue available will be one point for every three points by which the mage makes his roll.

The procedure for using Blood Burn is as follows.

- The mage states what spell is to be powered with help from Blood Burn and also states how much blood they intend to burn to help power it.
- The mage rolls against their skill with the spell to be cast.
- If the skill roll is successful, they roll in the same turn against their skill with Blood Burn.
- If the mage does not get all the power from Blood Burn that they were banking on, they may still decide to make up the difference using their own fatigue or HT. If they are not willing to make up the difference, then the blood they were to use from Blood Burn is still destroyed.

This is also a Necromantic spell.

**Duration:** None. Simultaneous with another spell.

**Base Cost:** None.

**Time to Cast:** None. Simultaneous with another spell.

**Prerequisites:** Magery, Decay, Blood Bank.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Change Drink***

### ***Regular***

Changes one sort of drink into another sort of drink the mage can imagine. However, the basic quality of the ingredients cannot be improved and the alcoholic content of the beverage cannot be improved above what it was originally. For example, rusty-flavored tap water can be turned into low- quality soda pop, but spring water can be turned into fine (non-alcoholic) cider or vice-versa.

**Duration:** Permanent.

**Base Cost:** 2 per pound of food or quart of drink. Can't be maintained.

**Prerequisite:** Create Food

**Magic Item:** Glass or goblet. Casts this spell on any drink placed in it. If the drink is always turned into one specific beverage, the energy cost is 100 points to create. If the user determines the type of beverage, then the energy cost is 250 points.

### ***Change Food***

### ***Regular***

Changes one sort of food into another sort of food the mage can imagine. Bulk remains the same, but all other qualities can be altered. However, the basic quality of the ingredients cannot be improved. For example, low-quality meat can be turned into low-quality vegetables or vice-versa.

**Duration:** Permanent.

**Base Cost:** 2 per pound of food or quart of drink. Can't be maintained.

**Prerequisite:** Create Food

**Magic Item:** Plate or bowl. Casts this spell on any food placed in it. If the food is always turned into one specific dish, the energy cost is 100 points to create. If the user determines the type of food, then the energy cost is 250 points.

### ***Cheese***

### ***Regular***

Causes milk to be turned into cheese, yogurt or similar food.

**Duration:** Permanent.

**Base Cost:** 2 per quart of milk (which yields about 1 pound of cheese or yogurt)

**Prerequisite:** Ferment

**Magic Item:** Cheese Press. Casts this spell on any milk placed in it. Energy Cost: 75 to create if only one type of food can be created. 250 if any type of food can be created.

### ***Complete Digestion***

### ***Regular***

This peculiar spell can either be cast on a willing subject or on food or drink.

In both cases it allows the subject to completely digest food or drink, eliminating the need to urinate or defecate. More importantly, the subject derives twice as much nutritional benefit from such food. However, if the food is poisoned, he is at -2 to all resistance rolls since his body absorbs the poison more easily!

**Duration:** Permanent

**Base Cost:** 2 meal or pound of food.

**Prerequisite:** Create Food

**Magic Item:** (a) Staff, wand or jewelry. Energy Cost: 150 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 100 points.

### ***Create Ingredient***

***Regular***

Allows real food of a single type to be created. The cost of the spell depends on the rarity and value of the ingredients.

**Duration:** Permanent

**Base Cost:** 2 for common, cheap ingredients (flour, salt, sugar in the modern world), 4 for more valuable, seasonal or rare ingredients (fruits, vegetables, common meats), 8 for rare or valuable ingredients (chocolate, spices, sugar in the pre-modern world). Double cost if the ingredient desired isn't normally available at the time and place the spell is cast (like asking for strawberries in December in 14th c. Sweden). Halve cost if the ingredients desired are very common or cheaply available (like asking for wheat in Kansas in September)

**Magic Item:** Platter or Ice Box. When a command word is spoken, the desired type of food appears. 150 to create if only one type of food can be created. 350 if any type of food can be created..

### ***Delayed Food Poisoning***

***Regular, resisted by HT***

As the Food Poisoning spell, but the poison will not take effect until 1d6 days after the meal is eaten. Cost: 5 per meal.

**Time to Cast:** 10 seconds

**Prerequisites:** Magery, Food Poisoning.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Delayed Lethal Food (VH)***

***Regular, resisted by HT***

As the Lethal Food spell, but the poison will not take effect until 1d6 days after the meal is eaten. Cost: 5 per meal.

**Time to Cast:** 10 seconds

**Prerequisites:** Lethal Food

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Delicious Scent***

***Regular, resisted by Will***

This spell amplifies the savory aromas given off by food, making food smell absolutely irresistible. Any creature with a nose who can smell the aroma of good food (generally, anyone within 5 hexes) must make a Will roll to resist investigating the source of the aroma. Characters with the Gluttony disadvantage must roll at -4. This spell also gives +1 to Cooking skill rolls. The food might not taste any better, but it sure smells good!

**Duration:** 10 minutes

**Base Cost:** 2, same to maintain

**Prerequisite:** Season, Improve Food

**Magic Item:** Dish or other serving container. Casts this spell on any food placed in it. Energy Cost: 100 to create.

### ***Diet***

***Regular***

Reduces the number of calories in a meal by 50%. Nutritional value is unaffected.

**Duration:** Permanent

**Base Cost:** 2 per pound of food. For double cost the food can be completely non-caloric.

**Prerequisite:** Create Food

**Magic Item:** Platter or other serving container. Cast this spell on any food placed on or in it. 150 to create.

### ***Dishes***

### ***Regular***

This spell creates any sort of dish or cooking utensil the mage can imagine. At the mage's option these containers can be made edible!

**Duration:** 1 hour (permanent if edible)

**Base Cost:** 1 for a small utensil like a fork or saucer, 2 for a larger utensil like a sauce pan or flour sifter, 3 for a complete dinner service for four, 6 for a complete set of basic kitchen utensils. 8 for the fanciest table service for eight. For 2 points extra the dishes can be made edible. Same cost to maintain (if not edible.)

**Prerequisite:** Magery, Create Food, Cook

**Magic Item:** Chest, cabinet, or other closed container. The user speaks the word for the utensil he desires and when he opens the container the desired item will be appear. Energy cost to create: 350 points.

### ***Fast***

### ***Regular; resisted by Will***

This spell makes the subject forget his hunger and thirst for the Duration of the spell. If the subject has to eat, he must make a Will roll to do more than peck at his food.

This is also a Mind Control spell.

**Duration:** 1 hour

**Base Cost:** 2,1 to maintain

**Magic Item:** Staff, Wand, Jewelry. Energy Cost: 150 to create.

### ***Fatten***

### ***Regular***

Food affected by this spell on it is 50% calorific than normal. This spell is most commonly used by livestock farmers, but it is useful for men doing strenuous work in extremely cold conditions or as a way of driving dieters crazy.

**Duration:** Permanent

**Base Cost:** 2 points per pound of food.

**Prerequisite:** Diet

**Magic Item:** (a) Platter or other serving container. Casts this spell on any food placed on or in it. 150 to create. (b) Manger or feed stall. Casts this spell on any fodder placed in it. 350 to create.

### ***Feast of Emotions***

### ***Regular, resisted by Will***

This spell actually allows the mage to season his food or drink with emotions! Anyone who eats the enchanted food (or drinks an enchanted beverage) must roll vs. Will or be overcome by the emotion the mage has implanted.

These effects are not strong enough to compel action, but are very strong -- role-play them! If the emotion plays on a character's disadvantages (like aphrodisiacs placed in the food of a Lecherous character) they must roll to resist their disadvantages at -2 to Will.

Common emotions placed in food are nostalgia, contentment and sexual arousal. Anger, jealousy, and discontent can be used to start fights.

This is also a Mind Control spell.

**Duration:** 20 minutes

**Base Cost:** 3 per pound of food or quart of drink. Can't be maintained.

**Prerequisite:** Magery, Create Food, Season, Emotion and two other Mind Control spells.

**Magic Item:** Dish or other serving container. Casts this spell on any food placed in it. Energy Cost: 350 to create.



**Flavorless****Regular; Special Resistance**

This spell removes all flavor from a single container of food

This is the antithesis of the Season spell. Targeted food held by another creature resists with that creature's IQ.

**Duration:** Permanent

**Base Cost:** 2 per meal

**Time to Cast:** 10 seconds

**Prerequisites** Season and No-Smell

**Magic Item:** A slotted spoon, which when stirred through food, will remove all flavor from it. Energy cost to make: 150.

**Food Color****Regular**

Allows food to be colored without affecting taste or texture.

**Duration:** Permanent

**Base Cost:** 1 per pound

**Magic Item:** (a) Platter or other serving container. Colors the food according to the user's wishes. 150 to create. (b) Plate, bowl, or cup. Turns any food or drink placed in it a specific color.

**Food Fight****Area**

Causes all edible (and/or theoretically or once edible, includes garbage, offal, waste, scraps, etc.) materials in the area to randomly fly about the area at tremendous speeds. Light or disposable containers (like milk cartons or light pie pans) will also begin flying if they have a significant amount of food in or on them. Larger containers will not move, but their contents will spill or fly. The food and/or slops flying around do 1 point of damage per turn if they are solid or hot (hard fruit, frozen chickens, pots of hot coffee etc.), unless subjects in the area of effect make a DX roll. If they fail, they not only take the damage, but also must make a HT roll to avoid being blinded as for the Pie spell. Soft foods which are not hot do no damage but still can blind.

After 5 seconds, the ground in the area of effect will be slippery with goo and junk. All hexes in the area of effect are affected as if by a Grease (p. G79) spell. After the spell ends, the area will still be cluttered, but not preternaturally so.

Needless to say that any food affected by this spell is likely to be ruined and anything in the area will be covered with food.

This spell assumes that there is a significant amount of food in the area (like what you would find at a cafeteria or a banquet). If there isn't much food in the area or the food is contained in boxes, bags or barrels so it can't fly about, then the GM can greatly reduce the effects of this spell or he can just rule that the spell fails.

**Duration:** 10 seconds

**Base Cost:** 1 to cast; 1 to maintain

**Prerequisites** Magery, 6 Food spells including Shape Food

**Freshen****Regular**

This spell will freshen stale, old, or wilted food. It will not improve the quality of the food, nor will it make bad food palatable.

**Duration:** Permanent

**Base Cost:** 1 per pound of food or quart of drink. Can't be maintained.

**Prerequisite:** Season

**Magic Item:** Platter or Ice Box. Casts this spell on any food placed on it. Energy Cost: 350 to create.

**Gentle Wine****Regular**

This spell creates an alcoholic beverage which has its usual effects until the drinker wishes them to disappear. Then they alcohol in the subject's body magically vanishes, leaving him sober.

**Duration:** Permanent

**Base Cost:** 2 per quart of alcohol

**Magic Item:** Bottle or cup. Any alcoholic beverage placed in it has this spell cast on it. Cost to Create: 250.

### ***Glutton's Delight***

***Regular***

This spell is identical to the Hollow Leg spell, except that food and drink ingested don't have any more calories than one meal. Alcohol and poison still affects the character normally.

This is also a Body Control spell.

Cost: 2, 1 to maintain

**Duration:** 3 hours

**Prerequisite:** Hollow Leg

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points

### ***Good Digestion***

***Regular***

Allows foods to be eaten without causing indigestion, food allergies, or other "normal" problems. Poisoned or tainted food can't be made wholesome with this spell.

**Duration:** Permanent

**Base Cost:** 1 per pound of food.

**Magic Item:** Plate, bowl, or cup Any food placed in this container has this spell cast on it. Energy Cost: 100 (b) Jewelry. Gives wearer benefits of this spell. Energy Cost to create: 50.

### ***Greater Create Food***

***Regular***

This spell will create food from thin air! However, the food created by this spell is sort of a proto-food: bland, tasteless, and doughy-- but very nourishing. Casting Create Food upon Greater Created Food will give a real taste treat.

**Duration:** Permanent

**Base Cost:** 5 per meal

**Time to Cast:** 1 minute

**Prerequisites:** Magery 2, Create Food

**Magic Item:** A pot (or other container, that will create food out of nothingness. Energy cost: 1,000 per meal per day.

### ***Hollow Leg***

***Regular***

This spell will allow the subject to eat and drink as much as he wishes and not suffer any ill effects from overeating. However, the food and drink will have their normal effects in all other ways. Food still has calories, alcohol still makes the character drunk and poisoned food still harms the character. If the subject uses this spell to drink to excess he could very well kill himself with alcohol poisoning!

This is also a Body Control spell.

**Base Cost:** 2, 1 to maintain

**Duration:** 4 hours

**Prerequisites:** Create Food, 1 other Food or Body Control spell.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points

### ***Improve Food***

***Regular***

This spell makes existing food or drink become fresher, tastier, and more nutritious, by altering the structure of the foodstuff to improve its quality. Fruits and vegetables become riper and fresher, canned foods could be made to be just as wholesome and flavorful as fresh-cooked foods, or rotgut wine could be turned into a superior vintage.

This spell also allows cooking mistakes to be eliminated. For example, a fallen souffle or a burnt stew could be set to rights.

While this effect cannot make bad food palatable and it can't add any ingredient is not there, it can make existing foods more desirable. It gives +2 to Cooking (or Cook spell) skill roll since the cook has the finest ingredients to work with and can correct his mistakes.

**Duration:** Permanent.

**Base Cost:** 2 per pound of food or quart of drink, double cost is the quality desired is extremely rare or valuable. Can't be maintained.

**Prerequisite:** Season, Nutrition

**Magic Item:** Dish or other serving container. Casts this spell on any food placed in it. Energy Cost: 350 to create.

### ***Junk Food***

### ***Regular***

When this spell is cast, all nutritional value is removed from food or drink while retaining the flavors and scents, and mass of the real thing. Because it has bulk, the diner gets the impression that he has had a full meal. However, his body is not fooled, no Fatigue is regained by eating a meal of junk food.

Depending on the situation, this can be good or bad. Bacteria won't grow in food treated with this spell (since they get no nutrition from it) and dieters don't have to worry about gaining weight, but a person who lives on a diet of junk food will starve to death.

**Duration:** Permanent.

**Base Cost:** 2 per pound of food or quart of drink. Can't be maintained.

**Prerequisite:** Diet

**Magic Item:** Dish or other serving container. Casts this spell on any food placed in it. Energy Cost: 100 to create.

### ***Lethal Food (VH)***

### ***Regular, resisted by HT-2***

As poison food save that the poison is more virulent. An immediate HT-2 roll is required, and if failed, the subject takes 1d of damage. Unless the Neutralize Poison spell is used, the subject must roll vs. HT-2 or take damage for 1d6 additional days. Vomiting will not help, but a successful Physician roll will reduce the period of poisoning by one day for every two points by which the roll was made.

**Base Cost:** 4 per meal.

**Time to Cast:** 10 seconds.

**Prerequisites:** Magery 2, Food Poisoning, 4 other Food spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Magic Ale (VH)***

### ***Regular***

By using magic to defy the known laws of physics, this spell will allow mages to distill an alcoholic beverage which exceeds 200 proof (100% alcohol). Such beverages are incredibly tasty and incredibly potent. They can also be dangerous - a shot glass of 210% proof ale would have an Alcohol Factor of 21, the equivalent of 7 beers!

This spell requires that the mage have a quantity of distilled alcohol. The first casting of this spell brings any distilled beverage up to 200 proof, subsequent castings improve proof by 10%. Volume is not reduced.

**Duration:** Permanent.

**Base Cost:** 3 per pint for the first casting, 1 per 10% increase in proof beyond that.

**Prerequisite:** Magery, Distill, Essential Food

**Magic Item:** A bottle or small still which is always filled with magic ale. Cost to Create: 350. Such items command very high prices!

### ***Magical Feast (VH)***

### ***Regular***

The caster can create real, tasty, wholesome, nutritious food and drink sufficient to feed one or more people for one meal. The food created is simple fare unless the caster wishes to pay extra to create something fancier. The food is magically created and no "raw materials" are needed.

**Duration:** Permanent.

**Base Cost:** 3 per meal, add 1 to the cost per meal for "gourmet" food. Add 3 to the cost of each meal for gourmet food served in sumptuous surroundings (fine table and chairs, linen tablecloths and napkins, silver table service, fine china plates, crystal goblets, service by impeccably dressed servants etc.). In the latter case, all the sumptuous and valuable settings vanish at the end of the meal. If carefully inspected, the whole set-up turns out to be an illusion, except for the food.

**Time to Cast:** 1 minute

**Prerequisite:** Create Food, Water to Wine, Complex Illusion, Banquet

**Magic Item:** Table. Casts spell when command word is spoken. Cost to Create: 100 if only one sort of meal can be created, 500 if any meal can be created, 750 if each guest can choose his own meal!

### ***Monk's Fast***

### ***Regular***

This spell allows a subject to go without food and drink for a long period of time with no ill effects. In order to work, this spell must be cast in advance of the fast. It will not heal Fatigue or damage caused by meals missed before the spell was cast.

**Base Cost:** 1 per meal to be skipped per hex of creature (3 per day for a man-sized creature).

**Duration:** Variable

**Time to Cast:** 1 minute

**Prerequisites:** Monk's Banquet

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Will allow the subject to skip a set number of meals before he must eat again. Energy Cost: 200 points.

### ***Near Beer***

### ***Regular***

This spell removes all alcohol from beverages, but makes them taste the same.

**Duration:** Permanent

**Base Cost:** 1 per quart of liquid affected.

**Prerequisite:** Ferment, Flavor

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points, (b) Drinking Vessel, any liquid poured into the vessel is affected by this spell. Energy Cost: 100 points.

### ***Nutrition***

### ***Regular***

Allows a single meal to supply all the daily nutritional requirements for a creature without adding calories.

**Duration:** Permanent

**Base Cost:** 2 points per meal.

**Prerequisite:** Monk's Banquet

**Magic Item:** Platter or other serving container. Casts this spell on any food placed on or in it. 150 to create.

### ***Pie***

### ***Missile***

Lets the caster create a pie from thin air and then throw it at the target's face. (Use Spell Throwing: Pie skill. There is no extra to hit penalty to target the face.) This is a permanent, edible, tasty item of food. The mage need not throw it. The pie has SS 13, Acc +1, 1/2D 25, MAX 50. If the pie hits its target, it does 1 point of damage unless the victim can make a HT roll. Additionally, the target must make a DX roll or be blinded for 1 second, then be at -3 DX for 1d seconds. If the target critically fails, he will be fully blind for 1d seconds.

On a DX success, the pie mostly misses the eyes, and the victim is at -3 DX for 1 second

On a critical success, the target is unaffected by the pie at all; if the target initially took a point of damage from the pie, he'll get it back.

If the victim has a piece of rigid material, like a sheet of cardboard or a plate, he may add +1 to his DX roll. If he has a shield, he may add the shield's PD to his DX roll. If the subject has the Shield skill or a weapon, he may block or parry the pie rather than rolling vs. DX.

If the subject has any sort of face protection (like a scarf) he is immune to damage, but still must roll vs. DX to see if he is blinded.

The pie will have no effect (other than making the subject messy) if thrown at any other target besides the face.

Rumors persist about variants of this spell that either do a sizable amount more damage (like Acid Pies or Flaming Pies) or have special effects (like Sleep Pies or Curse Pies). Variants like these would certainly have appropriate extra Prerequisites.

**Base Cost:** 1

**Prerequisites:** Greater Create Food and Shape Food

**Magic Item:** Glove. Energy cost to create: 500.

### **Potent Wine**

### **Regular**

Makes an alcoholic beverage more or less potent without changing its taste.

**Duration:** Permanent

**Base Cost:** 1 point for each doubling of alcohol percentage (up to 100%) or halving of alcohol percentage (down to 1%) per quart.

**Prerequisite:** Distill

**Magic Item:** Bottle or Cup. Cast this spell on any liquid placed in it. Energy Cost: 100 if alcohol percentage is increased or reduced by a set amount., 250 if the drinker can set his own standard.

### **Prepare Food**

### **Regular**

Allows ingredients to be prepared for cooking or inclusion in a recipe. For example, this spell will allow cherries to be pitted, shrimp to be shelled, vegetables to be peeled, or cream to be whipped into whipped cream.

**Duration:** Permanent

**Base Cost:** 1 per 5 lbs. of food (minimum 1)

**Magic Item:** Cutting Board, Mixing Bowl, or other serving container. Casts this spell on any food placed in it. Energy Cost: 100 to create.

### **Purge**

### **Regular, resisted by HT**

When this spell is cast, any food or drink consumed by the subject magically vanishes from his system. This spell won't prevent damage already done to the subject's body by food-based poisons, but it immediately halts any further damage if the poison wasn't completely absorbed. This spell also relieves the effects of overindulgence.

Food (and other things) consumed up to 12 hours before the spell is cast can be purged by means of this spell. Since all food and drink is purged by means of this spell, the subject becomes hungry and loses 1 point of Fatigue. He also loses any benefit of meals consumed within the last 6 hours.

**Base Cost:** 2, can't be maintained. For double cost any food eaten within 24 hours can be removed. (However, the subject doesn't lose any extra Fatigue.)

**Duration:** Permanent

**Magic Item:** **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### **Reverse Fermentation**

### **Regular**

When the mage casts this spell he can reverse bacterial action on food, making fermented or curdled food revert back to its raw ingredients. Wine or vinegar would become grape juice, cheese or yogurt would become milk, and so forth. Spoiled food remains spoiled, this spell doesn't remove mold, poison or harmful bacteria.

**Base Cost:** 1 per quart or 2 lbs. of food or drink.

**Duration:** Permanent

**Magic Item:** **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### **Shape Food**

**Regular**

Allows the creation of food-sculptures, wine fountains, or wedding cakes that defy the usual laws of physics. Through use of this spell, food could theoretically be shaped into some form of shield or wall; GMs please note that only rarely would food have more than DR 1 or 2.

**Duration:** 10 minutes

**Base Cost:** 1 per 20 lbs.; 1 (for whole shaping) to maintain.

**Time to Cast:** 3 seconds

**Prerequisites** Shape Earth, Shape Water, Preserve Food

**Magic Item:** (a) Copper spoon. Energy cost to make: 200. (b) Any Shaped Food can be made to hold that shape permanently (until eaten, of course) for 10 times casting cost.

### **Second Stomach**

**Regular**

This spell allows the subject to eat or drink a normal amount of food but not digest it or absorb it in any way until the spell ends. The subject can also voluntarily and easily regurgitate the food that was eaten at any time. This allows the mage to eat or drink poison, hold it for a time, and then quietly purge it with no ill effects.

This is also a Body Control spell.

**Base Cost:** 2,1 to maintain

**Duration:** 4 hours

**Prerequisites** Magery, Create Food, 3 other Food or Body Control spells.

**Magic Item:** **Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points

### **Speed Cooking**

**Regular**

Allows natural chemical processes involved in cooking to be greatly speeded up, allowing foods which rely on chemical or bacterial action to be readied in minutes. Bread dough can be made to rise in minutes, pickled foods can be prepared in hours, dry beans can be softened in seconds. This spell can also be used to produce alcohol or cheese, but the Fermentation or Cheese spells are much faster and more reliable, since this spell only accelerates the action of existing bacterial or chemical reactions already present in the ingredients.

**Duration:** Permanent

**Base Cost:** 1 per pound of material

**Magic Item:** Mixing Bowl or Crock. Casts this spell on any food placed in it. Energy Cost: 100 to create.

### **Sustenance**

**Regular**

This spell will automatically create food and drink of an identical type in an identical place (or a specified object), at a set time each day. For example, the mage could create a pot of coffee in a coffee pot every morning or he could fill a bowl with food or water for an animal.

If the food created the day before is not consumed, it will magically disappear when the new food appears or when the spell ends. The mage specifies the sort of food and/or drink to be created, as well as the time(s) when they will appear, and where they will appear.

**Base Cost:** 1 per day for a creature (or a number of creatures) up to 50 lbs., 1 per meal per hex of creature (3 per day for a man-sized creature). Double cost if more than one type of food and/or drink is to be created. Quadruple cost if the food or drink is rare and/or expensive.

**Duration:** Variable

**Time to Cast:** 1 minute

**Prerequisites** Create Food, Create Drink

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Bowl or Plate. Creates one sort of food or drink at a set time each day. Energy Cost: 50 points.

### **Sweet Lotus**

**Special, resisted by IQ-2 or Will-2**

This spell imbues the target food with the essence of the legendary lotus. Any being (save the caster) who sees the ensorcelled food feels a strong urge to eat it unless they can make a resistance roll vs. IQ-2 or Will-2, whichever is worse. The GM should roll vs. the subject's resistance in secret, and then give the unlucky victim very strong hints that he should try the food (i.e. "The food looks delicious, and you are suddenly reminded that you are very hungry.") rather than just forcing the character to eat the food.

If the subject eats the Sweet Lotus food, it will taste utterly delicious. However, he must then make another resistance roll (at IQ-2 or Will-2, whichever is Worse). If he fails, he will suffer from the effects of both Ecstasy (p. G76) and Loyalty (p. M68) as if the mage had cast those spells. Duration of the Ecstasy spell is normal, but the Loyalty will last 6 hours.

**Duration:** 1 day

**Base Cost:** 6 per meal

**Prerequisites** Magery 3, Banquet, Ecstasy, Lure, Loyalty

### ***Taint Food and Drink***

### ***Regular***

Similar to the Poison Food spell, this spell causes harmful bacteria to grow in food and drink, giving any creature which eats the tainted food diarrhea and an upset stomach. Approximately one hour after ingesting the tainted food, the subject must roll vs. HT or suffer from intestinal distress, giving them -1 to ST, DX and IQ, among other effects. The illness passes 3d6 hours after it started.

**Duration:** Permanent

**Base Cost:** 1 per meal

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 200 to create. (b) Plate or Cup. Casts this spell on any food placed in it. Energy Cost: 75

### ***Tasty***

### ***Regular, resisted by Will***

Makes food and drink look incredibly tasty. Anyone who tastes even a morsel of the food must roll vs. Will or eat until they are sated. Characters with Gluttony are at -4 to resist.

This spell can't make foods which the subject wouldn't normally eat appear tasty to him, for example, hay couldn't be made to appear tasty to a human, but it would look delicious to a horse.

Likewise, the subject gets +4 to Will to avoid foods which he knows will adversely affect him in some way (by aggravating a food allergy or making him break a Vow, for example).

No bonus to Will is allowed if the dangers of eating don't seem serious or immediately obvious. For example, you don't get a bonus just because you're trying to lose weight or because you suspect that someone might be trying to poison you.

**Duration:** 4 hours

**Base Cost:** 2 per pound of food or quart of drink. Can't be maintained.

**Prerequisite:** Delicious Aroma

**Magic Item:** Dish or other serving container. Casts this spell on any food placed in it. Energy Cost: 350 to create.

### ***Trencherman***

### ***Regular***

This spell allows the subject to eat and drink up to ten times the amount of food and drink he normally could at one sitting, and then store it in his body until needed with no gain in weight or other ill effects.

**Duration:** Permanent

**Base Cost:** 3 points, can't be maintained

**Prerequisite:** Monk's Banquet

**Magic Item:** Plate, Bowl or Jewelry. Energy Cost: 200.

### ***True Cornucopia***

### ***Enchantment***

Allows any container to continually produce food of any type or variety the mage is familiar with. The enchanter sets the amount, type and assortment of food to be created when he enchants a True Cornucopia. The food produced is real and permanent (i.e. it will not disappear after one minute like ammunition created with the Cornucopia spell), but it will disappear if it is left in the container for long

enough that it begins to spoil. Normally, the cornucopia will produce just enough food to fill itself, and someone must touch it and concentrate for a moment to produce more food (up to the maximum amount which can be created per day). If a large quantity of food is produced, it will magically "flow" out of the container into the surrounding hexes in such a way that the food remains wholesome and good. Only food items may be created with this spell.

This is also an Enchantment spell.

**Base Cost:** 10 per 1 lb. of food created per day.

**Prerequisites** Magery 3, Cornucopia, Greater Create Food or Sustenance.

### ***Water to Alcohol***

### ***Regular***

This spell turns water to beer, sake, mead or any other alcoholic beverage the mage is familiar with up to 12% alcohol content (24 proof). The beverage produced is only as good as the water used to make it. Ditch water produces inferior brew, pure spring water produces excellent drink.

**Duration:** Permanent

**Base Cost:** 2 per pint (or quart of beer, or 1 oz of distilled liquor)

**Time to Cast:** 2 seconds

**Prerequisites** Water to Wine

**Magic Item:** Still or Fermenting Vat. Energy Cost: 350.



# Force Spells

## Spells from GURPS Magic and Grimoire

The following spells are included in the College of Force magic.

Walk on Air - Air

Walk on Water -Water Float - Water

Air Golem - Movement Apportation - Movement Flight - Movement Levitation - Movement Lighten Burden -

Movement Poltergeist -Movement Slow Fall - Movement Wallwalker - Movement

Armor - Protection and Warning Force Dome - Protection and Warning Missile Shield - Protection and

Warning Reverse Missiles - Protection and Warning Weather Dome - Protection and Warning

## New Spells

Magical "Force" is an odorless, invisible area tangible only by touch. It can be shaped and moved to crush or cut or it can appear in flat sheets to support, lift or confine. Characters trapped in an area of force look for all the world like a mime trapped in a "invisible box".

Force retains neither heat nor cold and it gnerally doesn't interfere with radiated heat transfer (though it does stop physical movement of hot or cold air). Though it has a texture something like glass, unlike glass, nothing will stick to it and it is invisible from all directions. However, it is visible to Detect Magic spells and Mage Sight. Then it appears as a shimmering slightly opaque area, like oily water or an old pane of glass. However, if a mage who creates an area of force wishes he can make his force visible. When force is made visible it appears as a mage would see it in the mage's choice of color(s).

### **Airboat**

### **Regular**

Creates a large, thick, flexible "sheet" of semi-transparent force, which occupies a 6' x 4" rectangle and which can fly at Move 12 while carrying up to 500 lbs. The area is roughly boat - shaped with tapering stern and prow and has "gunwales" which extend about 2 feet above the "deck". The bottom of the boat is flat.

The mage expends no fatigue in maneuvering an airboat, but he must concentrate to make the boat move.

Sharp turns, steep climbs or dives, sudden stops, high winds, and blows by large attackers require a DX+4 roll by each rider to stay in the boat. At the end of the spell, the boat will not immediately vanish, but instead will glide to earth at Move 4 before vanishing.

The boat can't be destroyed by normal means, and will give PD 2, DR 5 against attacks which must go through the boat to hit the riders.

**Duration:** 1 minute

**Base Cost:** 4 to cast, half to maintain, add 2 to **Base Cost** for each extra 500 lbs carried. Each additional 500 lbs. carried adds 3' to length and 1' to width. For 1 extra point, the caster can make the surface of the boat opaque, brightly colored, and elegantly patterned.

**Prerequisite:** Flight, Animate Force, Floating Disc

**Magic Item:** Staff, Wand, Jewelry or Figurine. Energy Cost: 500. Usable only by a mage.

### **Analyze Force**

### **Information**

The caster learns everything he wants to know about a given force or physical phenomenon - the number of foot-pounds of pressure exerts, its vector, the amount of heat it generates and so forth.

High tech mages will discover that this spell will substitute for all sorts of modern tools which measure pressure, poundage, heat transfer and so forth. In the right circumstances the GM could rule that the use of this spell gives +2 to skills which require close measurement of physical forces, such as Physics or Meteorology. For skills where tools which measure pressure, force and and poundage are handy but not crucial (such as Mechanic, Engineering or Architecture) the GM might decide to give +1 to skill.

**Base Cost:** 3 points

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Animate Force**

**Regular**

This spell allows the caster to shape and move an invisible "sheet" of force in any way he wishes. In effect, this spell is a variant on the Apportation spell, except that the caster can also use the force to lift, squeeze, or pull.

The area of force is about 6 feet high and 6 feet wide and can be bent into simple geometric shapes (like a circle or a curving wall). The wall has PD 2, DR 5 and 12 HP. If used to crush or constrict foes it attacks at DX 10, has ST 20 and does 1 point per 10 seconds of crushing or constricting. When used to push, pull, lift or move an item it has ST 20 and Move 5.

**Duration:** 10 seconds

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points. Usable only by a mage.

**Attraction**

**Regular, resisted by Will**

Sets up a "magnetic" attraction between the affected object and all living things except the caster. Any living thing within 10 hexes of the item will either be pulled towards the item at Move 10, or have the item pulled towards them (at Move 10). If the creature wishes to resist moving towards the object he must roll vs. ST each turn or be pulled 1 hex closer. Once the item is stuck to the victim or the victim is stuck to the item, a ST roll is required to break free, and subsequent ST rolls are needed to escape from the area of attraction. Each successful ST roll allows a creature to move 1 hex away. Creatures who critically fail a ST roll are pulled helplessly towards the subject and might become "stuck" to objects which intervene between them such as doors or walls. If the creature is already stuck to the center of attraction, they are unable to break free for at least 1 minute. Creatures which make their ST roll may move away from the subject at only half their normal speed.

If the object is heavy, or the subject is attracted to the object at high speed, the subject might take damage from the collision.

If the subject is a living object he can roll vs. Will to shake off the effects of the spell, and creatures who are pulled towards the character who are unwilling to come nearer can roll vs. ST at +1 for every 3 hexes of distance between them and the subject.

**Duration:** 1 minute

**BaseCost:** 6 to cast, 4 to maintain, an area can be made permanently attractive for 20 times the **Base Cost** of the spell.

**Time to Cast:** 5 seconds.

**Prerequisites** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost to create: 500 points. Usable only by a Mage.

**Avoidance**

**Regular**

As above, but this spell sets up a "magnetic" repulsion between the affected object and all living things except the caster. Any living thing within 10 hexes of the item will either be pushed away from the item at Move 10, or push the the item away from them at the speed that they are moving. At all time the object will "attempt" to keep living creatures at least 10 hexes away from it, so even if "cornered" it might pop up into the air or slide along a wall.

If a creature wishes to move closer than 10 hexes from the object, they must first find a way to hold the item in place, and then they must make a ST roll each turn to push closer to the item. In order to actually grab te item and hang onto it, they must roll vs. ST-5 each turn.

**Duration:** 1 minute

**BaseCost:** 6 to cast, 4 to maintain, an area can be made permanently "repulsive" for 20 times the **Base Cost** of the spell.

**Time to Cast:** 5 seconds.

**Prerequisites** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost to create: 500 points. Usable only by a Mage.

**Blade Barrier**

**Regular**

A rapidly whirling "fan" of blades made out of pure energy is called into being. To observers the blade-barrier looks like a flickering, semi-transparent whirling circle of blades, reminiscent of an electric fan or an airplane's propeller. Any creature who enters the hex occupied by the blade barrier must roll vs. DX or take 2d6 points of Cutting damage.

A slightly more powerful version of this spell allows the caster to move the Barrier around at 3 hexes per turn. If it moves into a hex occupied by a living creature, it will hit on a roll of 10 or less.

A side effect of the blade barrier is that it interferes with weapon attacks through its hex. Any missile which passes through the blade hex has a 50% chance of being stopped or deflected by the blades. Melee weapon attacks are automatically stopped and the melee weapon takes 2d6 points of damage and must roll for breakage.

**Duration:** 10 seconds

**Base Cost:** 8, 6 to maintain, double costs to make the blades mobile.

**Time to Cast:** 10 seconds

**Prerequisite:** Animate Force

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points. Usable only by a mage.

**Blast**

**Regular, resisted by HT**

Causes energy to erupt in all directions from a single point, causing concussion damage to anyone nearby. Damage is normal for creatures in the explosion hex and adjacent to it, damage is halved for targets 2 or 3 hexes away, and is quartered for creatures 4 to 6 hexes away from the center of the blast.

If the mage touches a living subject, then he can center the blast in the middle of the subject's body or on his bones. If the subject fails his resistance roll vs. HT, all damage is doubled and is centered on the vitals (for six times normal damage)! However, due to the buffering effect of the victim's body damage is halved for targets adjacent to the victim and those beyond 1 hex away to no extra damage.

The results of a successful "direct hit" from a Blast spell are quite gruesome. The GM might require Fright Checks from anyone who sees the victim's flesh blasted from his bones.

**Base Cost:** 3 per die of damage, up to 3 dice.

**Time to Cast:** 2 seconds per die of damage.

**Prerequisite:** Magery 2, Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 to create. Usable only by a mage.

**Body of Force**

**Regular, resisted by Will**

The subject's body and any possessions on his body are turned into a mass of pure, cohesive energy. This makes the subject immune to all forms of attack save Cold and Electricity and gives the subject the Invisibility and Insubstantiality advantages (reversible at will). The subject also does an extra +2 points of damage he makes while in Body of Force form.

**Duration:** 1 minute

**Base Cost:** 10 points

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Apportation

**Magic Item:** Staff, Wand, Jewelry or Clothing. 350 to create.

**Chopper**

**Area**

This spell makes a two-dimensional plane of shimmering force move along a given plane with tremendous force and speed. Creatures in the path of the blade must Dodge or Block this "force blade" or take up to 3 dice of Cutting damage.

Depending on the circumstances, the GM might rule that the damage is suffered by some specific area of the body rather than rolling randomly. For example, a Chopper spell made to move horizontally through a

room at 5 feet above the floor might decapitate anyone who gets in the way! Or, a door with the chopper spell cast on it might cut off the foot of the first person to step through it.

Though this spell is mostly used as an attack spell, it also has peaceful uses as a shear, saw, or trimmer.

**Duration:** Instantaneous

**Base Cost:** 1 per die of damage, up to 3 dice.

**Time to Cast:** 2 seconds per die of damage.

**Prerequisite:** Magery, Animate Force

**Magic Item:** Staff, Wand or Jewelry. 750 to create. Usable only by a mage.

### ***Constricting Clothing***

***Regular, resisted by DX***

This spell causes the subject's clothing to animate and move in such a way as to inhibit the victim's actions - shoelaces tie together, belts bind or come loose, shirt-tails tie themselves to nearby objects, and so forth. This has the effect of reducing the victim's Move and DX by -1 and interferes with all skills which require motion of the body.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Animate Force

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing. Always on. Afflicts wearer with this spell. 150 points.

### ***Decrease Friction***

***Area***

The spell decreases the friction of a surface. The general game effect is to make the area of the spell into an Ice Slick (as per the Water spell, roll vs. DX to keep your feet each turn), but the effort required to move objects across the slippery area is greatly reduced.

**Duration:** 1 minute

**Base Cost:** 2 points per hex, half to maintain. The friction in an area can be permanently decreased for 20 times the **Base Cost** of the spell.

**Prerequisite:** Increase Friction

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200.

### ***Decrease Inertia***

***Regular***

Decreases the inertia of the an object, making movement easier to start and stop. Changes in direction are easier to accomplish. This spell allows the Sprint bonus on the first turn of movement and the character can stop cold in the same hex as an opponent without having to make a slam attack (unless they wish to do so). The subject also gets +1 to Initiative due to easier movement and faster turning speed.

When this spell is cast on a larger or faster creature or vehicle, acceleration and deceleration speeds are doubled and turn rate is increased 50%, but the vehicle will rapidly lose speed unless power is constantly applied to the engine (you can't "coast" as easily).

**Duration:** 1 minute

**Base Cost:** 4 points, 3 to maintain

**Prerequisite:** Slow Fall

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250. (b) Shoes, Clothing or Jewelry. Works for Wearer only. Energy Cost: 200. (c) Vehicle. Energy Cost: 2 points per pound of vehicle weight.

### ***Elevator***

***Area***

Similar to the Force Bridge or Magic Road spell, this spell creates a roughly rectangular area of force which will support large amounts of weight and which will cover large areas. However, it can only move up or down, though it can move at up to 30 degrees from the vertical plane.

The area will support up to 75 lbs. per square foot, enough to support normal humans and light vehicles, but strong enough to support heavier things such as cars or giants. The floor of the elevator has PD 1, DR 1 and 2 HP per square foot. When the elevator takes enough damage to destroy the whole area it vanishes, leaving its occupants stranded in midair.

**Duration:** 1 minute  
**Base Cost:** 4 per hex of area, 1 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Animate Force  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points to create.

### **Energy Bands**

**Regular; resisted by ST**

The target is bound in shimmering bands of magical energy. Unless they can roll vs. ST to break free, they are helpless for the **Duration** of the spell.

**Duration:** 1 minute  
**Base Cost:** 4, 2 to maintain. Each doubling of cost gives -5 to ST to break the bonds.  
**Time to Cast:** 3 seconds  
**Prerequisite:** Shape Force  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points. Usable only by a mage.

### **Fast Fall**

**Regular, resisted by Will**

Causes a falling object to accelerate to maximum velocity faster than it normally would and increases maximum terminal velocity. Falling damage is increased proportionately. Objects sinking in water sink at a faster rate.

**Duration:** 10 seconds  
**Base Cost:** 3 points, 2 to maintain for double acceleration, double this for triple acceleration, triple for quadruple, and so on.  
**Prerequisite:** Slow Fall  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 to create. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 to create.

### **Fishing Pole**

**Regular**

This peculiar spell causes the tip of a staff, the end of the piece of string, or the tip of some other long thin object to become charged with quasi-magnetic energy which attracts items specified by the mage when the spell is cast. When the tip of the item is enchanted and is placed on a reasonably solid surface within 300 feet (100 hexes), items of the type specified by the mage which are not physically prevented from moving towards the tip of the "pole" will begin to move towards the "pole" at the rate of 1 hex per turn. When they reach the enchanted area they will "stick" to the line and begin to vigorously "tug" on it alerting the mage that he has "caught" something. The mage can then retrieve his rod or line and remove the object from the tip. However, very heavy or bulky items might require the mage to make a ST roll to handle and heavy items might break thin rods or strings.

As long as the spell is in effect, and there are objects of the specified sort within 100 hexes of the caster's location, the spell will be effective, but the mage will not know if an unsuccessful attempt to find an object is because the spell was miscast, because there are no objects of the type desired within range, or because the available objects are physically blocked.

**Duration:** 10 minutes  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Attraction  
**Magic Item:** Staff or Jewelry. Energy Cost: 250 points.

### **Floating Disc**

**Regular**

Creates a semi-transparent "saucer" of force which the mage can move around by mental command. The saucer moves at the same speed as the caster and will follow the mage at a distance of 3 hexes unless otherwise specified. It won't move into the caster's hex or more than 30 hexes away from the caster. The amount of weight the disc can carry depends on the energy put into the spell. The disc can't be damaged, but the contents it supports can be.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. The disc can carry 100 lbs. Each doubling of cost doubles the amount of weight the disc can carry, up to 1600 lbs.

**Prerequisite:** Apportation

**Magic Item:** Jewelry. Energy Cost: 250 to create.

### ***Force Barrier***

### ***Area***

This spell creates a "directional" area of force along any plane. It differs from a normal area of force in that it exerts no force in one direction, but exerts resistance normally in all other directions!

For example, a mage could use this spell to make a doorway that let people in, but wouldn't let them out, or cover a pit which let objects fall to the bottom normally, but formed a "trap door" to keep people from getting out from the bottom.

In all other respect this spell is like the Wall of Force spell.

**Duration:** 1 minute

**Base Cost:** 5 per hex, 3 to maintain. An area of force can be made permanent for 20 times the

**Base Cost** of the spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Wall of Force.

**Magic Item:** Staff, Wand or Jewelry. 1,500 to create. Usable only by a mage.

### ***Force Beam***

### ***Missile***

Creates a lance of pure force which the mage can use to destroy his enemies. The missile has SS 12, Acc +3, 1/2D: 25, Max 50.

**Duration:** 1 second

**Base Cost:** 1 point per die of damage, up to 6 dice.

**Time to Cast:** 1 second per energy point used

**Prerequisite:** Poltergeist

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500. Usable only by a mage.

### ***Force Blade***

### ***Regular***

Calls a force sword into being, which the caster can use like a normal force sword. The force sword does 3d6 points of cutting damage, rather than using the ST of the user to determine damage. Any normal weapon which tries to parry it must roll for breakage. Force swords never break. The Force Sword skill is used to wield a force sword.

**Duration:** 1 minute

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 3 seconds.

**Prerequisite:** Force Beam

**Magic Item:** Baton or Jewelry. Energy Cost: 500 points.

### ***Force Bridge***

### ***Area***

This spell creates a roughly rectangular area of force which will support large amounts of weight and cover large areas.

The "bridge" can be placed at any angle as long as at least one edge of the area of force is anchored to a solid surface. The mage can use this area of force to create floors, ramps, bridges or walls.

The area will support up to 75 lbs. per square foot, enough to easily support normal humans and light vehicles such as horse carts or motorcycles. However, it will not be strong enough to support heavier things such as cars or giants.

In spite of its weight holding capacity, the area of force makes poor armor and only has PD 1, DR 1 and 2 HP per square foot. When the bridge takes enough damage to destroy the whole area it vanishes.

**Duration:** 1 minute

**Base Cost:** 5 per hex of area, 1 to maintain. Each doubling of cost doubles either the amount of DR and HP per square foot or doubles the amount of weight the bridge can support.

**Time to Cast:** 10 seconds

**Prerequisite:** Animate Force

**Magic Item:** Staff, Wand, Jewelry or Carpet. 500 to create.

### **Force Cage**

**Area, resisted by DX-4**

This spell creates a hemispherical (or spherical) cage made up of bars of force, which are faintly visible once the cage is activated.

The cage is a trap, it is invisible until a certain subject or subjects enter its confines, and then the "door" or "doors" (the number of entrances is specified by caster) instantly slams shut, trapping the occupants for the **Duration** of the spell.

The victims can't escape the cage by burrowing, since the cage is actually a globe with half its surface underground. However, the victims can attempt to roll vs. DX-4 to escape the trap on the turn it springs into existence.

The bars of the dome have PD 5, DR 25, and HP 100. The "bars" are about 4" apart, so air, water, and food can be passed through the bars. Small animals can also pass through the bars, so it is possible to escape the cage by shrinking or turning into a tiny animal.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain per hex. An area can be turned into a permanent force cage (activated by whatever means the enchanter desires) for 20 times the **Base Cost** of the spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Force Dome

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 to create. Usable only by a mage.

### **Force Staff**

**Regular**

This spell brings a staff of force anywhere from 1' to 12' long and up to 2" thick.

Larger versions of this weapon can be used as a weapon, however, the staff has many other uses - anything from a clothes line, to a stirring rod to a pole-vaulter's pole.

It is completely indestructible except by magic and it will support up to 500 lbs. before it winks out of existence. Depending on the mage's wishes, it can be made as flexible as a rope or as hard as iron.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Animate Force

**Magic Item:** Wand or Jewelry. Energy Cost: 100 points to create.

### **Force Vortex**

**Area**

Causes loose objects in the area to rapidly whirl around a central point blocking visibility and movement and possibly causing damage to people in the area of effect. Objects up to 25 pounds can be lifted by means of this spell, and, if they strike they will do damage as if thrown by a man with ST 15 and hit on a roll of 9 or less. Sharp objects such as knives do thrust, cutting damage. Light, loose objects such as dust or small pebbles will block visibility giving -1 to Vision rolls to see through the Vortex. Bulky items such as pillows halve movement through the area.

The mage specifies the axis of the vortex when he casts the spell. A vortex can be horizontal, vertical, or anything in between.

**Duration:** 10 seconds

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Animate Force

**Magic Item:** Staff, Wand or Jewelry. 350 to create.

### **Giant Hand**

**Regular**

This spell is a more powerful and flamboyant version of Animate Force. When cast, the spell creates a giant (3' wide, 6' high), semi-opaque, shimmering, hand-shaped area of force which the caster can move in any way he could move his own hand.

The hand can be used to punch, block, or squeeze. It has ST 35, DX 12, HT 13/20, Move 6, PD 3, and DR 8. It moves by apportation and is under the control of the caster, who must concentrate on the spell and control the movements of the hand with his hand.

If the hand is used to block motion or protect the caster from damage, it will completely block 1 hex or provide 50% cover for 2 hexes.

If the hand is used to push creatures around, treat this as a Slam attack. The hand has an effective mass of 500 lbs. for this purpose.

If the hand is used to punch or crush, it does 3d6 points of crushing damage if it hits.

If the hand is used to constrict, it does 1 point of damage per turn and will start to suffocate any creature it holds.

**Duration:** 10 seconds

**Base Cost:** 7, 5 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery 2, Animate Force

**Magic Item:** Staff, Wand, Jewelry or Glove. Energy Cost: 500 to create. Usable only by a mage.

### **Hand Cuffs**

### **Regular, resisted by ST**

Like the energy bands spell, but only the subject's hands or feet are affected.

If the spell succeeds, the subject's hands are bound together, giving him -1 Move, and -5 to DX for tasks which require use of the arms.

Alternately, the caster can bind the subject's feet together, giving him -3 Move, and requiring him to roll vs. DX or fall down if he attempts to move faster than 1 hex per turn.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain (each doubling of cost gives -5 to ST to break the bonds)

**Prerequisite:** Shape Force

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 to create.

### **Impact**

### **Regular**

This spell magnifies the force and mass of a weapon strike just before impact, increasing the amount of damage done. Swinging damage from melee weapons is increased by +2 points per die. Thrust damage from melee weapons and all sorts of kinetic missile damage is increased by +1 point per die.

**Duration:** 1 second

**Base Cost:** 3 points, 2 to maintain

**Prerequisite:** Magery, Fast Fall

**Magic Item:** Weapon. Energy Cost: 500 points.

### **Increase Friction**

### **Area**

This spell increases the friction of a surface. The general game effect is to make the friction area into a "no skid" surface (+6 to DX to avoid tripping), but the amount of effort required to move through the area is increased. For most forms of transportation (walking, rolling) this doesn't make a difference, but dragging objects becomes much more difficult.

**Duration:** 1 minute

**Base Cost:** 2 points per hex, half to maintain. An area can have its Friction permanently increased for 20 times the **Base Cost** of the spell.

**Prerequisite:** Slow Fall

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Shoes or gloves. Works for wearer only. Energy Cost: 100 points.

### **Increase Gravity**

### **Area**



Gravity in a 1 hex area is increased by any amount the mage chooses, up to 2 Gs. Falling creatures in the area of effect take increased damage and there might be other effects. See Compendium II for details on High Gravity. ST rolls might be required to pick things up, or even move around.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 1 to maintain, double costs for every G level over 2. The gravity of an area can be permanently increased for 20 times the **Base Cost** of the spell.

**Prerequisite:** Reduce Gravity

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Increase Inertia***

### ***Regular***

Increases the inertia of an object making movement harder to start and harder to stop. It also makes changes in movement harder to make. The game effects of this are that the subject can only accelerate or decelerate by half his normal move in a turn and the subject can only change 2 hex sides per turn while moving (4 hexes if he is standing still). Creatures and vehicles with higher speeds have their acceleration and deceleration speeds halved and have their turn rates halved.

**Duration:** 1 minute

**Base Cost:** 4 points, 3 to maintain

**Prerequisite:** Slow Fall

**Magic Item:** Staff, Wand, Jewelry or Clothing. Energy Cost: 500 to create.

### ***Inertialess Travel***

### ***Regular***

Completely eliminates inertia, allowing instant acceleration and deceleration and incredible maneuverability. This spell allows the Sprint bonus on the first turn of movement and the character can stop cold in the same hex as an opponent without having to make a slam attack (unless they wish to do so). The subject also gets +1 to Initiative due to easier movement and faster turning speed.

When this spell is cast on a larger or faster creature or vehicle, acceleration and deceleration speeds are quadrupled and turn rate is increased 100%, but the vehicle will stop unless power is constantly applied to the engine (you can't "coast"). Vehicles which are designed to be inertialess can accelerate, decelerate and turn even faster.

**Duration:** 1 minute

**Base Cost:** 4 points, 3 to maintain

**Prerequisite:** Decrease Inertia

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Jewelry or Clothing. Works for wearer only. 350 to create. (c) Vehicle. Energy Cost: 4 points per pound of vehicle affected.

### ***Lubricate***

### ***Regular***

When cast on an object with moving parts, this spell cause the object to work with near zero friction. This will allow seized parts to be coaxed apart and will greatly extend the lifespan of any mechanism. The game effects are up to the GM.

**Duration:** 1 day

**Base Cost:** 2 points per 10 lbs. of object (or part of a larger machine) to be affected, half to maintain

**Prerequisite:** Increase Friction

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Magic Boat***

### ***Area***

Similar to the Air Boat spell, this spell creates a boat-shaped area of force which the mage can use to navigate over water.

The boat can be transparent or opaque as the mage desires and he can add minor artistic details as suits his fancy. The minimum size of the boat is 2 hexes, and each hex will support up to 200 lbs. of weight, allowing even the smallest boat to carry 400 lbs. Excess weight will sink the boat and end the spell. The

mage can mentally command the boat to move at a rate of 1 mph (1/2 hex per second), or he can use other methods to make it move faster.

The hull of the boat has PD 1, DR 1, and 10 HP per hex (20 hexes for the smallest size). When the boat takes damage sufficient to destroy its entire structure it vanishes. The boat is open and can be swamped by water possibly sinking it.

**Duration:** 10 minutes

**Base Cost:** 4, 2 to maintain, each doubling of cost doubles the amount of weight the boat can carry or doubles DR and HP per hex.

**Time to Cast:** 10 seconds

**Prerequisite:** Force Disk

**Magic Item:** Staff, Wand, Jewelry or Figurine. Energy Cost: 500 to create.

### ***Magic Buckler***

### ***Regular***

This spell creates an area of force in the shape of a round buckler (PD 1, DR 5) which will hover around the mage. It will attempt to block one melee or missile attack per turn while the wizard concentrates on other things.

Treat the magic buckler as having an effective Block score equal to 1/3 of the mage's skill with the Magic Buckler spell, however, as long as the spell is in effect, the mage does not have to concentrate on the spell for it to work and the attack blocked by the buckler doesn't count as an action on the part of a caster.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Missile Shield

**Magic Item:** Baton or Jewelry. Energy Cost: 350 to create.

### ***Magic Fist***

### ***Missile***

Creates a fist-like area of force which can be used to punch or slap a target. The missile has SS 10, Acc 2, 1/2D: 20, Max: 40. Each point of energy put into the spell does 1d6-1 points of Crushing damage. Alternately, the mage can create a weaker version of the spell (a "slap"). This blow does no damage, but does require a roll vs. Will+4 to avoid losing concentration while casting spells or using psionics.

**Duration:** Instantaneous

**Base Cost:** 1 per die of damage (up to 3 dice of damage), 1 point for a "slap".

**Time to Cast:** 1 second per point of energy used to cast the spell, 1 second for a "slap".

**Prerequisite:** Push

**Magic Item:** Staff, Wand, Jewelry or Glove. Energy Cost: 250 points.

### ***Magic Hammer***

### ***Regular***

This spell creates a small, powerful area of force which the mage can use to attack foes or strike objects.

The "hammer" can be moved according to the caster's mental command up to 20 hexes from the caster as long as the mage can "see" the hammer and his target. The hammer has a maximum Move 3 and strikes at a skill level equal to the caster's skill with the spell. Foes can Dodge, Block or Parry the hammer, but are at -4 to do so, since it is invisible. If it hits, it does 1d6+1 points of crushing damage.

The spell also has non-combat uses. It can be used as a sort of magical trip hammer for blacksmithing or it can be used as a sledge hammer to break open doors or chests at a distance.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Poltergeist

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Magic Hand***

### ***Regular***

This spell creates a floating, disembodied hand similar to the caster's own. The mage can use the hand to perform any task he could do with his own hands manipulating items at a distance.

The hand moves at 3 hexes per turn, has 1/3 the mage's HT and ST, and has DX equal to that of the caster. Attempts to hit the hand are at -6.

The wizard can "feel" through the hands and can use them to carry items that the hand can lift or use weapons that the hands can carry.

If the hands are "destroyed" the mage must roll vs. HT or have his hand temporarily crippled by sympathetic injury. This crippling is temporary and the caster can roll vs. HT every minute to regain use of his hand.

This spell can be cast twice (or more) to produce multiple hands. Multiple hands can work together, but the mage can't create any more hands than he has real hands to control them.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain, two hands cost 4, 2 to maintain. Each additional hand adds 1 to the

**Base Cost** and 1 to the maintenance cost for the entire spell.

**Prerequisite:** Animate Force

**Magic Item:** Gloves. Energy Cost: 250 to create.

### ***Magic Missile***

### ***Missile***

Creates up to six darts of magical energy that dart forth from the caster's fingertip. Each dart does 1d6-1 damage and each dart may be fired at a different target.

The darts have Acc 3, SS 10, 1/2D 30, Max 60 and attack their assigned targets with a skill of 20.

**Duration:** Instantaneous

**Base Cost:** 2 to 12 to cast, 2 per missile (1d6-1 damage) created

**Time to Cast:** 1 second per 2 missiles created

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Magic Road***

### ***Area***

As the mage travels, a rectangular area of forces extends around him which is capable of supporting up to 1,000 lbs.

Unlike other area spells, the Magic Road is centered on the mage. This allows vehicles or animals to appear to "walk" over terrain that normally wouldn't support their weight - like swamps or chasms. Since the mage can alter the slope of the area of force by up to 10% per 100 feet, this spell can also be used to make "bridges" or "ramps" and vehicles can even appear to "fly".

However, unlike true flight, maneuverability is not improved and people on the magic road can be fall. While the road will always travel with the mage, those people around him might have to make a DX check to keep from falling over the edge of the "road".

For extra cost the area of force can be made "U-shaped" in cross section, with the upright portions of the area of force acting as cover and guard rails. ). These walls (and the "road" itself have PD 1, DR 2 and effectively limitless HP.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. For 1 point extra, the "road" can have walls. Each doubling of cost doubles the amount of weight that can be maintained or doubles DR.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery 2, Force Bridge

**Magic Item:** (a) Staff, Wand or Jewelry. Works for Mage only. Energy Cost: 1,000 to create. (b) Vehicle. When moving it casts this spell allowing it to go anywhere the user wants it to go! Energy Cost: 200 plus 1,000 times the cost to temporarily cast the spell on a vehicle of that size and weight.

### ***Maze***

### ***Area, resisted by IQ-4***

This spell traps anyone within the area of effect inside a maze made up of shimmering opaque walls of force. Anyone trapped in the maze must roll vs. IQ-4 every minute in order to escape. The walls block visibility and resist all forms of damage. The corridors are 3' wide and 10' tall. There is no way to climb the walls (except by magical means) and a transparent "lid" on the maze keeps flying creatures from taking off.

Each hex of radius beyond the minimum gives a further -1 to IQ rolls to escape, though a critical success will always allow escape from the maze.

**Duration:** 10 minutes

**Base Cost:** 3 per hex, 2 to maintain (minimum of 3 hex radius), each additional hex of radius gives -1 to IQ rolls to escape.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Wall of Force

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points. Usable only by a mage.

### **No Friction**

### **Area**

This spell completely removes friction from a surface. Objects which aren't perfectly balanced fall down (roll vs. DX-10 each turn to avoid slipping. Roll vs. DX-4 each turn to get up). Objects which rely on friction for motion (like wheels) can't move. Objects which slide across the surface slide without resistance crossing over the frictionless area at their normal rate of speed.

**Duration:** 1 minute

**Base Cost:** 4 points per hex, half to maintain. An area can be made permanently frictionless for 20 times the **Base Cost**.

**Prerequisite:** Decrease Friction

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Nudge**

### **Regular**

This spell creates a very small area of force which can be used to topple very light objects or to get people's attention. The force generated is sufficient to push a cat off a counter, knock over a full glass, or startle a sleeping person into wakefulness.

**Duration:** 1 second

**Base Cost:** 1, can't be maintained

**Magic Item:** Jewelry. Energy Cost: 50 points.

### **Paperweight**

### **Regular**

This spell creates an area of force which will keep an inanimate object up to 50 lbs. from moving. This spell can be used to keep books open, keep papers from blowing away, and can also be used as a doorstop.

**Duration:** 10 minutes

**Base Cost:** 1, same to maintain

**Magic Item:** Jewelry. Energy Cost: 50 points.

### **Permanent Attraction**

### **Enchantment; Resisted by ST**

Sets up a "magnetic" attraction between the affected object and all living things except the caster. Any living thing within 10 hexes of the item will either be pulled towards the item at Move 10, or have the item pulled towards them (at Move 10). If the creature wishes to resist moving towards the object he must roll vs. ST each turn or be pulled 1 hex closer. Once the item is stuck to the victim or the victim is stuck to the item, a ST roll is required to break free, and subsequent ST rolls are needed to escape from the area of attraction. If the object is heavy, or the subject is attracted to the object at high speed, the subject might take damage from the collision.

**Duration:** Permanent

**Base Cost:** 200 per 10 lbs. of material affected

**Prerequisites:** Attraction, Apportation

### **Permanent Avoidance**

### **Enchantment, resisted by ST**

As above, but this spell sets up a "magnetic" repulsion between the affected object and all living things except the caster. Any living thing within 10 hexes of the item will either be pushed away from the item at

Move 10, or push the the item away from them at the speed that they are moving. At all time the object will "attempt" to keep living creatures at least 10 hexes away from it, so even if "cornered" it might pop up into the air or slide along a wall.

If a creature wishes to move closer than 10 hexes from the object, they must first find a way to hold the item in place, and then they must make a ST roll each turn to push closer to the item. In order to actually grab te item and hang onto it, they must roll vs. ST-5 each turn.

**Duration:** Permanent

**Base Cost:** 200 per 10 lbs. of material affected

**Prerequisites** Apportation, Avoidance

### ***Pillar of Force***

### ***Regular***

Creates an area of invisible force which occupies an entire hex and which stands 6' tall. Spells or weapons are blocked by the force (which has PD 5, DR 25, and 100 HP), and the pillar can support up to 5,000 lbs. It is useful as a shield, an emergency prop, or as a barrier.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain. Each doubling of cost doubles the amount of weight the pillar can support.

**Time to Cast:** 10 seconds

**Prerequisite:** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Platform***

### ***Regular***

This spell creates a roughly rectangular or circular horizontal area of force about 1 hex in area. The platform can be made to hover in mid-air or "float" in place on a liquid surface. Once placed, the platform can't be moved and it must be placed at or below the caster's head height within 3' of the caster's body. The mage can use the area as a desk, chair, shelf, or step. Repeated casting of this spell will allow the caster to create a set of "invisible stairs" which he can climb or a series of stepping stones which he can use to cross over bodies of water.

Each "tile" has PD 0, DR 1, 5 HP and can support up to 200 lbs. of wieght. They are immune to acid, flame, and cold, but they can be destroyed by kinetic energy attacks or magic. Destroyed "tiles" vanish.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain. A platform can be made permanent for 20 times the **Base Cost**.

**Prerequisite:** Shape Force

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 to create.

### ***Push***

### ***Area***

Similar to the Polgergeist spell, but a Push has an effective Move of 5, and strikes with ST 25 and a mass of 500 lbs. It can be used to push creatures directly away from the caster in a Slam attack.

**Duration:** 1 second

**Base Cost:** 4, can't be maintained

**Time to Cast:** 2 seconds

**Prerequisite:** Polgergeist

**Magic Item:** Jewelry or Glove. Energy Cost: 250 points.

### ***Reduce Gravity***

### ***Area***

Gravity in a 1 hex area is reduced to the level of the caster's choice down to null gravity. Free Fall skill is required to move in a low or microgravity enviornment. At the end of the spell Duration, any creatures who aren't firmly rooted to the ground will fall. A hex with reduced gravity will have a reduced gravity area about 20' high.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 1 to maintain. An area can have its gravity permanently reduced for 20 times the **Base Cost**.

**Prerequisite:** 5 Air spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 to create.

### ***Repulsion Barrier***

### ***Regular***

Similar to the Force Dome spell, but a layer of energy surrounds the subject's body which reflects all forms of energy.

Spells and missiles are reflected back in the direction from which they came and will rebound to hit the person who fired or cast them on a 9 or less.

This spell doesn't protect against drowning, but will keep the subject comfortable and dry in extremes of heat or cold, and will protect against sunburn, radiation, and other forms of energy which might be harmful to the subject.

In other respects this spell is like the Force Dome spell.

**Duration:** 10 seconds

**Base Cost:** 6 to cast, 4 to maintain, a repulsion barrier can be made permanent for 50 times the **Base Cost**.

**Time to Cast:** 3 seconds.

**Prerequisite:** Force Dome, Reverse Missiles

**Magic Item:** Jewelry. Energy Cost: 2,500 points.

### ***Repulsion Dome***

### ***Area***

Identical to the Repulsion Barrier spell, but it is stationary and can be extended to protect more than one person. In other respects it is similar to the Force Dome spell.

**Duration:** 10 seconds

**Base Cost:** 6 per hex, 4 to maintain, a repulsion dome can be made permanent for 50 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisite:** Repulsion Barrier

**Magic Item:** Jewelry. Energy Cost: 2,500 points.

### ***Repulsion Field***

### ***Regular, resisted by ST***

When this spell is cast, everyone except those designated by the mage are forced away from the mage's hex.

Creatures that are already in the affected area when the spell is cast, must win a contest of ST vs. the mage's Repulsion Field spell skill or be pushed away from the mage to the limit of the spell's radius. Those people outside of the Repulsion Field must also win a contest of ST vs. spell skill each turn if they wish to enter or stay in the area. If they lose the contest, they are pushed away as if they had lost a contest of ST after a Slam attack.

**Duration:** 10 seconds

**Base Cost:** 4 per hex of radius, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Push

**Magic Item:** Jewelry. Energy Cost: 750 points.

### ***Reverse Gravity***

### ***Area***

Like Turn Gravity but everything gravity is turned 180 degrees, so things seem to "fall up". Creatures caught in the area of effect will "fall up" until they hit the top of the spell's area of effect and then they will "hover" there in free-fall caught between the upward and downward gravity forces.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 1 to maintain, an area can have its gravity permanently reversed for 50 times the **Base Cost**.

**Prerequisite:** Turn Gravity

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Soft Landing****Regular**

This is almost identical to the Slow Fall spell, but it makes cushion of force below falling object just before it lands, preventing falling damage. This allows objects to fall at the normal rate, rather than hanging in air, and still land safely.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Slow Fall

**Magic Item:** Jewelry or Clothing. Energy Cost: 150 points.

**Trapeze****Regular**

This magic creates a trapeze with a bar up to 6 feet wide which is magically suspended from ropes up to 60' long. The bar will hang as far above the ground as the caster wishes, however, the ropes will only extend to the ceiling of an enclosed area. If there is no ceiling, the ropes will magically "hang" from a point in midair. The ropes will support up to 1000 pounds of weight.

The trapeze has a number of uses. It can be used as an elevated platform or as a swing, or it can be used for feats of aerial acrobatics.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Animate Force

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Tripline****Area**

This spell creates rigid, immobile "wire" of force which will trip or wound creatures travelling through the hex where it is placed. The "wire" is invisible and dissipates instantly when it is activated.

If placed at ankle level, creatures moving through the hex must roll vs. DX to avoid tripping. If "strung" at a higher level it will interfere with flying creatures (roll vs. DX or begin to fall) or people riding on horseback or in vehicles. Creatures moving on horseback at a trot or faster (Move 7+) must roll vs. DX (or Riding skill) or be dismounted, and suffer a fall from 2 yards. People riding in or on open vehicles take 1d6 points to a random hit location for every 20 mph (10 Move) of speed up to a maximum of 4d6.

Unlike a normal tripwire, a magical tripwire doesn't need to be strung between two solid objects. For example, a tripwire could be "hung" in midair.

**Duration:** 10 minutes

**Base Cost:** 3 points per hex, 1 per hex to maintain. A tripline can be made permanent for a cost of 20 points per hex.

**Time to Cast:** 10 seconds

**Prerequisite:** Air Golem

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 to create.

**Turn Gravity****Area**

Gravity is turned 90 degrees, so things seem to "fall sideways". Creatures caught in the area of effect start to move as if they were falling (e.g. accelerating to terminal velocity in the direction the gravity is going, taking damage if they hit anything along the way.) Once characters get to the edge of area of effect, their gravity goes back to normal, but any motion they had is retained. This means that a person "falling sideways" would suddenly fall to the ground and skid in his original direction of travel.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 1 to maintain. An area can have its gravity permanently turned for 20 times the Base Cost.

**Prerequisite:** Magery, Increase Gravity

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Vessel of Force****Regular, resisted by DX**

This spell creates a container of pure force in any shape of the caster's choosing. The force can be invisible or visible, transparent or opaque, and will hold approximately 1 cubic foot of material or about a gallon of liquid. At the caster's option, the vessel can be hermetically sealed or be sealed in such a way as to be gas-permeable, but still leak-proof. In addition, the caster has the option of making the vessel mobile, so that it will follow the mage at a set distance (up to 50 hexes away).

The force field is invulnerable to all forms of attack except kinetic energy and some forms of magic. Heat, cold, fire, disease, radiation, acid, alkali, and the like don't affect it. Strong blows from a melee weapon will damage the container but the container has PD 5, DR 8 and 1 HP. A counterspell or the Dispell Magic spell will destroy the vessel if the attacking spell wins a contest of skills, but the vessel is invulnerable to all other forms of magic.

This spell is generally not used as an attack spell, but it could conceivably be used to catch small animals. If the spell is resisted, the subject of the attack resists with its DX.

Though this spell has a number of uses, it was designed to be a "containment vessel" for extremely powerful or dangerous magical or alchemical products, like the ultimate solvent.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. Each doubling of cost doubles the amount of material which can be maintained. The vessel can be made permanent for 20 times the **Base Cost**.

**Time to Cast:** 3 second

**Prerequisite:** Magery, Force Dome

**Magic Item:** Container or Jewelry. Energy Cost: 250 to create.

### **Wall of Force**

### **Area**

This spell creates a 10' tall wall of force with PD 3, DR 15, and HP 35 per hex. Spells, heat, cold, water, radiation, and physical attacks are blocked by the wall. The caster can have the wall be transparent, opaque, or transparent on one side and opaque on the other by specifying his wishes before casting begins. While the wall can't be moved, and can't be used to push or crush victims, it can be used to trap people, since it is impossible to move through the wall or climb over it. Two hexes of wall are needed to completely surround 1 hex. If the wall is used to trap a victim, the victim must roll vs. DX to escape the trap (at -2 to DX for every additional hex occupied by the spell).

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain. Each doubling of cost doubles the DR and HP of the wall. An area of force can be made permanent for 20 times the **Base Cost** of the spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Apportation, Force Dome

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 to create.

### **Wear**

### **Regular**

When cast on an object with moving parts, this spell cause the object to rapidly wear out and heat up due to increased friction between the parts. Delicate items or devices with close-tolerance parts might sieze up or be ruined. The game effects are up to the GM.

This is also a Making and Breaking spell.

**Duration:** 1 hour

**Base Cost:** 2 points per 10 lbs. of object (or part of a larger machine) to be affected, half to maintain

**Prerequisite:** Increase Friction

**Magic Item:** Jewelry. Energy Cost: 150 points.

### **Weight**

### **Regular, resisted by HT**

Increases the weight of an item or person by 50%.

**Duration:** 1 minute

**Base Cost:** 1 per 20 lb. of material, every additional 50% increase in weight doubles cost.

**Time to Cast:** 3 seconds.

**Prerequisite:** Create Air



**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250. (b) Clothing or Jewelry. Affects Wearer only. Increases weight by set amount. Always on. Energy Cost: 100 points.

# Gate Spells

## Changes to Spells from GURPS Grimoire

**Beacon** - For double cost the beacon can be made private so that only the mage and those he designates can take advantage of it

**Teleport Shield** - The mage can designate people who are not affected by this spell and who can teleport through it normally

**Sanctuary** - For 2 extra points simple furniture can be created. For 4 extra points fancy and/or comfortable furnishings and basic amenities (water, plumbing) can be created, as the mage desires. Each doubling of cost doubles the cubic space that can be created

**Planar Visit, Plane Shift and Plane Shift Other** - Also see the rules for Astral Projection in GURPS Psionics. The mage's Move in the Astral plane is based on his IQ or his skill with the spell, whichever is greater

**Divert Teleport** - A lesser version of this spell can be cast on an area and diverts its victims to a set location

**Scry Gate** - Mages on the other side of the gate can sense the presence of the gate if they are looking for it

**Slow Time** - Spells within the area of effect appear to have double their normal Duration as seen by creatures on the outside

**Accelerate Time** - Missiles fired from or through the area of the spell will be increased in speed and will have their range and damage increased by an appropriate amount. As a very rough guideline, hexes in the hasted area don't count towards the distance the missile must go before it reaches 1/2D range and if the missile spends more than 50% of the distance between it and its target in the hasted area and the target is not beyond the weapon's adjusted 1/2D range, then the missile will do +1 point of damage per die. Spells cast in the speeded area have half their effective Duration as seen from the view of creatures outside the area of effect.

## Spells from GURPS Magic

Teleport Shield Teleport Plane Shift Banish Planar Summons

### **Unofficial Gate Spells from GURPS Magic**

Age (VH)- Necromantic Alarm - Knowledge Banish - Necromantic Blink - Movement Blur - Light and Darkness Decay - Food Ferment - Food Great Haste (VH) - Movement Halt Aging (VH) - Healing Haste - Movement Hideaway - Enchantment Hinder - Body Control Planar Summons - Necromantic Preserve Food - Food Quick March - Movement Ruin - Making and Breaking Slow Fall - Movement Suspended Animation - Healing Teleport (VH) - Movement Teleport Other (VH)- Movement Tell Time - Knowledge Youth (VH) - Healing

## Gate Spells from GURPS Grimoire

Blink Other Beacon Hide Object Sanctuary Planar Visit Plane Shift (VH) Plane Shift Other (VH) Phase Phase Other (VH) Summon Minor Demons Timeport (VH) Timeport Other (VH) Timeslip Timeslip Other (VH) Trace Teleport Rapid Journey (VH) Divert Teleport (VH) Create Door Seek Gate Scry Gate Control Gate Create Gate (VH) Slow Time (VH) Accelerate Time (VH) Suspend Time (VH) Time Out (VH)

## New Spells

### **Astral Projection**

**Regular; resisted by Will or HT**

This spell allows you to control your "astral body," by sending it out to explore while your physical body remains in place. Your astral body is insubstantial and can "fly" at a Speed and skill equal to your spell skill. While astral, your Dodge is equal to your normal Dodge, modified by Combat Reflexes but not by Running skill, lameness or anything else.

When the spell is cast, your astral form leaves your material body and enters the outer astral plane. On the next turn by making another roll against spell skill (no extra mana required) you can enter the inner astral plane. You may remain astral as long as you pay the costs to maintain the spell or until you wish the spell to end. However, you can't "snap back" to your body from the inner astral plane. It takes a roll vs. skill (no mana required) to return to the outer astral plane and then to the "real world". If you go unconscious for any reason on the inner astral plane your consciousness remains there, insensible, until you recover enough Fatigue or damage to "wake up" and return to your body.

A glowing silvery "thread" links your astral body with your physical body, so you can't get lost while astral. Your astral body is normally invisible, except to others in astral form. However, the astral body be detected via the psionic disciplines Tele scan and Emotion Sense or by the magic spells See Invisible, Aura, and Detect Foes.

You cannot take any equipment with you. You may create an image of whatever clothing you currently (or normally) wear, but it has no protective value.

Astral bodies can interact physically while on the astral plane -- they are fully solid to each other. If attacked physically while astral, you have PD equal to skill/8 (maximum 6) and DR equal to Skill/4. Magic spells such as Armor can add to PD and/or DR normally if they are cast while the mage is on the astral plane.

The astral body is not affected by damage to one's physical form. Keep track of your astral body's HT separately from your physical HT; although your material form may be wounded, your astral body will be fine. Similarly, damage to an astral body is not applied to the physical body. If your astral body is injured, your physical body may be fine - but if you enter the astral plane without giving yourself time to heal, your astral body will still be damaged. Astral bodies can be damaged by "critical hits" but they have the Doesn't Bleed, No Brain and No Vitals advantages.

If your astral body is ever destroyed, your physical body is left a mindless husk. If your physical body is destroyed while you are astral, you become a creature of the astral plane, forever roaming. (See the Astral Entity disadvantage.)

An astral body cannot be physically harmed by anything in the physical world, but spells, super powers and psionic skills which affect the mind work against astral creatures, at -5 to skill. Likewise, astral beings can affect creatures in the physical world with mental powers at -5 to skill. "Physical" skills, abilities, and powers only work against other astral beings while the mage is in astral form. Specifically, "attack" spells such as lightning bolts, fireballs, Deathtouch and the like cannot be affect a creature in the "real world" while the mage is in astral form.

Informational spells like Aura, See Invisible, or Sense Foes work normally from the astral plane to the material world and vice-versa. However, spells like Find Direction will not work when cast on the astral plane and spells which require that a physical item in the real world be touched for the spell to work also cannot be cast from the astral plane. The Astral Projection spell can be cast on creatures in the real world from the astral plane.

The outer astral plane "maps" directly the physical world, so the mage can move about the outer astral plane as he would the real world, effectively being able to observe things as if he were Insubstantial and Invisible.

The inner astral plane is "floorless" world of empty space which is either perceived as an endless nothingness of white or as slowly shifting, vaguely luminescent expanse of gray. Time in the inner astral plane passes at 10 seconds of astral time for every second of "real" time.

While in the astral plane, your physical body is unconscious and appears to be "sleeping". You maintain some awareness of your surroundings though. You get an IQ roll to sense uncomfortable physical sensations (like extreme heat or cold, or a physical sensation like a shove or slap), and you get an IQ+4 roll to detect pain or damage. ESP, including danger sense works normally, and simultaneously "works" for both the subject's astral consciousness and his physical body.

If this spell is cast on an unwilling subject, they get a Will or HT roll (whichever is better) every 10 seconds to resist the spell and return to their bodies. If they are transported to the inner plane, they must make an IQ roll every 10 seconds to escape to the outer plane.

For more information on the astral plane, see GURPS Psionics.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain (double costs if cast on an unwilling subject for each hex of subject)

**Time to Cast:** 30 seconds

**Prerequisites** Magery, Hideaway

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Astral Speed****Regular**

This spell increases the subject's speed while in astral form. Every point of energy put into this spell increases effective Move while in astral form by 1 point. Basic Speed or Move in non-astral form is not affected.

**Duration:** 1 minute

**Base Cost:** 1 point per +1 increase in Move.

**Prerequisites** Astral Form

**Magic Item:** Jewelry or Clothing. Works for wearer only. Energy Cost: 150 points.

**Control From Beyond****Regular, resisted by Will**

This spell works like Control Animal or Control Person save that the caster controls a creature in a different plane. If the caster can see into the plane in question, a host may be picked out this way. If the caster cannot see into the plane in question, a host will be chosen at random from whoever or whatever is nearby.

**Duration:** 1 minute.

**Base Cost:** 8 to cast, 4 to maintain.

**Time to Cast:** 1 minute.

**Prerequisites** Control Animal, Control Person, Planar Visit.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Deep Pockets****Regular**

This spell allows a small container to carry up to double its normal weight and volume without changing its "perceived" weight and volume. The extra material is held in an extra-dimensional space linked to the mage's dimension through the container.

The container to be affected by this spell can't be any larger than one cubic foot in volume, can't normally hold more than 20 lbs. and must be worn by the mage. Typically things like pouches and pockets are enchanted with this spell.

As long as the material held in the container is all held in the extra-dimensional space, the container will appear empty until the mage speaks a word of command. If the material in the space is not removed from the container before the spell ends, it will appear back in the "normal" volume of the container, either overflowing the container or bursting it, or both.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Hideaway

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Detect Beacons****Area, Information**

This spell detects any Teleport beacons or similar objects within the area of effect. If cast while scrying an area by means of another spell, this spell will also tell the mage if there are any spells in the observed area which will interfere with Teleportation or Gate use. Finally, if cast on the location where a mage teleported in the last minute, it will tell the rough distance and direction of any teleport beacon linked to that mage. In this case, there is a range penalty for long range.

This spell will also detect the absence of a beacon in a given location. Note that this spell doesn't tell the mage what sort of Beacon, Shunt or Barrier is in place, only that there is one. In order to determine the exact type of spell, he must use the Analyze Magic spell or something similar. Note that if a mage is within the area of a Teleport Barrier or Teleport Shunt (or some other, similar spell), he might be able to detect such spells just by using his Mage Sense advantage.

**Base Cost:** 1/2, same to maintain

**Prerequisite:** Magery, Analyze Magic, one of either Teleport Beacon, Teleport Barrier, or Gate.

**Magic Item:** Wand, Staff, or Jewelry. Mage Only. Energy Cost: 500 points.

**Detect Gate****Information**

This spell will allow the mage to detect the presence of any gates within 20 hexes and tell him where they lead and how they can be opened.

**Base Cost:** 3

**Time to Cast:** 1 minute

**Prerequisite:** Open Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Dimension Block***

### ***Area***

Similar to the Teleportation block, this spell prevents travel within the area of effect to or from other dimensions or planes.

**Duration:** 1 minute

**Base Cost:** 2 per hex, same to maintain. An area can be enchanted with this spell for 25 times the

**Base Cost.**

**Time to Cast:** 3 seconds

**Prerequisite:** Teleport Block

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Dimensional Teleport (VH)***

### ***Regular, resisted by Will***

This spell allows the mage to transport himself or a subject to any time, place, or dimension in the multi-universe without regard to time or distance. Essentially it is a combination of the Teleport and Time Travel spells linked to the World Jumper ability. Modifiers to skill for Time are as the Time Travel spell. Modifiers to skill for Distance are for the Teleport skill. Modifiers for distance between dimensions are as for the Planar Travel spell.

**Duration:** Instantaneous

**Base Cost:** 20 per hex of subject.

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, Teleport, Time Travel, Planar Travel

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points. Mage only.

### ***Disposal***

### ***Regular***

This handy variant of the Gate spell, creates a small one-way portal to the nearest sewage system, dunghill or trash heap. When the spell is cast, the mage creates an 12" diameter round area of pure black space which can be placed on any roughly horizontal, inanimate surface. Anything dropped into the hole vanishes into the "hole" and reappears in the local equivalent of the sewer. Items or creatures which are larger than 12" across their smallest dimension can't be forced through the gate. Likewise, small creatures dropped into the hole get a roll vs. DX to avoid being sent to the sewers. Objects must be placed completely within the gate before they are transported - you can't chop off a foe's hand by sticking it into the gate! Creatures and items transported to the sewers are not harmed, but they might have difficulty escaping.

**Duration:** 10 seconds

**Base Cost:** 3, same to maintain. This spell can be made permanent for 25 times the **Base Cost.**

**Time to Cast:** 5 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Disrobe***

### ***Regular, resisted by Will+2***

This spell can be cast on equipment and clothing worn by the subject.

If a Will+2 roll is failed, all objects that the character is wearing or carrying are magically removed from his body and are scattered in the character's hex.

If this spell is cast on a single item there is no bonus to the Will roll, and the roll is at -2 if the item is loosely held to the character's body (like a hat or a scarf).

**Duration:** Instantaneous

**Base Cost:** 3, can't be maintained

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points

### ***Duo-Dimension***

### ***Regular, resisted by Will***

The subject and any objects they are carrying become two dimensional.

This has several effects. First, the subject has no mass so they can do no damage with physical weapons. Psionic and magical attacks still work, as do missile weapons. (Missiles become three dimensional after they leave the user's weapon).

Secondly, if they turn "sideways" they vanish out of the third dimension and become, effectively, insubstantial.

Third, the subject can slide through cracks which are wide enough to accommodate their width along one of their two remaining dimensions.

Finally, the subject takes triple normal damage if they are hit by a cutting, impaling, or bullet damage while in a two dimensional state. (This is after the normal bonuses for damage which penetrates armor.)

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Deep Pockets

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Duo-Dimensional Blade***

### ***Regular, resisted by Will***

Removes one dimension from a bladed weapon, making it extremely sharp.

Duo-Dimensional Blades have an armor divisor of (5) and double all cutting damage allowing armor and stone to be cut like paper. However, they are extremely fragile. They are treated as Very Cheap when determining breakage if they strike (or are struck) on the flat of the blade. Fortunately, anyone Parrying or Blocking a Duo-Dimensional Blade must roll vs. Weapon or Shield skill or have their weapon or shield cut by the blade.

**Duration:** 1 minute

**Base Cost:** 2 per pound of weapon to be affected, same to maintain. A weapon can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisites** Duo-Dimension

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Endless Hours (VH)***

### ***Regular***

This is the reverse of the Time Flies spell.

It is very similar to the Great Haste spell and causes the rest of the world to seem to slow down or even stop while the characters speed up in relation to the surrounding timeline.

Subjects affected by the spell move at 10 times their normal speed. This allows characters in combat to effectively attack as if their foe was "frozen" and allows the subject to move, explore, or perform other actions as if the rest of the world were frozen in place.

The only catch is that Fatigue that the subject expends while the spell is in effect is multiplied by 10 when the spell ends. If total Fatigue exceeds -ST then the subject takes 1 point of damage per each multiple (or fraction thereof) of negative ST in addition to remaining unconscious until fatigue is regained naturally.

Spells or attacks which affect subjects not affected by the Endless Hours spell seem to "hang" in space for the Duration of the spell and only take effect when the spell ends.

**Duration:** 1 minute

**Base Cost:** 10 points per hex of creature or item affected.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery 2, Great Haste, Speed Time

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Ethereal Form****Regular, resisted by Will**

Transports the subject and any items he is carrying to the Ethereal plane. In other respects this spell is like the Astral Projection spell.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain (double costs if cast on an unwilling subject for each hex of subject)

**Time to Cast:** 30 seconds

**Prerequisites** Magery, Hideaway

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Extradimensional Manipulation Regular**

This spell allows the mage to create a force-field in the shape of his own arms to manipulate objects through time, space or dimension.

In order to affect an object, the mage must know roughly where it is, and he must have the tools present in that dimension to perform the task he wishes to perform. Once the task is finished, the arms of force vanish, ending the spell. Objects can't be transported through time, space, or dimension by means of this spell.

The arms have the same ST and DX as the mage's own arms, but only have 1/2 the mage's HP. They appear as opaque, glowing disembodied arms. The mage can move the arms about at a rate equal to his normal Movement. The mage can "see" the area within 3' of the arms and might be able to use the arms to attack, but unless he has weapons at hand he is limited to bare-hand attacks. Also, due to the distances involved, and the difficulties of fighting via "remote control" the mage is at -4 to all attacks and defenses with the disembodied arms. If the arms are destroyed, the spell ends.

**Duration:** 1 minute

**Base Cost:** 5, same to maintain

**Time to Cast:** 3 seconds

**Prerequisites** Time Travel, Planar Travel, Wizard Eye, Remote Control, Create Force

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Gated Weapon****Regular**

When this spell is cast on a weapon, the weapon can bypass a limited amount of armor.

For 2 points casting cost, it bypasses the first point of DR.

For 4 points casting cost, it bypasses the first 2 points of DR.

For 6 points casting cost, it bypasses the first 3 points of DR.

Higher levels are not possible with this spell. The effect is similar to the Penetrating Blade enchantment. The spell has no effect on unarmored targets, but it will help against creatures with natural armor. Be careful to turn off the spell before sheathing a blade; a "Gated Weapon" might cut from inside its sheathe.

The spell may be cast on a single missile weapon (such as a knife, arrow or bullet) but not on a missile launcher (such as a bow or gun).

**Duration:** 1 minute

Casting Cost: 2, 4, or 6; half to maintain.

**Prerequisite:** Create Door or Create Gate or Phase.

**Hidey-Hole****Area**

Allows the mage to create a "pocket dimension" whose only entrance corresponds to a certain location (or object) in this universe.

The "door" to this dimension must be cast on a solid object large enough to admit the mage (typically a door or wall) and can be opened and closed at will by the mental command of the caster or people designated by the caster. The extradimensional space is a featureless gray sphere which is lit by a dim light, though the caster can alter the dimensions of the space as long as volume remains constant. The space is assumed to automatically have a temperature and atmosphere that is comfortable to the caster, irregardless of the conditions outside the "door", but air in the space is finite unless replenished by magic or by opening the "door" to a source of air (like the outside world). If the caster wants to change the properties of the extradimensional space, he will have to use magic to change them. The sphere can hold up to 500 lbs. per hex.

If the "door" is destroyed or the weight capacity of the space is exceeded, the space and everything contained within it is lost in the dimension of the space.

**Duration:** 1 minute

**Base Cost:** 10 per hex (minimum of 2 hexes). Doubling cost doubles the mass that can be held. Half cost to maintain. An area can be made permanent for 25 times the **Base Cost** of this spell.

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery, Hideaway

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

Implode Regular, Resisted by HT

Implode creates a small spatial distortion within a subject's body. The distortion creates extra space inside their body, so that everything moves inwards causing the subject severe injury. Golems, elementals, insubstantial creatures and the rotting unde ad are not affected. Undead who are not rotting, such as vampires, take 1/2 damage. This spell cannot be blocked or dodged and armor offers no protection.

**Base Cost:** 1 per 1d damage up to 3d

**Time to Cast:** 1 second per die of damage.

**Prerequisites** Create Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Insubstantial Object***

### ***Area, Regular***

This spell makes a single object that the mage touches completely insubstantial in respect to all items except the mage's hand or body. For example, a door can be made insubstantial so that a mage can push it open even if it is barricaded on the other side, since the door will just swing through the barricade.

Objects made insubstantial are not made invisible, so even though a mage could throw or fire missiles through an insubstantial object, he would still be shooting blind (-10 to hit). Missiles which are made insubstantial will go through walls and the like, but will do no damage if they hit.

**Duration:** 10 seconds

**Base Cost:** 4 per hex or for 100 lb. of material affected, whichever is more, same to maintain.

**Time to Cast:** 3 seconds

**Prerequisites** Phase

**Magic Item:** Jewelry or Clothing. Works for wearer only. Energy Cost: 350 points.

### ***Magic Chest***

### ***Regular***

This spell allows the caster to magically transport a container to the ethereal plane and retrieve it whenever he wishes from any location.

In order to cast the spell, the mage must have a suitable container and some sort of talisman (which could be a key to a chest, a small replica of the large container, or something else the GM deems suitable) to draw the container to his location from the ethereal plane. If the talisman is lost or stolen, the larger container will be drawn to the location of the talisman when the spell ends. If the talisman is destroyed, the larger container is lost in the ethereal plane.

The mage can end the spell at any time by summoning the larger container or by willing the larger container to be permanently lost in the ether. If the mage doesn't consciously end the spell, the container will be summoned to the location of the talisman when the spell ends.

Containers in the ethereal plane are generally safe, but there is a chance that someone or something might find the chest. Roll 3d6 when the container is first placed in the ether and once per week thereafter, on a 17 or 18, someone has interfered with the container. What they do with it depends on the nature of the container, its contents and what protective spells the mage has placed on it. The GM should be creative.

**Duration:** 1 day

**Base Cost:** 1 per 10 lbs. of material affected, same to maintain. A chest can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Hidey-Hole

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.



**Major Gated Weapon****Regular**

When this spell is cast on a weapon, the weapon can bypass a significant amount of armor. Each level reduces effective DR by a factor of 2. Be careful to turn off the spell before sheathing a blade; a "Major Gated Weapon" might cut from inside its sheathe.

The spell may be cast on a single missile weapon (such as a knife, arrow or bullet) but not on a missile launcher (such as a bow or gun). **Duration:** 10 seconds **Casting Cost:** 4 points per level; same to maintain

**Prerequisite:** Gated Weapon.

**Planar Travel****Regular**

This spell is similar to the Open Gate spell, except that the mage can travel between planes without having to create or open a gate. The farther the "distance" between the mage's home dimension and the dimension the mage wishes to travel to, the greater the cost and the skill penalty.

"Distance" is determined by how similar to the new dimension is to the mage's home dimension. Changes in overall mana level, tech level, physical laws, dominant life form, and so forth each count as a degree of change.

| Distance            | Cost | Skill Penalty |
|---------------------|------|---------------|
| One Degree          | 8    | 0             |
| Two Degrees         | 12   | -1            |
| Three Degrees       | 16   | -3            |
| Four Degrees        | 20   | -5            |
| Five Degrees        | 24   | -7            |
| Six or More Degrees | 30   | -10           |

This spell is dangerous - the penalties for a failed skill roll are the same as for Teleport, see p. M62.

You can also carry objects or another person, up to your heavy encumbrance limit - the same as teleport.

**Prerequisite:** Magery 2, Open Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Planar Window****Information; Area**

A planar window allows the mage to "look into" another plane. The amount of area which can be viewed by a mage at any one time depends on the energy put into the spell. Unlike other spells, this spell can be moved so that the caster can shift the area he is looking at a Move equal to the mage's skill with this spell.

Unless the caster specifies a given, known location, his window will open into a random part of the plane he wishes to see. If the caster has previously viewed or visited a given part of a plane, he may view that area by means of this spell if he specifies the location when he begins casting the spell and can make an IQ roll (or Area Knowledge +4 roll) to find the place.

Depending on the nature of the plane, the denizens of that plane might be able to see the caster as he observes them. In some circumstances, this could result in extra-planar beings tracking down the mage!

**Duration:** 1 minute

**Base Cost:** 5, plus 2 points per hex, half to maintain.

**Time to Cast:** 10 seconds

**Prerequisites:** Planar Summons

**Magic Item:** Lens or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Planeshift Object (VH)****Regular, Area, resisted by Will**

This spell allows the mage to transport an object or area to another plane.

If this spell is cast on an object that is being held, carried or used by another creature, the owner is allowed a roll vs. Will to resist the spell's effects. Likewise, if this spell is cast on an area, everyone in the area of effect is allowed a roll vs. Will to avoid being transported.

If cast on an area, the soil or earth under the area to a depth of 6 feet is also transported. Those who resist the spell are magically relocated to the new "ground level" when the spell takes effect, and again when the spell ends.

The area transported is automatically transported to solid ground in the new plane and the existing terrain on the new plane is displaced to the sides of the transported area. No harm is done to creatures or structures either from the transported area or the new location. If the transported area is transported to an area which has no solid surface like the middle of the ocean or high in the air it will magically become stable in its new location, becoming an island or a "floating island".

In other respects, the new terrain (and its inhabitants) conforms to the physical laws of the new plane and, to some degree, becomes part of the new plane. For example, a wooden house transported to the plane of fire would not be consumed by flames, though it might seem to burn continuously without being consumed.

In other details this spell is exactly like the Planeshift Other spell.

**Duration:** 1 hour

**Base Cost:** 5 per 50 lb. of material or per hex, same to maintain. An area can be permanently enchanted with this spell for 25 times the Base Cost.

**Time to Cast:** 1 minute

**Prerequisites** Magery 2, Planeshift Other

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 500 points. Mage Only.

### ***Portable Hole***

### ***Enchantment***

This spell creates a "portable hole" a small extra-dimensional area which can be "picked up" and carried around.

A portable hole appears to be a circle or square of thick black felt which will loosely adhere to any reasonably flat surface. However, unlike a piece of felt, the hole is immune to all forms of damage. On a DX-4 (or Throwing skill) roll it can be thrown so that it will unroll and stick to a surface from a distance. When rolled out flat, on a word of command, the hole will turn into a "gate" between the owner's world and an extra-dimensional space.

The size of the extra-dimensional space is determined by the enchanter and can't be changed once the Hole is created. It is created using the Extra-Dimensional Space Enchantment. (The spell allowing the Hole to exist is created first, then the extra-dimensional space is enchanted into it.) If the weight or volume of the extra-dimensional space is exceeded, the hole will vanish and anything inside the hole will go to wherever the extra-dimensional space was located. While in use a hole is completely invulnerable to all forms of damage since it turns to "empty space" while in use.

On a word of command, the hole turns back into a piece of "black felt", temporarily closing the "gate" to the extra-dimensional space. When deactivated, the Hole can be picked up, or folded up and carried around. Objects inside the extra-dimensional space take up no weight or volume in the owner's dimension.

Portable Holes can not be placed inside each other, nor can they be activated within the area affected by a Hidey-Hole, Deep Pockets, or Hideaway spell. Nor can any of these spell be activated inside a portable hole. Doing so destroys both the hole and the other item, and throws the contents of both the Hole and the other spell into Darkest Beyond.

**Base Cost:** 500, plus cost of Extra-dimensional Space and Password spells.

**Prerequisite:** Open Gate, Extra-dimensional Space, Hideaway, Password

### ***Possession from Beyond***

### ***Regular, resisted by Will***

This spell works like Possession save that the caster possesses a creature in a different plane. If the caster can see into the plane in question, a host may be picked out this way. If the caster cannot see into the plane in question, a host will be chosen at random from whoever or whatever is nearby. Once a host is possessed, the mage may then cast Permanent Possession if the mage so wishes and knows the spell.

**Duration:** 1 Minute.

**Base Cost:** 12 to cast, 5 to maintain

**Time to Cast:** 6 Minutes.

**Prerequisites** Possession, Planar Visit.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Quick Change***

### ***Regular, resisted by Will+2***

This spell is identical to the Disrobe spell, except that the clothing and equipment that the subject is wearing can be replaced by any other clothing and equipment that is within 10 hexes of the subject.

For double cost, the mage can switch the clothing and equipment worn by two people, one of whom may be the mage. If either (or both) subjects are unwilling they both get Will rolls to resist, and if either one succeeds the spell fails.

**Duration:** Instantaneous

**Base Cost:** 4, can't be maintained. For double cost the mage can switch the clothing and equipment of two people.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Reassemble**

### **Area**

This spell operates a bit like a rewind button. When cast, any objects in that area that were once part of a now-broken whole will back up and temporarily rejoin with other pieces. For example, broken bits of pottery will resume the shape of their vessel, or fallen buttons will hop back onto a garment.

An extremely powerful caster could restore fallen castle walls or push an avalanche back up a hill. This does not restore the broken object, but rather puts the pieces into their original position. In the case of the castle wall, the pieces are likely to stay where they came from, since they were originally stacked up. A broken cup or window, however, will fall apart again when the spell expires.

Once an object is reassembled, the caster may attempt to make the reassembly permanent. However, this roll is at -5, plus an additional -1 for every square yard the ritual initially drew material from. A very skilled adept might rebuild an entire house or mountainside, although most will only be able to fix cups and windows. Permanently reassembling an object will only fix the pieces together, not create new pieces to fill in gaps.

**Base Cost:** 2 for up to 10 lbs. Of material affected, or 6 per hex, same to maintain **Duration:** 10 seconds

**Time to Cast:** 10 seconds

**Prerequisites:** Reverse

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Redirect Teleport**

### **Area, resisted by spell**

This spell "grabs" anyone who is attempting to teleport or "gate" into or out of a given area (or who is attempting to magically penetrate the area via time-travel or extra-dimensional travel) and relocates them to a location specified by the mage who cast the spell (usually a holding cell). This alternate location must be within 100' of the area protected by the spell, unless the mage enchants a device to allow intruders to be teleported further away.

Treat this as a contest of skills between the Teleporter (or Time- or Dimension-Traveller) and the skill of the mage who cast the Redirect Teleport spell. If the Teleporter is able to roll under his Teleport skill AND he wins the contest of skills, he successfully foils the redirection attempt and teleports to his original destination. If he fails his skill roll but wins the contest of skills, or if he loses the contest of skills, but the defending mage fails his skill roll he is "bounced" back to the point where he came from. If he loses the contest of skills and the defending mage makes his skill roll, the intruding mage is redirected to the location of the defender's choice, typically unpleasant. Note, that if a mage successfully rolls vs. his Mage Sense ability before he teleports, he will be able to detect the presence of this spell, though he won't know it for what it is unless he casts the Detect Magic, Analyze Magic or Detect Beacons spell, or unless he rolls a Critical Success on his Mage Sense roll.

**Duration:** 1 day

**Base Cost:** 3 per hex, this spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Teleport Shield, Divert Teleport

### **Retrieve**

### **Regular, Resisted by ST**

This spell lets the Mage quickly retrieve an item, usually from a pouch, pocket, or pack on the Mage's body. When the spell is cast, the desired object will appear in the mage's hand (or some other appropriate place on

the mages body), though it will take a second to ready the item unless the mage has the Fast Draw skill for that item.

The basic usage assumes that the Mage is familiar with the object, and has touched and seen the object recently. If the Mage has not seen the object recently, apply the Teleport penalties as for a destination which has not been seen recently. If the Mage has never touched the object, add an additional -5 penalty. Add a penalty of -1 per yard range if the object is not in the Mage's immediate possession. If another intelligent being has the object, a resistance roll vs. ST is required. If that being is holding or actively using the object, give a +4 to the save. If the subject is wearing the object (like a shirt) he gets +8 to save. If the item is held or worn loosely (like a hat) then the resistance roll is only at +2.

If the mage is using this spell to magically pick a pocket or to retrieve a random, unseen item from a container, the GM can roll randomly to determine what the mage gets, but the mage is at an additional -4 to skill. If the mage has a knows the type of object what he wants (a ring, a coin, a piece of paper) then he is at -2 to skill, however, he still gets a random item if the subject has more than one object of the desired type on his body. If the mage has cast the Seeker or Trace spell on an object, or if the object is on the mages body (or very close for things that are in backpacks or pouches) then these penalties don't apply and the mage gets to choose the item he gets.

If the mage attempts to pick up a heavy item which he cant see, then he will instantly become aware of this fact when he casts the spell. At that point he has the option of spending extra Fatigue or HT or canceling the spell, losing only the basic energy cost.

**Duration:** Instantaneous

**Base Cost:** 1 per pound, round up. Can't be maintained.

**Prerequisites** Apportation, Know Location

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Reverse Object (VH)***

### ***Regular, resisted by IQ***

This powerful spell makes a single object reverse its path through time as if it were on a motion picture film was played backwards. For example, a glass would "unshatter" as it lifts off the floor and rises through the air to the subject's hand. Arrows fly backwards to the bow and the bow "draws" in the subject's hand. Damage and even death can be reversed by means of this spell, but it must be cast almost instantly after the damage is done.

In order to cast this spell, the caster must focus on one single, discreet event done by a single person not more than 1 minute before the spell is cast and either the subject or the object of the spell cannot have moved since the action the mage wishes to reverse. If the subject of the spell is unwilling, he may resist with IQ, otherwise a successful roll will allow the action to be reversed. For example, an arrow that kills a man could be reversed and the man restored to life if either the archer or the victim didn't move from the hex where the action occurred. If either the archer or the victim moved or more than a minute has passed this spell won't work. Likewise, if more than one event contributed to an event, this spell won't work. For example, if the object was killed by being engulfed in flames over a period of time there would be no one, discreet event that the mage could reverse (unless he could reverse the flames igniting the subject in the first place).

If the mage uses this spell to "undo" damage to a living subject the Base Cost is doubled. If the mage uses this spell to resurrect someone, the Base Cost is tripled!

**Base Cost:** 2 for an object up to 10 lbs. or 3 per 50 lbs. of material. Double cost if this spell is used to "undo" damage to a living subject. If the mage uses this spell to resurrect someone, the Base Cost is tripled!

**Duration:** Permanent

**Time to Cast:** 30 seconds

**Prerequisites** Magery 2, Time Stop, Time Portal, 6 other Gate spells.

### ***Rift in Causality***

### ***Area, resisted by Will***

This peculiar spell creates an area where cause doesn't necessarily follow effect and where anything can happen.

As a default, the GM must assume that anything that happens in the area doesn't have the usual effect - weapons don't damage the people they hit, dropped objects don't fall, running characters don't move forward

- but that something happens. The GM can either determine what actually happens or else he can roll 3d6 and consult the Reaction table. A 3 produces a terrible effect, an 18 produces a wonderful effect (from the caster's point of view) and a 9 or 10 produces a result that, while possibly different, isn't that much different from what would have happened normally.

For example, if the GM was attempting to determine what the effects of a sword blow on the mage would be, then an 18 might mean that the sword hit 5 times or it hit with the weight of a 300 lb. weight, a 10 might mean that the sword did 1 point of damage to a number of hit locations on the mage's body, and a 3 might mean that the sword vanished.

Fortunately, creatures in the area of effect can literally "bend reality to their Will" and make things happen "normally" by making a Will roll.

So, if in the example above, the swordsman made a successful Will roll before he struck at the mage, then all his subsequent actions for that turn would be "normal" and would be unaffected by the spell.

**Duration:** 1 minute

**Energy Cost:** 4, same to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisites:** Magery, Time Travel

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 350 points. Mage Only.

### **Seal**

### **Area, resisted by ST + Will or Will**

When cast on a portal, gate, or container this spell prevents extraplanar creatures from passing through the doorway or escaping from the container.

Extradimensional creatures must win a contest of skills between the mage's skill plus any energy put into the spell vs. the creature's ST plus Will. Terrestrial creatures must win a contest of Will vs. spell. In any event, any creature passing through the door takes 1d6 points of damage for every 5 points of damage put into the spell before the spell winks out of existence.

**Duration:** 24 hours

**Base Cost:** 4, plus 2 per hex affected, plus 1 point per extra point of skill in a contest of skills. Same to maintain. Can be made permanent (until breached) for 10 times **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisites:** Dimension Block

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Sequester**

### **Regular**

This spell allows the mage to "take himself out of time". The mage winks out of time to an extra dimensional space where time passes at an accelerated rate. Then he winks back into his normal plane of existence just a moment after he left it.

This spell will allow the mage to seem to make complex decisions, take long actions, or cast lengthy spells in no time. However, the energy costs to cast this spell must be paid before the mage sequesters himself and fatigue lost due to the sequester spell can't be regained while the mage is sequestered.

**Duration:** 1 minute per casting (effects appear "instantaneous")

**Base Cost:** 6 per minute. Can't be maintained.

**Prerequisite:** Hidey-Hole

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Shared Volume**

### **Area**

When cast, this space allows one solid object to be placed within another solid object for the Duration of the spell with no ill-effects to either object. Two masses can, literally, occupy the same space.

In order for the spell to work, the smaller volume must be placed in the larger volume. Otherwise, the larger volume will "stick out" of the smaller volume. At the end of the spell, the smaller object will be ejected into the nearest unoccupied space adjacent to the object which contained it. If no adjacent space of sufficient volume is available, the smaller object will vanish irretrievably.

The cost of the spell is based on both the weight of the material to be placed within the larger volume and the volume to be affected.

**Duration:** 1 minute

**Base Cost:** 2 per hex affected, plus 1 per 10 lbs. of material affected, same to maintain. This spell can be made permanent for 25 times the Base Cost of the spell.

**Prerequisite:** Hideaway

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Sheath***

### ***Regular***

When this spell is cast, it creates a strong link between the subject and an object and then hides the object in a small extra-dimensional space. This allows the item to be hidden until a word of command is spoken, then the item will magically appear in the subject's hand (or appropriate place on his body).

The item will be invisible to the See Invisible advantage and See Invisible spells, however, Detect Magic, Mage Sense, and Magery will be able to detect something magical about the character. Only on a critical success will the presence of the sheath be noted, and even then it is impossible to determine what is in the sheath short of mind-reading or divination. If the item in the sheath might be a danger to the character, Detect Foes or the Danger Sense advantage will register the presence of danger.

An additional benefit of the sheath is that while the object is in the extra-dimensional space, it is weightless as far as its user is concerned. However, once the sheath spell is triggered (or if it ends without being triggered) then the item pops into existence and the spell is ended.

**Duration:** 1 hour

**Base Cost:** 2 per pound of material, 1 to maintain. This spell can be made permanent on an object for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Deep Pockets, Loyal Sword

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Skip Day***

### ***Regular, resisted by Will***

This is a limited version of the time travel spell which allows the subject to jump forward in time, skipping a day.

When the spell is cast, the subject appears exactly as he was, in exactly the same place he was, 24 hours in the future. To people left behind, the subject appears to "vanish" and then "reappear" the next day. Unfortunately, it is the nature of the spell that the subject can never revisit the lost time.

**Duration:** 24 hours (effect on the subject is instantaneous).

**Base Cost:** 5 points, can't be maintained.

**Time to Cast:** 5 seconds

**Prerequisites:** Magery, Open Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points. Mage only.

### ***Sniper's Alley***

### ***Special***

Sniper's Alley shortens the distance between any two points which the mage can see along a 1 hex wide "corridor". Though the nature of the space is such that living creatures cannot travel along it, small objects can travel between the two points making this spell ideal for missile weapon users.

Generally, the mage will create a corridor running from a friendly archer (or gunman, or other missile weapon user) to just in front of a target, allowing the archer to fire at the target with no (or reduced) penalty for range. To people who cannot see "down the corridor" the space appears to be normal, but to people adjacent to the linked hexes the target appears to be much closer. Of course, the benefits of this spell work both ways, so a quick-minded target might be able to shoot at the archer the spell was cast to help! Subtle mages try to work around this effect by not quite extending the "alley" to the target. An IQ-1 roll is required to notice an "alley" in an adjacent hex if the victim is looking in the direction of the spell. Due to spatial distortion, a critical success on an IQ roll is required to notice an alley in another hex. If the target is expecting the use of this spell, then they can roll vs. IQ-2 to notice a Sniper's Alley spell "aimed" towards them, otherwise, they may roll vs. IQ-4 to notice the faint distortion or the "weird" behavior of missiles fired down its length.

The "power" of the Sniper's Alley spell is measured in levels. The first level halves the distance between the shooter and his target, the next level divides the distance by 1/3, the next level divides the distance by 1/4 and so on.

The alley can be dispelled any time the mage so wishes, but cannot be moved. If the target moves, the mage must recast the spell or hope that the target moves back "into view". Anything living that enters a Sniper's Alley from either end automatically falls unconscious. (If a character has previously encountered this aspect of the Sniper's Alley spell they get an IQ+2 roll to remember before they start to move.) The Sniper's Alley cannot be entered from the sides - indeed, from the sides, it seems not to exist, although any missile thrown down it is still visible and may be intercepted from the side.

The mage can also observe down the Sniper's Alley, negating penalties to Vision rolls due to long distances.

**Base Cost:** 2 plus 1 point per additional level, same to maintain.

**Duration:** 10 Seconds.

**Time to Cast:** 4 seconds.

**Prerequisites** Magery 2, Create Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Staggered Teleport***

### ***Regular***

The purpose of Staggered Teleport is to avoid pursuers using the Trace Teleport Spell. The Staggered Teleport spell is cast concurrently with the Teleport spell. For every three points (or fraction thereof) by which the Staggered Teleport spell roll is made, the subject of the Teleport spell will stop for one second only at a random but safe place between their point of origin and their final destination. Any casting of Trace Teleport will show only the next stop, and not the final destination. Of course, if the pursuer realizes that the quarry has teleported again, he can follow the staggered teleporter by casting Trace Teleport again and Teleporting to the next stop. However, the risk of failure and fatigue cost is likely to be so high that the pursuer will give up the chase.

**Base Cost:** Half the **Base Cost** of the Teleport spell, rounded down (minimum 3).

**Duration:** 1 second per stop.

**Prerequisites** Trace Teleport, Rapid Journey.

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

### ***Summon Faeries***

### ***Regular***

Calls to any Faerie, nature, rural or household spirits in the area.

The spell is actually more of a Contact than a Summons. Whether or not the Faerie respond, and what they do once they arrive is entirely up to the Faerie.

The range of this spell depends on what sort of faerie are in the area. Minor household spirits can only hear it from about half a mile. Some of the Seelie Court can hear the Call anywhere in the world.

**Duration:** 12 hours or until faerie arrives, whichever is less.

**Base Cost:** 3 points, same to maintain.

**Prerequisites** Locate Otherworld Gate

**Magic Item:** Staff, Wand, or Jewelry. Clothing or Jewelry. Energy Cost: 250 points.

### ***Switch Location***

### ***Regular, resisted by Will***

This spell causes the wizard and the victim to instantly switch places. The wizard has to be able to see the victim.

Alternately, the mage can switch two subjects, but both subjects are allowed a Will roll to resist and if either one resists, the spell fails.

**Duration:** Instantaneous

**Base Cost:** 10 points, can't be maintained.

**Prerequisite:** Teleport

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Teleport Anchor***

### ***Regular, resisted by Will or spell.***

This spell locks the subject into one particular place in space/time. While the spell is in effect, the subject cannot Time Travel, Dimension Travel, or Teleport.

If a creature is partially in one plane and partially in another, this spell forces the creature to occupy just one plane. This either traps it on the plane where the mage cast the spell, or banishes it to another plane.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain.

**Prerequisites** Teleport Block, Dimension Block

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Temporal Fugue***

### ***Regular***

This spell allows the subject to randomly and rapidly transport himself several fractions of a second ahead or behind the "current" time.

This means when a spell or blow "hits" the mage, he might not really be there at that exact moment and the blow will miss. This makes the subject at -6 to be hit by any blow or instantaneous spell and halves the amount of damage he takes from wounds which penetrate armor, but the subject is at -2 to Block or Parry blows or to target blows or spells while the spell is in effect.

**Duration:** 10 seconds

**Base Cost:** 5, 4 to maintain

**Prerequisite:** Blink

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Time Block***

### ***Area, resisted by Spell***

This spell prevents the use of the Time Travel or Timeslip spells in the area. In order for these spells to work, they must win a contest of skills at -4 vs. the Time Block spell.

This spell works normally as time advances, but there is also a "shadow" effect which extends both forward and backwards in time from the time when the spell is cast. As the distance in time from the time when the spell was originally cast increases, the "shadow" gets weaker.

Time Block and Timeslip spells cast up to a month earlier or later are at -3 to skill, up to six months earlier or later are at -2 to skill, up to a year earlier or later are at -1, and up to 10 years before or after are resisted normally.

The mage who cast the Time Block spell and those he designates (when the spell is cast or at any time in the future or past) are immune to the residual effects of their own Time Block spells.

Optionally, the mage can cast the Time Block spell on a location at a time other than his own. However, he casts the spell at the same time penalties as if he were trying to Time Travel to that time.

**Duration:** 1 day (plus shadow effects)

Energy Cost: 5, same to maintain. Each doubling of cost gives an additional -4 to overcome the resistance. An area can be permanently Time Blocked for 50 times the **Base Cost**.

**Prerequisites** Magery, Time Travel

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 500 points.

### ***Time Flies (VH)***

### ***Regular***

This spell is similar to the Slow spell, but instead of making characters move more slowly, this spell makes the timestream around the subjects move more quickly.

Thus, a character under the effects of this spell will see the world rush by him in a blur of motion. This spell has several effects. As a combat spell it is devastating, since to unaffected characters the victim seems to stand still as he is hacked to pieces. The spell has more peaceful uses though. It can be used to allow characters to rest or heal "more quickly" than normal.

Every two points of energy put into the spell doubles the rate at which time appears to pass and effectively doubles the rate at which fatigue is recovered, wounds are healed, and so forth. Mages under the effect of this spell can still cast spells, but they do so much more slowly relative to those not affected by the spell. To



their point of view their spell effects last much longer than normal (and even missile spells appear to creep towards their targets), however, to outside viewers, their spell effects appear to be normal.

**Duration:** 1 minute (normal time)

**Base Cost:** 4 per hex of creature plus 2 for each doubling of time passage, same to maintain.

**Time to Cast:** 3 seconds

**Prerequisite:** Speed Time

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

### ***Timeshift Object (VH)***

### ***Regular, Area, resisted by Will***

This spell allows the mage to transport an object or area to another time.

If this spell is cast on an object that is being held, carried or used by another creature, the owner is allowed a roll vs. Will to resist the spell's effects. Likewise, if this spell is cast on an area, everyone in the area of effect is allowed a roll vs. Will to avoid being transported.

If cast on an area, the soil or earth under the area to a depth of 6 feet is also transported. Those who resist the spell are magically relocated to the new "ground level" when the spell takes effect, and again when the spell ends.

The area transported is automatically transported to the same geographic location and elevation in the new time if possible. Otherwise, it is shifted so that it is as near as possible to its "original" coordinates while still being on solid land. The structures and creatures in the "target time" are magically displaced around the transported area.

In other details this spell is exactly like the Timeshift Others spell, including the skill penalties for "temporal distance".

**Duration:** 1 minute

**Base Cost:** 5 per 50 lb. of material or per hex, same to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisites:** Magery 2, Timeport Other

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 500 points. Mage Only.

### ***Time-Stop (VH)***

### ***Area***

This spell causes time in the area of effect to be stopped, as if the Suspend Animation spell had been cast on the area. Anything entering the area of the spell is magically "stopped" on the edge of the spell area until the spell ends.

**Duration:** 10 seconds

**Base Cost:** 10, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery 2, Suspend Animation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Worldwalk***

### ***Special***

This spell will allow a person to wander to or from a dimension or plane that is closely linked to another world or plane. For example, you could walk between Arcadia and Earth or vice-versa.

In order for the spell to work, you must be in an area which would pass, by sight, as both part of worlds - a thick forest, for instance, if you were attempting to travel between Earth and Arcadia.

The caster must then travel aimlessly through this area for a matter of days until s/he makes the crossing at some undefined point. Even when the crossing has been made, the caster will not know it without some outside evidence. Because the casting takes so long, there is no fatigue cost.

The spell is only broken, while it is being cast, if one loses one's intention to get to the other dimension, or if one becomes well oriented, say by stumbling across a city that you know of. When wandering aimlessly, it is all right to attempt to avoid such known areas by striking out in a roughly opposite direction.

**Base Cost:** 0

**Time to Cast:** 3d6 days, minus skill, plus the number of people being transported.

**Prerequisites:** Native of "mirror" dimension or Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Void (VH)***

***Regular***

This spell opens a 3' diameter temporary gate into interstellar vacuum.

In any environment which has an atmosphere, the void will immediately begin sucking air (or water, if underwater) from the atmosphere. This has the effect of producing a Whirlwind (or a Whirlpool if underwater), as the spell, focused on the Void hex. Any creature sucked into the Whirlwind (or Whirlpool) is sucked through the gate in 1d6 seconds and is hurled into the darkness of outer space.

Victims caught in vacuum will begin to Suffocate, and will take 1d6-3 points of damage per turn as their bodily fluids begin to boil away and their internal gasses begin to erupt from their orifices. In addition, the victim must roll vs. HT every 10 seconds or become Deafened (their eardrums burst) and Blinded (their eyeballs burst).

In addition, the victim will be "flying" away from the gate at the same speed that they attained when they were sucked through the gate. Unless magic is used to control their movement (Flight would work, as would strategically aimed Air Jets) they will float helplessly in the void.

Victims who are sucked through the gate can only be brought back into the world they came from by means of magic (Teleport, Apportation, or Flight would allow work) and if they die they are probably lost to the void forever. Finding a body in an interstellar void would require multiple use of the Planar Window and Divination spells. Retrieving the body would require a variation on the Planar Summons spell.

**Duration:** 10 seconds

**Base Cost:** 20 points, 10 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Open Gate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

# Elemental Spirit and Common Elemental Spells

These spells either have to do with summoning and controlling creatures from the elemental planes of earth, air, fire or water, or else they are spells which are known in some form by all four colleges of Elemental Magic. However, each college's variant of the same spell is a different skill.

## Changes to Spells from GURPS Magic

**Summon Elemental and Create Elemental** - The mage can attempt to extend the Duration of this spell if he can win a contest of skills vs. his spell skill vs. the ST and HT of the elemental. If the mage attempts to extend his control of the elemental and fails, the elemental reacts to him at -4 (cumulative) and might attack.

## Spells from GURPS Magic

Summon Elemental Control Elemental Create Elemental

## New Spells

### ***Alter Properties of Element***

***Area***

Gives one element the properties of another. The substance created obeys physical laws like original material but has properties of material it was transmuted into. For example, air transmuted earth would look like air and could be breathed like air, but would fall to the ground if dropped and could be handled. Details are up to the GM.

**Duration:** 10 seconds

**Base Cost:** 4 per hex, 2 to maintain

**Prerequisite:** Magery, 5 spells each in all four elemental colleges.

**Magic Item:** Staff, Wand or Jewelry. 500 to create. Usable only by a mage.

### ***Banish Elemental***

***Regular, resisted by ST***

Causes nearby elementals to be banished from an area where they are present. If the caster is attempting to banish an elemental under the control of another mage, there must be a contest of skills (elemental spell vs. banish elemental spell) to see if the elemental is banished. If cast on an area before an elemental is summoned, the spell causes the summoning to fail.

**Duration:** 1 hour

**Base Cost:** 6 to cast, 3 to maintain

**Prerequisite:** Summon Elemental

**Magic Item:** Staff, Wand or Jewelry. 1,000 to create. Usable only by a mage.

### ***Control Minor Elemental***

***Regular, resisted by HT or IQ***

As Control Elemental Spell, but works only for elementals with combined attributes under 20.

**Duration:** 1 hour, can't be maintained

**Base Cost:** 2

**Prerequisite:** 6 other spells of the appropriate element

**Magic Item:** Staff, Wand or Jewelry. Does not cast spell but gives +2 to attempts to cast the spell. 500 to create.

### ***Elemental Poison***

***Regular, resisted by HT***

This spell creates an area of contact poison about 2 feet square, which, when touched, will turn the creature that touches it into an unliving mass of the element governed by the spell. For example, a victim poisoned by Elemental Water would turn to water and flow away. Alternately, the caster can attempt to poison the victim by touching him.

**Duration:** 1 hour or until discharged (the effects of the poison are permanent.)

**Base Cost:** 5, can't be maintained

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, 5 elemental spells for the type of elemental poison desired.

**Magic Item:** Staff, Wand or Jewelry. 600 to create. Usable only by a mage.

### ***Elemental Power***

### ***Special***

This spell is identical to the Draw Power spell, except that the mage can draw power from the heat or energy within a specific sort of element. Fire mages can pull energy from fire or sources of tremendous heat (like volcanoes). Water mages can draw power from the energy within falling or moving water. Air mages can draw power from wind or storms and Earth mages can draw power from energy within the earth - either heat within the earth (from volcanoes) or energy (such as fault lines or landslides).

By using this spell on relatively small areas of potential energy, he can cool them to the ambient temperature. By using this spell a fire mage could reduce or extinguish a fire, or an earth mage could cool hot stone. This provides little or no energy for the mage, but does allow him to cool, slow or quiet natural phenomenon without paying any energy cost.

**Duration:** 1 minute

**Base Cost:** None to Cast; 1 to maintain. This maintenance cost is not reduced by high skill.

**Prerequisites** Magery, 10 Elemental College spells from the appropriate college.

### ***Elemental Steed***

### ***Regular***

This spell summons a "steed" appropriate to the sort of element the spell is based in which will serve as a mount for the caster. The steed has Move 15, can bear 1000 lbs. and can carry 2 people. The steed has no natural attacks.

Steed of different elements have different properties and each type of elemental steed is a different spell.

- **Earth:** A giant horse made of iron, which has ST 35, DX 9, IQ 3, HT 13/20, PD 3, DR 8 or a giant mole which has ST 20, DX 9, IQ 3, HT 12 and Move 10, but which can burrow through earth at Move 5 or Rock at Move 1.
- **Air:** A solid cloud, which has PD 3, DR 8, 50 HP. It moves by flying.
- **Fire:** A giant horse made of fire, which has ST 20, DX 9, IQ 3, HT 13/20, PD 2, DR 5. The horse will set items that it touches on fire.
- **Water:** Either creates a solid wave which has PD 3, DR 8, 50 HP or a giant dolphin or fish which has ST 20, DX 9, IQ 3, HT 12 and can Swim at Move 15.

**Duration:** 1 hour

**Base Cost:** 5 points, same to maintain.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, 3 elemental spells for the type of elemental steed.

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

### ***Elemental Turning***

### ***Regular, resisted by HT and ST***

This spell will "turn" hostile elementals or elemental creatures, keeping them at bay. The elemental resists with a combination of its ST and HT vs. the mage's skill plus Will. If the mage wins the contest of skill, the elemental cannot get within 5 hexes of the mage and cannot launch any attack on the mage or anyone else within 5 hexes of the caster. If the mage forces the elemental into a situation where it cannot keep at least 5 hexes of distance or if the mage attacks the elemental, the creature gets to roll a new contest of skills to break the spell.

**Duration:** 1 minute

**Base Cost:** 3, plus 1 per 5 points of ST of elemental, same to maintain.

**Prerequisite:** Summon Elemental  
**Magic Item:** Staff, Wand or Jewelry. 400 to create.

***Free Elemental***

***Special***

This spell can be used to break an opponent's control of a summoned elemental. A freed elemental must make a reaction roll. On a reaction of Poor or better it will vanish, otherwise it attacks the person who summoned it.

The attempt to free the elemental is resolved as contest of Summon Elemental vs. Free Elemental spells with each caster getting a bonus for every point of energy they put into the original spell.

**Duration:** Permanent  
**Base Cost:** 3, plus 1 per 5 points of ST of the elemental.  
**Prerequisite:** Summon Elemental  
**Magic Item:** Staff, Wand or Jewelry. 600 to create. Usable only by a mage.

***Protection from Elementals***

***Area, resisted by HT***

Forces elementals to stay out of the protected area. Effects of elemental attacks can't penetrate.

**Duration:** 1 hour  
**Base Cost:** 3 to cast, 2 to maintain  
**Prerequisite:** Protection from (Appropriate Elemental)  
**Magic Item:** Staff, Wand or Jewelry. 500 to create.

***Strengthen Elemental***

***Regular***

Strengthens an existing elemental.

**Duration:** Until elemental is dispelled or leaves  
**Base Cost:** 1 per point of HT or ST (no limit), 3 per point of DX or IQ (up to 12 maximum.)  
**Prerequisite:** 6 other spells of the appropriate element  
**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

***Summon Elemental Creature***

***Special***

As Summon Elemental Spell, but allows other creatures from the appropriate elemental plane to be summoned. Can be controlled by Control Elemental spell

**Duration:** 1 hour, can't be maintained  
**Base Cost:** 1/4 the total of the creature's four attributes. Double this cost if cast in a place inappropriate to the element being invoked.  
**Time to Cast:** Seconds equal to half the **Base Cost** of the spell.  
**Prerequisite:** Summon Elemental (of the appropriate Element)  
**Magic Item:** Staff, Wand or Jewelry. Doesn't summon the creature but gives +2 to all attempts to summon elemental creatures of the appropriate element. 1,000 to create. Usable only by a mage.

***Summon Greater Elemental***

***Special***

Functions as per the summon elemental spell except that it summons a Greater Elemental.

**Duration:** 1 hour. May not be maintained  
**Base Cost:** 12  
**Time to Cast:** 1 minute  
**Prerequisites:** Summon Elemental, 12 spells of the appropriate element or Summon Greater Elemental for another element + 6 spells of the appropriate element  
**Magic Item:** Staff, Wand or Jewelry. Gives +2 to summon and control such creatures. 1,000 to create. Usable only by a mage.

***Summon Minor Elemental***

***Special***

As Summon Elemental Spell, but the elemental summoned will have 1d6 for all its attributes. Can be controlled by control minor elemental or control elemental spell.

**Duration:** 1 hour, can't be maintained.

**Base Cost:** 2, same to maintain.

**Prerequisite:** 4 other spells of the appropriate element

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### ***Take Elemental***

### ***Regular, resisted by spell***

This spell allows a caster to attempt to take over an elemental summoned by another mage. If the other mage resists the takeover, roll a contest of skills between the Summon Elemental skill of the first mage and the Take Elemental skill of the other mage. If either mage critically fails his roll in the contest of skills, the elemental

If the attacking mage is successful, he is responsible for maintaining the spell and controlling the elemental.

**Duration:** Permanent.

**Base Cost:** 1/4 the cost of the combined attributes of the elemental to be controlled.

**Time to Cast:** 1 second per energy point.

**Prerequisite:** Summon Elemental

**Magic Item:** Staff, Wand or Jewelry. Gives +4 to attempts to cast this spell or win contests of skill. 1,000 to create. Usable only by a mage.

### ***Transmute Element***

### ***Area***

Causes an area of one element to be transmuted to a like quantity of another element.

**Duration:** Permanent

**Base Cost:** 5 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Alter Properties of Element, 3 spells from each of the other elemental colleges.

**Magic Item:** Staff, Wand or Jewelry. 300 to create. Usable only by a mage

# Air Spells

## Changes to Spells from GURPS Magic

**Air Jet** - Any Jet spell will do 1d-1 points of damage to disperse a swarm.

**Predict Weather** – This spell will also tell the mage when local sunrise, sunset, moonrise, high tide, etc. will occur. Any predictable astronomical, oceanographic, or meteorological phenomenon which the mage is familiar with and which the GM will allow can be forecast using this spell.

**Rain** - each multiple of energy cost allows the mage to create or prevent an additional inch of rain. i.e. triple cost allows the mage to create three inches of rain.

**Whirlwind** - A fully-developed whirlwind does 1 H.P. of damage per turn to all but the most solidly built structures. People within the whirlwind take 1d-2 points of damage per minute from buffeting and blown objects. Depending on the situation, the G.M. can modify this damage up or down. A whirlwind in a junkyard is going to do more damage than the same spell cast in the middle of a cleanly-swept plaza. Movement within the whirlwind is at 1 hex per turn on the ground. Flying creatures must make a roll vs. Flight-10 or be helplessly swept along with the wind, taking normal damage. Missiles, except for bullets, cannot be fired. Guns cannot be aimed and even unaimed shots are at -4 to hit before range and visibility modifiers are factored in. Each hex blocks visibility like a Fog hex once the whirlwind picks up any wind or water. Rigid melee weapons can be used, but are at -4 to hit. Flexible melee weapons like flails or whips can't be used at all. Anyone using a weapon (or carrying any item) longer than a dagger or a pistol must roll vs. ST -2 per each hex of reach of the weapon or have it ripped from his hand. Shields give their normal PD, but cannot be used to block since the wind blows them about.

## Changes to Spells from GURPS Grimoire

**Seek Air** - This spell can also be used to seek other types of gas. The mage can exclude known sources of air or gas if he specifies them before casting.

**Devitalize Air** - This spell can also be cast on water to remove the oxygen from it. Creatures in the area of effect who aren't able to escape will begin to suffocate. In open areas where oxygenated water or air can circulate freely, this spell will have no effect beyond making the air or water seem "stale" and causing 1 point of Fatigue to those in the area of effect.

**Essential Air** - Unlike pure oxygen essential air is not explosively flammable nor will it cause health problems for creatures which breathe it. If a high-tech mage uses Essential Air to fill SCUBA tanks, divers who use it are not prone to the Bends or Nitrogen Narcosis from deep diving. Essential Air (like all "Essential" elements) is a magical substance. It can be detected by Mage Sight, Detect Magic and similar spells. If it passes through a No Mana Zone, it reverts to normal air.

## Spells from GURPS Magic

Purify Air Create Air Shape Air Air Jet No-Smell Body of Air Predict Weather Destroy Air Breathe Air Walk on Air Rain Earth to Air Stench Odor Windstorm Whirlwind Lightning

## New Spells

### **Aerial Servant**

### **Special**

This spell summons an Aerial Servant, a free-willed being from the plane of air which will do the caster's bidding. The Servant will perform one service for the caster as if under the Lesser Geas spell, as long as that task takes no more than a day. Beyond this point, the caster and the Servant must vie for control. In other respects, this spell is like the Unseen Servant spell.

Aerial Servant ST: 50-60      Move/Dodge: 12/8#      Size: 1 DX: 13 PD/DR: 2/5      Weight: Special  
IQ: 7      Damage: 3d Cr      Origin: Fantasy (AD&D Monster Manual) HT: 15/40      Reach: C      Habitat:  
Astral and Ethereal planes, Plane of Air      Fright Check: -1

Advantages: Infravision, Insubstantiality, Invisibility, Invulnerability (Non-Magical Weapons), Does Not Bleed, No Vitals, No Neck, Silence (2 Levels), Speed (1 Level), World Jumper (Planes of Existence only, Self Only). Body of Air (Reversible)

Disadvantages: Pre-Sentient, Berserk (Special), Duty (Summoner, Rare, Hazardous, Involuntary)

Aerial servants are semi-sentient creatures from the elemental plane of air which are occasionally found on the Astral and Ethereal planes. They are solitary and seem to wander aimlessly unless they are on a mission.

They are invisible on earth or the elemental plane of air, but if encountered in the Astral or Ethereal plane, they appear as huge, vaguely humanoid, slightly shimmering areas of force. They are only summoned to earth by spells. If successfully summoned, they are bound to complete one task set for them by the summoner before they can return to their home dimension. Typically, Aerial Servants are used as messengers, thieves, and kidnapers by powerful holy men and mages.

Aerial servants are very fast and very strong.

Their one attack consists of a grappling attack with both arms immediately followed by a constriction attack.

They have an effective Wrestling skill of 16 for this attack only, and once a victim is grappled, it is assumed that the Servant can automatically do constriction damage each turn. If a victim can break free of the Servant they don't take damage. Treat this as contest of ST (or Wrestling skills modified by the difference in ST) between the stalker and the victim. Assume that a Servant has a weight of 350 lbs. for purposes of slam attacks and so forth, otherwise they are weightless.

They do not fight if it is at all possible, especially when they are on a mission. Their Invisibility, plus their natural Silence allow them to avoid most encounters or surprise any potential foe. If they are involved in combat, they are immune to the attacks of normal weapons. However, magical attacks and magic weapons will still affect them, even if they are Insubstantial. Attempts to grapple a Servant will cause it to become Insubstantial, slipping out of the grappler's grasp.

An oddity of Servant psychology (such as it is) is that if they are unable to complete a mission, they go Berserk. They immediately attempt to seek out the person who summoned them and will attempt to kill him.

A berserk Servant has double ST, does double damage, and doesn't need to check for death until it's HP are at -HP x 2.

**Duration:** 1 hour

**Base Cost:** 25, 10 to maintain (and a contest of Wills between the Servant and the caster is required).

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Summon Air Elemental, Lesser Geas.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,500 points. Usable only by a mage.

### ***Air Missile***

### ***Regular***

Causes missiles made of stone, wood, or metal to turn into air just before they hit their target canceling some or all of the damage they might do. This spell will last for 10 seconds or until it successfully vaporize one or more missiles fired at the subject in a given round.

Then the magic is dispelled (excess energy put into the spell is lost) and the spell must be maintained or recast. Energy missiles, including magic such as fireballs and lightning bolts or high-tech weapons such as lasers are not affected by this spell.

**Duration:** 10 seconds or until one or more dice of missile damage is dispelled.

**Base Cost:** 3, plus 1 per 3 dice of basic damage to be dispelled. Same to maintain.

**Prerequisite:** Purify Air

**Magic Item:** Staff, Wand, Jewelry or Shield. Energy Cost: 500 plus 150 per die of damage which can be dispelled.

### ***Airtight***

### ***Regular***

Causes a reasonably well-sealed container (such as a bottle, box or jar) to become airtight. This slows the decay of some materials and prevents dust and other airborne pollutants from getting into the container.

This spell can't be used to pasteurize perishable materials unless the container and the material are rendered sterile (either by heating or by magic) after this spell has been cast.

**Duration:** 1 week



**Base Cost:** 1: 1 cu. foot container, 2: 1 cu. yard, 3: 3 cu. yards. This spell can be made permanent for 10 times the base cost.

**Prerequisite:** Destroy Air

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 250 points.

### ***Airy Tomb***

### ***Regular, Resisted by HT***

The subject magically swept up by a powerful wind which elevates him into a small, permanent cloud about half a mile above the earth. The victim is then put into stasis, though the cloud will float with the prevailing winds. A mage who does this to himself may elect to stay awake. When the spell is canceled or reversed, the subject floats or falls back to earth as the mage desires.

**Duration:** Permanent

**Base Cost:** 10, 6 to reverse the enchantment

**Prerequisite:** Magery 2, 5 Air spells.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 1,000 points. Usable only by a mage.

### ***Analyze Air***

### ***Information***

The caster learns everything he wants to know about a sample of air or other gas. Unless the mage has skill in high-tech Chemistry, Meteorology, or a similar skill the amount of information he will get is minimal.

Untrained use of this spell will allow the caster to detect the presence of readily identifiable scents (smoke, perfume) and particulate matter (fog, dust) as well as determining the basic safety and breathability of the air in a simple summary (e.g. "pure and clean", "stale", "dangerously polluted", "explosive gas"). The GM might allow the mage to determine other simple facts about the air such as temperature, wind speed or how much it varies from "normal" air.

To a mage with scientific training, this spell is much more powerful, since it can substitute for a whole host of air quality monitoring tools. It can give a rough chemical breakdown of all the chemicals in a given sample of gas in parts per million, barometric pressure, temperature, exact wind speed and direction, humidity, particulate levels, toxicity, specific gravity, radiation levels and so on. However, each specific scientific test requires a separate casting of this spell.

**Base Cost:** 1, can't be maintained

**Time to Cast:** 5 seconds.

**Prerequisite:** Seek Air, 3 Knowledge spells

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Small box which, when opened, and then closed, analyze any gas sample "trapped" inside it. Cost to Create: 500 points.

### ***Breeze***

### ***Regular***

This spell creates a breeze up to 10 mph in speed. It blows in the direction specified by the caster for the duration of the spell. It has many uses, the most obvious of which is airing out closed areas. Weapon use is unaffected by this spell and only the smallest and lightest items will be picked up.

**Duration:** 10 minutes

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Create Air

**Magic Item:** Staff, Wand, Jewelry or Hand Fan. Cost to Create: 150 points.

### ***Bubble Screen***

### ***Area***

This spell fills an area with large bubbles which hover in the area and obscure vision. Anyone within the area of effect is at -1 to see or be seen and is at -1 to hit or be hit with a missile weapon per hex of bubbles between them and the target. Melee weapon attacks are at -1 to hit no matter how many hexes of bubbles they pass through. The bubbles can be dispersed or destroyed by virtually any attack which involves fast moving particles, wind, or flame.

The real benefit of this spell is when it is cast underwater. Vision and to hit penalties are doubled (-2 per hex) and the bubbles cannot be dispersed.

Furthermore, sonar, which isn't affected by Darkness or ink clouds is affected by the bubbles just as if it were normal vision.

**Duration:** 1 minute

**Base Cost:** 1 per hex, 1 to maintain

**Prerequisite:** Shape Air

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### **Change Air**

### **Area**

Causes the air in an area to be turned into another gas or turns other gasses into breathable air.

In order to change air into some other gas, the mage must be familiar with the new gas. Attempts to change air into a rare or very reactive gas (like a radioactive poison gas) is at a minus or is impossible, at the G.M.'s option. Turning a reactive gas to pure air isn't penalized unless the mage is trying to cancel another mage's Stench, Cloudkill or Acid Fog spell. Then treat it as a contest of spell skills.

**Duration:** Permanent

**Base Cost:** 3

**Prerequisite:** Magery, Create Air

**Magic Item:** Staff, Wand or Jewelry. 350 points. Usable only by a mage.

### **Cloud Ladder**

### **Regular**

The caster can mold and shape ordinary smoke or fog into a misty ladder. This requires a quantity of smoke from some source. Reaching into the smoke, the caster casts the spell while shaping the ladder. The ladder weighs virtually nothing, and one person can easily handle a cloud ladder of any length. The ladder is always steady and rigid; it need not be supported or leaned against an object. The caster simply places it in the desired position and climbs. The ladder can only be used by the caster and those he designates by spending 2 energy on (reduced normally by skill). The ladder remains in place until the duration ends or the caster wills it to vanish.

**Duration:** 5 minutes

**Base Cost:** 1 for every 5 feet of height, half to maintain. Additional subjects can use the ladder for 2 energy points each.

**Time to Cast:** 3 seconds for every 5 feet of height.

**Prerequisite:** Shape Air

**Magic Item:** A miniature ladder which will cast this spell. Cost to Create: 350 points.

### **Cloudkill**

### **Area; Resisted by HT**

Creates a billowing cloud of ghastly, yellowish-green, toxic vapors. For each turn that a subject remains in the target they must roll vs. HT. On a successful roll they merely feel sick and lose 2 hit points but can act normally. On a failed roll, they are overcome by the gas. They take 1d+1 hits immediately and are at -3 to all skills and abilities for as long as they remain in the cloud. Damage is cumulative, penalties to skills are not.

The gas has the effect of obscuring vision within and through the cloud. For every 3 hexes of distance through the cloud, Vision and Ranged Weapon attacks are reduced by -1. Melee weapon attacks are not penalized.

The cloud is much more cohesive than a normal gas. In "normal" outdoor conditions with wind up to 20 mph, the gas will not disperse for at least a minute. Indoors or underground, the gas might persist for up to an hour, though 20 minutes is much more likely. Only in gusty winds (over 20 mph) will the gas rapidly disperse, but even then it will last at least 10 seconds. The gas will travel in the direction of the wind at the wind's speed. In other respects, the Cloudkill spell is like the Stench spell.

**Duration:** Variable (up to 1 hour indoors, about 10 minutes outdoors, 10 seconds in high winds).

**Base Cost:** 4 to cast, 1 to maintain

**Prerequisite:** Magery, Stench, Fog

**Magic Item:** Staff, Wand, or Jewelry. 750 points. Usable only by a mage.

**Control Odor****Area**

This spell intensifies or reduces an existing odor. The spell will never allow the odor to reach harmful levels or entirely disappear. If cast on a faint, unknown odor to make it more intense, this spell will give +4 to Smell rolls to identify the smell. If used to intensify the odor of a scent trail this spell gives similar bonuses to creatures who track by scent. Likewise, if used to reduce a scent trail, it gives -4 to tracking rolls.

If used to intensify an already pungent spell (like skunk musk or rotting garbage) then the GM might rule that anyone who smells the intensified smell must roll vs. HT or become nauseous. Nauseated characters are incapacitated for 10 seconds while they retch.

Like most smells, the intensity of the smell depends on the wind and the area. In an open area with high winds or lots of moisture, most of the intensifying effects of this spell will be lost and the smell reducing effects will be slightly enhanced. In an enclosed, still area the effects of an intensified spell will be at their most intense.

**Duration:** 1 hour

**Base Cost:** 1, same to maintain.

**Prerequisite:** Shape Air

**Magic Item:** (a) Staff, Wand, Jewelry or Hand Fan. 100 points. (b) Any item (usually an incense burner or sachet) which intensifies or reduces odors in a set area surrounding it. 150 points to create, plus 25 per hex of radius.

**Cutting Wind****Area, resisted by ST**

When the mage casts this spell, a powerful magical wind springs up which not only buffets those in the area of effect but also magically cuts and tears their bodies. Anyone within the area of effect must roll vs.

ST every 10 seconds or take 1d points of damage. In addition, they must win a Contest of ST vs. the wind's ST of 15 in order to Move against the wind. Those who lose the contest are Knocked Back as if they had been hit by a successful Slam attack.

**Base Cost:** 4, same to maintain. For double cost, the mage can double damage.

**Duration:** 1 minute

**Time to Cast:** 1 second per point of base cost.

**Prerequisite:** Magery, Gust of Wind.

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

**Deep Breath****Regular**

This spell doubles the length of time that the mage can hold his breath.

**Duration:** Variable.

**Base Cost:** 1, can't be maintained. Each extra point of energy doubles the length of time the mage can hold his breath.

**Prerequisite:** Create Air

Item: Clothing or Jewelry. Energy Cos: 250 points. Fog - See Water Spells, below.

**Freezing Air****Regular**

As the Hot Air spell, but the damage done is cold damage.

**Duration:** 1 second

**Base Cost:** 1 to 3; equal to the amount of damage (1 to 3 dice) done. The jet's range in hexes is equal to the number of dice. Cost to maintain is the same.

**Prerequisite:** Magery, Air Jet, 4 Other Air Spells, 2 Water Spells

**Magic Item:** Staff, Wand or Jewelry. 400 points. Usable only by a mage.

**Gusting Winds****Area, resisted by ST**

This spell creates an area of randomly swirling, powerful winds. Anyone in the area must make a successful roll vs. ST each turn or be pushed 1d-3 hexes in a random direction. Creatures which fail their ST roll by 5 or more points are knocked down.

**Base Cost:** 4, same to maintain  
**Duration:** 1 minute  
**Time to Cast:** 3 seconds  
**Prerequisite:** s: Magery, Gust of Wind  
**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 350 points.

### **Haze**

### **Area**

Air in the area of effect becomes muggy, hazy, or shimmers with mirages depending on local conditions. Doubles visibility penalties (minimum of -1) when looking through the area affected by the spell.

**Duration:** 1 hour.  
**Base Cost:** 1/10 per hex, half to maintain (1 minimum), same to maintain.  
**Prerequisite:** Create Air  
**Magic Item:** Staff, Wand or Jewelry. 250 points.

### **Hot Air**

### **Regular**

Creates a blast of superheated air which will do burning damage. In other respects the blast is like the Air Jet spell.

**Duration:** 1 second  
**Base Cost:** 1 to 3; equal to the amount of damage (1 to 3 dice) done. The jet's range in hexes is equal to the number of dice. Cost to maintain is the same.  
**Prerequisite:** Magery, Air Jet, 5 Air Spells, 2 Fire Spells  
**Magic Item:** Staff, Wand or Jewelry. 400 points. Usable only by a mage.

### **Invisible Stalker**

### **Special**

This spell summons an Invisible Stalker, a free-willed being from the plane of air to do the caster's bidding. The Stalker will perform one service for the caster as if under the Lesser Geas spell, as long as that task takes no more than a day. Beyond this point, the caster and the Stalker must vie for control. In other respects, this spell is like the Unseen Servant spell.

Invisible Stalker ST: 15 Move/Dodge: 6/6 Size: 1 DX: 12 PD/DR: 2/5 Weight: Special. IQ: 12  
Damage: 2d Cr Origin: Fantasy (AD&D Monster Manual) HT: 15/30-35 Reach: 1 Habitat:

Elemental Plane of Air Fright Check: None

Advantages: Infravision, Invisibility, Silence (5 levels), Body of Air (reversible), Magic Resistance (3 levels), Discriminatory Smell

Disadvantages: Duty (Summoning, 6-, Hazardous), OPH: Literal Minded (-1)

Skills: Stealth 15, Shadowing 15, Tracking 18

Invisible Stalkers are invisible beings from the Elemental Plane of Air who are summoned by mages to do their bidding. They are typically used as scouts, spies, thieves, trackers and kidnappers by high level mages. They are smarter and more flexible than Air Elementals, but they are perverse.

An Invisible Stalker looks vaguely like a 8' tall tornado when it is in combat, otherwise it looks like a large, vaguely humanoid figure whose legs trail away in a wisp of smoke. Since Invisible Stalkers are, by definition, very few people get to see what they really look like though.

An invisible stalker serves only because it is forced to. Simple, uncomplicated tasks don't annoy it that much, but the more the mage asks, the more perverse the stalker will become. Any service beyond a week will tax both the stalker and its master greatly.

Roll a contest of IQ's daily between the stalker and the caster. If the caster wins all goes well. If the stalker wins, he figures out some way to interpret his orders so that they cause inconvenience or danger to the mage. If the service lasts beyond a week, the caster and the stalker must have a contest of Wills each day, with +1 to the stalker's Will for each day beyond seven. If the stalker wins, it is free to leave. If the caster wins, it is forced to stay.

In combat stalkers attack by whipping up a small hurricane that batters and buffets the victim. This does 2d points of crushing damage. Stalkers prefer to attack from ambush. Since they are invisible, insubstantial, and silent, this is very easy to do. They are also excellent trackers. A stalker can follow the trail of an ordinary being by scent even if it is a day old. If stalkers are killed away from the elemental plane of air, they

aren't really killed, they're just banished back to their home plane. Stalkers are normally weightless, but if weight would be an advantage, they have a nominal weight of 500 lbs.

**Duration:** 1 hour

**Base Cost:** 25, 10 to maintain (and a contest of Will between the Stalker and the caster is required).

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Summon Air Elemental, Lesser Geas.

**Magic Item:** Staff, Wand or Jewelry. 1,500 points. Usable only by a mage.

### ***Lighter than Air***

***Regular; resisted by HT***

This spell allows an object to be made lighter than air, so that it will float away like a helium balloon. The horizontal motion and speed of the object is entirely dependent on the prevailing winds, though the object will rise at approximately 3 feet per turn.

**Duration:** 1 minute

**Base Cost:** 2 per 10 lbs. affected, same to maintain.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Create Air

**Magic Item:** (a) Staff, Wand or Jewelry. 500 points. Usable only by a mage. (b) Jewelry or Clothing. Usable only by the wearer. 300 points.

### ***Mask Scent***

***Area***

All spells within the area of effect are blocked.

No scents can be laid down in the affected area and smells from outside the area can't penetrate the masked area. This spell can be cast on a living creature. In that case, the creature essentially has no sense of smell, but he can't be tracked by smell for the duration of the spell.

**Duration:** 1 hour

**Base Cost:** 1, same to maintain (2 to cast on a 1 hex creature, same to maintain).

**Prerequisite:** Odor

**Magic Item:** (a) Staff, Wand, or Jewelry. 300 points. (b) Clothing or Jewelry. Usable only by wearer. 250 points.

### ***Move through Air***

***Regular***

Allows the subject to move through air ignoring the effects of high wind. This spell negates the effects of Whirlwind and Windstorm spells, as well as normal high winds. For example, using this spell, a tight-rope walker or parachutist could ignore the effect of winds as long as this spell was cast on him. Or, a person would walk through a tornado and ignore the effects of its winds. They would not be immune to damage from objects hurled about by the wind though.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Shape Air

**Magic Item:** (a) Staff, Wand, or Jewelry. 350 points. (b) Jewelry. Usable for wearer only. 250 points.

### ***Phantom Wind***

***Regular***

Makes the effects of another Air spell such as Shape Air, Whirlwind, or Updraft undetectable to living creatures. However, the spell will affect non-living objects (including clothing and equipment) normally. This will cause skills which depend on accurate determination of wind speed, like Piloting, Climbing, or missile fire to be at an additional -1 to -3 to penalty depending on how strong the wind is and how sensitive the task is to interference by wind.

**Duration:** 1 minute or until the other spell ends.

**Base Cost:** 2 to cast, 1 to maintain

**Prerequisite:** Magery, Shape Air

**Magic Item:** Jewelry. 350 points. Usable only by a mage.

**Poke****Regular, resisted by DX or ST**

The Poke spell creates a little rod of concentrated air which the mage can use to poke with at a distance. It is mostly used to distract and annoy foes but it also has peaceful applications (like pressing buttons or touching objects from a safe distance).

When determining whether the spell succeeds, use the long-range modifiers for information spells, but otherwise ignore distance - although the caster must be able to see the subject directly. The subject chooses whether to resist with DX or ST. If the resistance is successful, the spell has no effect. If the resistance is unsuccessful, the subject is distracted or his aim with a missile weapon has been spoiled.

In the latter case is the amount by which the subject missed his resistance roll is the penalty applied to his skill roll to hit with a missile weapon and any accumulated Aim bonuses are lost. If the subject's effective skill is reduced below the SS number of the weapon because of the Poke spell, he also must take a -4 Snap Shot penalty if he fires that turn.

Melee weapons can also be poked aside, apply half the amount by which the subject missed his roll (1 minimum) as a penalty to hit with a melee weapon.

The G.M. should also allow the caster to produce any reasonable effect that might be achieved by a small poke from a thin rod. A candle could be knocked over, for example, or an elevator button pressed. Tricky applications of the Poke spell require the mage to make a roll vs. spell skill and/or DX.

**Base Cost:** 1, can't be maintained

**Prerequisite:** Shape Air.

**Pressure Support****Regular**

Gives the subject the Pressure Support advantage for the duration of the spell. This is also a Water and Protection and Warning spell.

**Duration:** 1 hour

**Time to Cast:** 10 seconds

**Base Cost:** 2 per level (up to 3 levels), half to maintain.

**Prerequisite:** Shape Water or Create Air. Item: Clothing or Jewelry. Cost to Create: 150 points.

**Pressurize****Area, resisted by HT**

Increases or reduces the air pressure in a given area. Creatures in low pressure areas take increased Fatigue (double normal) and might even pass out (if fatigue goes below 0). Creatures in high pressure areas will eventually become giddy (Roll vs. HT each minute, failure means temporary loss of 1 IQ). In open areas, this spell will have no effect beyond a slight rush of air into or out of the affected area. See GURPS Space for the effects of High or Low pressures.

**Duration:** 1 minute

**Base Cost:** 1, half to maintain

**Time to Cast:** 3 seconds.

**Prerequisite:** Magery, Create Air.

**Magic Item:** Staff, Wand, or Jewelry. 250 points.

**Puff of Breath****Regular**

The target feels a light puff of breath; it will blow out candles, and be noticeable, but not much else.

**Duration:** 1 second

**Base Cost:** 1

**Magic Item:** Jewelry. 50 points.

**Resist Air****Regular**

This spell makes the subject completely immune to the damaging effects of high winds or poison gas. Damage from physical objects blown by high winds is halved.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Magic Item:** (a) Staff, Wand, or Jewelry. 250 points. (b) Jewelry or clothing (usually a cloak). Usable only by wearer. 500 points.

### ***Revitalize Air***

### ***Area***

Adds oxygen to an area of air or water, allowing it to support life. If there is already sufficient oxygen in the air, this spell will "super-oxygenate" it, making it seem especially refreshing and making flames burn slightly brighter, allowing creatures in it to live 25% longer, but having no other effect.

If cast in an area where large amounts of deoxygenated air or water can dilute it, this spell will have no effect, or greatly reduced effect.

**Duration:** Permanent

**Base Cost:** 2 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Create Air

**Magic Item:** (a) Staff, Wand, or Jewelry. 250 points. (b) Bag, box or other sealed container which will, when opened, cast this spell on a set area. 250 to create plus 50 per hex of area.

### ***Ride the Wind***

### ***Regular, resisted by HT***

The subject is made nearly weightless but he can control the direction of his movement, effectively allowing him to fly at Move 10, plus or minus the speed of any winds he might encounter. (This means that if the subject is trying to fly into a headwind, he might not make any headway or he might even be pushed back.). The subject can rise or fall at a rate of 3 feet per turn.

When the spell ends, the subject doesn't immediately fall to earth, but instead descends at the maximum speed until they reach the ground. In other respects the spell is exactly like the Lighter Than Air spell.

**Duration:** 1 minute

**Base Cost:** 2 per 200 lbs. affected, same to maintain.

**Time to Cast:** 3 seconds

**Prerequisite:** Lighter Than Air

**Magic Item:** (a) Staff, Wand or Jewelry. 500 points. Usable only by a mage. (b) Jewelry or Clothing. Usable only by the wearer. 400 points. Sandstorm - See Earth Spells, above.

### ***Smell the Wind***

### ***Information***

Allows caster to "smell" the wind, giving him knowledge of what people, places or things lie up to 12 hours upwind. Range is determined by wind speed, but the farther away a thing is the larger it must be to be detected. Small groups of people or animals and campfires are detectable within 5 miles, Large groups of people or animals, large fires, hamlets, streams or roads are detectable within 20 miles, cities, armies, rivers and small geographic features are detectable within 50 miles, geographic features only are detectable beyond that.

**Base Cost:** 5

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Divination

**Magic Item:** Staff, Wand, or Jewelry. 350 points. Usable only by a mage.

### ***Solid Air***

### ***Area***

Fills a space with air which, while normal in all other respects, stays in place. When used in conjunction with spells like Pressurize or Destroy Air this spell allows areas of low or high pressure or even vacuum to be formed in seemingly open areas.

**Duration:** 1 minute

**Base Cost:** 2 per hex, 1 to maintain. Can be made permanent for 25 times base cost.

**Prerequisite:** Shape Air

**Magic Item:** (a) Staff, Wand or Jewelry. 250 points. (b) A crystal cube which will generate an area of solid air around it, 200 to create, plus 25 points per hex. Solid Fog - See Water Spells, below.

**Still Air****Area, resisted by IQ**

The Still Air spell stills the air in an area reducing the effects of winds and making it harder to hear. All Hearing rolls are at -4, but the spell resists all Air and Sound attacks, including those from inside the sphere if the mage can win a contest of skills against the attacking spell. If the mage loses the contest, the spell takes effect normally and the effective skill level of the Still Air spell is reduced by 1 point.

Still Air will also reduce winds by the Beaufort Rating of the wind minus the skill of the mage if the mage can win a contest of skills vs. Beaufort rating against the wind every turn. (So a wind with a Beaufort rating of 15 would be reduced to level 3 while it is in an Still Air area cast by a mage with skill 12 if the mage won a contest of his skill 12 vs. the wind's "skill" 15.) If the Still Air spell loses, its effective skill level is reduced by 1, just as if the mage had lost a contest of skill against a hostile spell.

This spell has no other effect on the weather.

**Base Cost:** 2 to cast, 1 to maintain.

**Time to Cast:** 2 seconds.

**Duration:** 1 minute.

**Prerequisite:** Shape Air.

**Stunbolt****Missile, resisted by HT**

The target is struck with sudden blast of intense air pressure. The caster can choose to physically stun (B.106) rather than injure. For each additional point of energy spent on the stun version of this spell, the target's HT rolls are at -2. The missile has SS 13, Acc +2, Max 30.

**Base Cost:** 1 per damage die. Maximum of 3 dice.

Each extra point of fatigue gives -2 to HT rolls to Stun.

**Prerequisite:** Magery, Concussion, 3 other Air spells.

**Suffocate****Regular, resisted by HT**

This spell removes all the oxygen in the victim's body. The victim immediately take 3 points of Fatigue damage and he can't hold his breath any longer.

**Duration:** Instant

**Base Cost:** 2, can't be maintained

**Prerequisite:** Destroy Air.

**Magic Item:** Staff, Wand, or Jewelry. 300 points. (b) Jewelry or Clothing. Affects wearer only.

Always on. Can't be removed. The subject must roll vs.

HT each minute or lose an additional 3 points of Fatigue. When Fatigue reaches 0, the subject falls unconscious and any subsequent damage is taken as HT damage. 250 points.

**Super Breath****Regular**

Gives the caster the ability to breath out a powerful gust of wind. This will do only knockback damage to most creatures, but will damage vaporous beings and will stun or kill members of a swarm of small creatures. Range is Double the number of dice of damage. Each second the mage can target the spell using the Magic Breath skill (defaults to DX-2) and do damage.

**Duration:** 3 seconds

**Base Cost:** 1 to 3, 1/2 the number of dice of damage, same to maintain.

**Prerequisite:** Air Jet

**Magic Item:** Jewelry or Clothing. 300 points.

**Unseen Servant****Special**

This spell summons an Unseen Servant, a cowardly, free-willed being from the plane of air. The servant will do a single simple non-combat task the caster requires, as long as it takes less than a day, as if the Servant was under the Lesser Geas spell.



The servant has ST 9, DX 10, IQ 9, HT 10 and can Fly at Move 8. It has no effective combat attacks and has the Cowardice disadvantage. If threatened or exposed to danger the Servant immediately gets a Will roll to break free of the spell.

Extending the spell requires the caster to win a contest of Wills with the Servant in addition to paying the energy cost to extend the spell.

**Duration:** 1 day

**Base Cost:** 5 points, 3 to extend (and a contest of Will between the Stalker and the caster is required).

**Time to Cast:** 1 minute

**Prerequisite:** 5 Air Spells

**Magic Item:** Staff, Wand or Jewelry. 500 points.

### ***Updraft***

### ***Area, resisted by ST***

Creates the air in an area to rise or blow upwards to create an extremely strong area of updraft.

The updraft will actually lift objects weighing less than 50 lbs. or flying or gliding creatures who are trying to rise, at the rate of 1 hex per turn. Downward motion of heavier objects is slowed by a like amount. Sufficiently powerful versions of this spell can be used to slow or stop falling objects! The basic version of this spell will lift objects under 50 lbs. and will halve the rate at which heavier objects up to 200 lbs. fall. Increasing the energy doubles the weight of objects which can be lifted or slowed.

If cast in front of an unsuspecting flying or gliding creature (or a sufficiently small aircraft), this spell forces the victim to make a roll vs. Flight or Piloting skill to avoid rising with the column of air.

Light creatures who do not wish to be lifted into the air (or wish to fall rather than rise) can roll vs. DX to avoid the effects of the spell.

Creatures who are standing on the ground are allowed a Resistance roll vs. ST at +2 if they have something solid to grab or +4 if they have several hand- and footholds. The subject gets an additional +1 to his resistance roll for every 150 lbs. of weight beyond 100 lbs. However, if the subject has no solid handholds his ST roll is at -2.

The height of the Updraft is limited by the height of the ceiling indoors, but can be up to 25' high outdoors. If the mage wishes to make a taller column of air, he must increase the area to be affected.

This spell can also be used as an attack spell.

The mage can cast the spell on a victim on the ground and then cancel the spell once the subject reaches maximum height. The target of the spell will then fall back into his hex taking normal damage.

The mage can use combination of Shape Air and Rising Wind to create a moving updraft which can be used to move creatures as if they were levitating or flying. A column of air can be moved at the rate of 1 hex per turn.

**Duration:** 1 minute

**Base Cost:** 1 per hex, same to maintain. Each doubling of energy doubles the weight which can be affected.

**Prerequisite:** Gust of Wind

**Magic Item:** (a) Staff, Wand or Jewelry. 500 points. (b) Jewelry. Usable only by wearer. 500 to create plus 100 per each doubling of weight.

### ***Vapor of Death***

### ***Regular***

Produces a cloud of poisonous green vapor which moves under the caster's control at Speed 3. The caster must concentrate to move the cloud (or keep it from moving in the wind). A wind above 10 mph will dissipate the cloud; the cloud also dissipates when the spell expires.

The cloud causes 2 points of damage per turn to all within it, unless a roll vs. HT is made to resist the cloud.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Create Air, Sickness, Steal Strength

**Magic Item:** Staff, Wand or Jewelry. 500 points.

### ***Vapor of Death (Variant)***

### ***Area***

A visible cloud of poison gas is created 1 yard in front of the caster and moves away from him at 1 yard per second.

Several different types of gas are available:

- **Nerve Gas:** A purplish-gray gas; death occurs in 10 seconds after a missed HT roll. A Neutralize Poison spell must be cast immediately to save the victim. Successful Breath Holding (see sidebar p.B91) protects against the gas. Only breathing beings can be affected.
- **Suffocation Gas:** A bluish-black suffocating gas; burns the skin of any living being. Clothing and armor offer no protection, although clothes that are soaking wet (or complete immersion in water) reduces the damage by half. These fumes cause 1d of damage every 5 seconds for 1d x 5 seconds (roll for each victim). Neutralize Poison and breath holding are ineffective. Damage caused by this gas can be healed normally or with magic.
- **Carbon Monoxide Gas:** A reddish brown smoke. Death occurs in 30 seconds after a failed HT roll. This gas acts as follows: during the first 10 seconds, the victims feel drowsy and cannot function, unconsciousness occurs in the next 10 seconds, coma occurs during the last 10 seconds, with death following.

Neutralize poison and breath holding (see sidebar p. B91) are effective against this gas. Only breathing beings can be affected.

**Duration:** 1 minute

**Base Cost:** 2, cannot be maintained

**Time to Cast:** 4 seconds

**Prerequisite:** Magery 2, Purify Air

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points for 1 gas, 250 for each extra gas.

### ***Voices in the Wind***

### ***Regular***

Sends either a message or some desired sound effect over a distance. The caster can prepare the spell to bear a message of up to 25 words or a sound of a similar duration. The whispering wind will then travel to a specific location that is familiar to the caster and deliver the message then dissipates (note that it delivers the message regardless of whether there is anyone there to hear it or not). It will not be able to reach areas that normal air doesn't go (underwater, airproof areas etc.) The range modifiers to this spell are in miles rather than hexes.

**Duration:** 30 seconds.

**Base Cost:** 4, 2 to maintain.

**Prerequisite:** Voices, Shape Air

**Magic Item:** Jewelry. Usable by wearer only.

500 points.

### ***Whispering Wind Regular, resisted by IQ***

The mage can hear any one conversation that is held in the open air. This spell is at -5 if the subjects are indoors or underground in addition to any long distance penalties.

The mage can hear any conversation centered on a specific location or on a specific, named person. If the spell is centered on a person, the subject gets a roll vs. IQ to resist.

**Base Cost:** 4, 3 to maintain

**Duration:** 1 minute

**Time to Cast:** 5 seconds

**Prerequisite:** Shape Air, Voices on the Wind

**Magic Item:** Staff, Wand or Jewelry. Cost to Create: 500 points.

### ***Wind Weapon***

### ***Regular, resisted by Will***

Weapons seem to have normal mass and appearance, but they are actually insubstantial just beyond the hilt or haft so they do no damage to normal creatures. They will however damage insubstantial creatures or

creatures who have a Body of Air. If cast upon the weapons of a willing subject, the subject can cancel the spell at any time after it is at least half over (5 seconds).

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain.

**Time to Cast:** 3 seconds.

**Prerequisite:** Shape Air.

**Magic Item:** A weapon can be permanently enchanted with this spell for 50 points.

### **Weather (Air College)**

GURPS Grimoire broke some spells from the Elemental Air and Water Colleges into their own sub-college. I have expanded the definition of "weather" to include Astronomical phenomenon more tangible than light or darkness.

### **Changes to spells from GURPS Grimoire**

**Wind** - For double cost this spell can be cast indoors. Multiple castings allow increased change in the direction and speed of the wind. See also Breeze.

**Warm** - The maximum temperature is 120 degrees F. The cost to cast is doubled if the temperature desired is "unnatural" for the area.

**Cold** - The maximum temperature is -60 degrees F. The cost to cast is doubled if the temperature desired is "unnatural" for the area.

### **New Spells**

#### ***Aurora Borealis - See Electricity Spells***

#### ***Control Weather (VH)***

#### ***Area***

This spell allows the caster to control the weather in his local area over the next 6 hours. The cost of the spell depends on the area to be controlled, and the degree of change in the weather the caster desires. The weather desired "evolves" over a 1 to 3 hour period, achieves its maximum effect in 2-5 hours, and passes off in the last 1-2 hours. Extending the duration extends the "peak" duration of the weather effect. If two or more mages are trying to control the same area of weather, treat this as a contest of Control Weather skills, with the mage who is trying to control the larger area getting a +1 bonus for each 10% difference in size. If a mage produces a severe weather effect (like a tornado) he has no control over how the weather will affect a given area.

**Duration:** 6 hours

**Base Cost:** 1/20. Cost to maintain is the same. Cost doubles for each "step" of change from the current prevailing weather conditions. Change can be made in Moisture, Wind, and Temperature and the "steps" for each are as follows:

- Moisture - Very Dry, Dry, Moderate, Humid/ Cloudy /Misty, Muggy /Foggy /Overcast /Light Rain /Light Snow, Snow /Rain /Sleet, Monsoon /Blizzard /Hail Storm

- Wind - Calm, Mild, Gentle, Moderate, Gusty, Gale, Storm, Hurricane/Tornado

Temperature - Arctic, Sub-Zero, Cold, Cool, Mild, Warm, Hot, Torrid

**Base Cost** also doubles for conditions that are "unnatural" - torrential rain in a desert or very dry humidity over an ocean, for example. Cost is halved for conditions that are "typical" for a given region - hot, muggy weather in a tropical rain forest, for example.

**Base Cost** is also halved if the mage takes advantage of evolving weather patterns. A successful Meteorology roll will allow the mage to predict the weather for the next 12 hours. If the mage intensified or reduces the "natural" conditions by one step then cost is halved.

Some weather conditions can only be achieved when two or more factors are linked, for example you can't have a tornado unless you have Rain/Clouds or better, Tornado Winds, and Warm or

better air conditions. The GM should use common sense in determining the conditions required to produce a given atmospheric effect.

**Time to Cast:** 10 minutes. The weather effects begin immediately, but they don't start to become visible for several hours and they don't reach their full effect until about halfway through the spell's duration.

**Prerequisite:** Magery 2, Clouds, Rain, Windstorm, Whirlwind, Snow, Cold, at least 10 spells each from the College of Elemental Air and Water.

**Magic Item:** (a) Staff, Wand, Jewelry, Fan or Cauldron. 2,500 points. Usable only by a mage. (b) A bulky item, usually a large cauldron or a standing stone which must weigh at least 100 lbs. which either produces weather of some set type or some set range.

The weather patterns desired are set by the mage when the item is enchanted and cannot be changed after that.

**Base Cost to Create:** 2,500 plus 250 per hex of radius. (c) A bulky item, as above, which will produce any weather the user desires. **Cost to Create:** 5,000 plus 500 per hex of radius which can be affected.

### ***Meteor***

### ***Missile***

Causes a small meteor to fall out of orbit and strike the subject for crushing damage. The size of the meteor depends on the amount of energy put into the spell. This spell won't work indoors. If it is attempted, the meteor does damage to the roof of the building instead. Meteors can only be dodged. Blocking or parrying have no effect.

**Duration:** Instantaneous

**Base Cost:** 1 point per die of damage, up to 12

**Time to Cast:** 3 seconds plus 1 per die of damage.

**Prerequisite:** Magery, 5 Air spells

**Magic Item:** Staff, Wand, or Jewelry. 1,200 points. Usable only by a mage.

### ***Meteor Shower***

### ***Area***

Causes a meteor shower which affects one or more hexes. Any creature in the area of effect must roll vs. Dodge or be struck for crushing damage. The cost of the spell depends on the number of hexes affected and the size of the meteors called. This spell won't work indoors. If it is attempted, the meteors do damage to the roof of the building instead. Meteors can only be dodged. Blocking or parrying have no effect.

**Duration:** Instantaneous

**Base Cost:** 2 points per die of damage, or per hex, up to 3 dice of damage per hex maximum

**Time to Cast:** 3 seconds plus 1 per die of damage.

**Prerequisite:** Meteor

**Magic Item:** Staff, Wand, or Jewelry. 2,000 points. Usable only by a mage.

### ***Predict Eclipse***

### ***Information***

Predicts the time and duration of next lunar or solar eclipse for a given location. Each subsequent casting of this spell will give the time and duration of the eclipse after the previous one. Useful for astronomers without tools or for mages in pre-modern cultures without a well-developed astronomy skills.

**Base Cost:** 1

**Time to Cast:** 5 seconds

**Prerequisite:** Predict Weather

**Magic Item:** Jewelry or astronomical instrument. 100 points.

### ***Rainbow***

### ***Regular***

Creates a rainbow. Caster must be outdoors in humid, overcast conditions during the day in order for this spell to work. However, the GM can allow the mage to use this spell in other places where there is sufficient light and humidity to allow a creditable rainbow to be formed, however the size of the rainbow will be greatly reduced.

**Duration:** 10 minutes

**Base Cost:** 2, 1 to maintain (3 points to make a double rainbow, 4 points to make a triple rainbow.)

**Prerequisite:** Shape Air

**Magic Item:** Staff, Wand, Jewelry or Prism.

250 points.

### ***Weather Stasis***

### ***Area***

This is a limited version of the Control Weather spell. It does not allow the mage to change the weather, but it does allow him to attempt to keep the same sort of weather in the affected area for the next six hours.

The cost of the spell depends on the area to be controlled, and the length of time that the weather is to be "held". The weather stays the same for 3 to 4 hours and then evolves into the "natural" weather as the spell ends. Extending the duration of the spell becomes increasingly difficult as the natural forces exert more and more resistance against the spell.

**Duration:** 6 hours

**Base Cost:** 1/20. Cost to maintain doubles for each six hour period. The cost is doubled again for weather which is "unnatural" for a given area (like drought in a rain-forest, or rain in the desert) and is halved if the weather to be prolonged is the prevailing sort of weather for the area (i.e. hot and dry conditions in a desert).

**Time to Cast:** 10 minutes.

**Prerequisite:** Magery, 5 spells each from the College of Elemental Air and Water.

**Magic Item:** (a) Staff, Wand, Jewelry, Fan or Cauldron. 600 points. Usable only by a mage.

# Earth Spells

## Changes to Spell from GURPS Magic

I have defined "Earth" as earth, dust, clay, gravel, stone, metal, and naturally occurring minerals and hydrocarbons such as salt or crude oil. Refined radioactive materials or hydrocarbons are not "Earth" by this definition, though the G.M. can define certain "tech magic" spells as Earth spells if he wishes.

**Shape Earth** - For double costs earth can be made to flow at 2 hexes per turn. Clay or soft earth can also be compressed into walls or bricks by means of this spell. Such walls have half the volume of the loose material used to make them, but will hold their shape once the spell ends.

**Sand Jet** - For twice the cost a version of this spell can be created which does 1d6-1 damage or which can be used to "sand-blast" objects removing 1 DR per application to a 6 inch square. The jet can also be made wider so that it can be used for sand-blasting. Sandblasting will destroy delicate objects such as paper, thin plastic, or cloth and it will seriously damage or weaken thin metal or fine glass. Stronger substances won't be affected by a normal application of the spell. Paint or rough areas can be scoured from wood, corrosion can be removed from metal, plate glass can be frosted or etched, and so on.

**Shape Stone** - For double cost stone can be made to flow at 2 hexes per turn. Creatures trapped in stone must roll vs. ST-5 (ST -10 for hard stone) or be permanently stuck. If the subject is buried in an awkward position so that they can't use their full strength, the GM can rule that their attempts to escape are at a further penalty. Subjects who are completely buried in stone or whose chests are compressed will begin to suffocate. If there is a doubt as to whether or not the target begins to suffocate, roll vs. the victim's (unmodified) ST. Victims who are buried in loose stone might also suffer crushing damage depending on the depth and weight of the stone. Damage can range from 1d6-2 points of damage per minute for just a few inches of stone to 6d6 or more per turn if the subject is entombed beneath tons of rock. People who are trapped in stone can be rescued by application of Destroy Stone spell, by a further application of the Shape Stone spell, or by digging or chipping with tools using the Digging rules. Assume that half normal volume of stone must be dug out to free a trapped victim or 1/4 the normal volume if the subject is conscious and cooperative. Fiendish G.M.s might require the rescuers to make a successful roll vs. Mining (Professional) skill or the appropriate weapon skill to avoid hitting the victim with their tools!

**Earth to Stone** - The mage specifies the sort of stone.

**Stone to Earth** - For three times the normal cost part of a larger structure can be turned from Stone to Earth. This is especially useful for collapsing masonry buildings or quickly digging tunnels through rock faces. If the spell is cast on a structure, the structure gets a resistance roll based on the Architecture skill of its builder. If the structure was specifically designed to withstand undermining, earthquakes, or other forms of shock, then add +5 to the builder's effective skill.

**Create Earth** - The earth created is homogeneous with the surrounding earth. The mage determines the density of the soil (i.e. dust or packed earth). If dust is created in the air (see below), it will give a -2 Vision penalty per hex it occupies. Sand will fall to the ground too quickly to have any effect. For double cost valuable earth (such as rich top soil or pottery clay) can be created where there was none before. For double cost earth can be created in midair. However, the soil is loose and it won't do anything more than distract and annoy anyone who gets underneath it. Created dirt can quickly be washed or brushed off. Earth can be created in water for no extra cost. The soil will muddy the water as it settles to the bottom (-2 to visibility for each silt-filled hex between the observer and the target, missile weapons are also affected) but will have no other effect. For double cost stone or gravel can be created instead of simple earth (sand can be created for normal cost). Double costs again if the stone to be created is valuable (marble, iron ore). Double costs if the mage wishes to create stone in mid-air. (Yes, you can drop a rock on someone, but it will be an expensive spell to cast.)

**Earth Vision** - The mage knows what sort of material he is looking through even as he looks through it. Each doubling of cost doubles the range that the mage can see. For double cost the caster can see through semi-finished cut stone for 1/6 the distance he could see through uncut stone (6 inches of cut stone vs. 1 yard of uncut stone) and he can see through metal brick, or finely finished stone at 1/36 the normal distance (1 inch of metal vs. 1 yard of uncut stone). Cut stone incorporated into a building or other structure is assumed to have a minimum thickness of 1/2 yard even if it is thinner. These modifiers are cumulative. So a mage

who could see through 60 yards of uncut stone could see through 30 feet of uncut stone, 3 yards of roughly cut dungeon walls (equal to 18 yards) and 1 foot of metal sheathing (equal to 12 yards). Spells which ward against scrying also block Earth Vision.

**Earthquake** - An earthquake will do 1 H.P. of damage per turn, per hex, to any rigid structure which is fully or partially in its area.

**Entomb** - Normally only the subject of this spell is placed in suspended animation. For 50% extra, this spell will put anything that the subject was wearing, carrying, or holding into suspended animation as well.

### **Changes to Spells in GURPS Grimoire**

**Essential Earth** - This substance has twice the DR value of earth and is twice as effective at doing anything that a normal earthly substance could do. It is valued by earth elementals and alchemists. For double cost Essential Metal can be created. Essential metal can be worked into armor, weapons, and tools with double DR and HT, but it can only be worked with magic spells such as Shape Metal and only under special conditions. Essential Earth (like all "Essential" elements) is a magical substance. It can be detected by Mage Sight, Detect Magic and similar spells. If it passes through a No Mana Zone, it reverts to normal earth.

**Rain of Stones** - This spell can be cast underground or in any area with an unfinished stone or clay ceiling for normal cost. It can be cast in other indoor settings for double cost. Bucklers and small shields reduce base damage by 1 point.

**Mud Jet** - Any Jet spell will do 1d6-1 points of damage to disperse a swarm.

**Steelwraith** - For double cost the subject is only immune to steel weapons.

**Earth to Water** - If the mage creates mud, the earth will be turned into deep, gooey mud about three feet deep. Creatures in the muddy area move at half speed and must roll vs. DX every minute or trip. Anyone attempting a complex or fast maneuver (like melee combat or acrobatics) must roll vs. DX every turn or slip. Creatures falling into the mud take half damage from falls. Wheeled vehicles will become bogged down by large areas of mud as will some tracked vehicles. For double cost the mud can be made six feet deep (or down to the supporting bedrock, whichever is less). Short creatures can actually drown in this mud unless they can make a Swimming or Survival (Swamp or Jungle) roll to work their way out of the muck. Movement through deep mud is at 1/2 normal Swimming speed. All vehicles will get bogged down in deep mud unless they can fly, float, or hover. How long the mud lasts depends on the prevailing conditions. In very dry conditions, the mud could dry out within hours. In very moist conditions where there is poor drainage it could last for weeks.

**Sand Storm** - Anyone inside a full-strength sandstorm must roll vs.

ST each turn to avoid being knocked over. All DX, based skills are at -5 and ranged weapon attacks will succeed only on a critical hit.

### **Spells from GURPS Magic**

Body of Stone Create Earth to Air Earth to Stone Earth Vision Earthquake Entombment Flesh to Stone Sand Jet Seek Earth Shape Earth Shape Stone Stone Missile Stone to Earth Stone to Flesh Volcano Walk through Earth Iron Arm - Protection and Warning Elemental College of Earth

### **Spells in GURPS Grimoire**

Rain of Stones Mud Jet Partial Petrification (VH) Steelwraith Essential Earth Alter Terrain (VH) Move Terrain (VH) Sandstorm Purify Earth Earth to Water

### **New Spells**

#### **Analyze Earth**

#### **Information**

The caster learns everything he wants to know about a sample of rock or earth. Mages with scientific training can use this spell to perform detailed soil analysis, or geological or metallurgical testing.

**Duration:** 1 minute

**Base Cost:** 2

**Prerequisite:** Seek Earth

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

***Barren Ground***

***Area***

This spell leaches nutrients and organic material from soil turning it into hard, rocky ground which barely supports plant life. Areas afflicted with this spell have their crop yields reduced by 50% or will cancel the effects of the Fertile Ground spell.

**Duration:** Permanent

**Base Cost:** 2

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Shape Earth Block

***Earth Vision***

***Area, resisted by spell***

This spell makes uncut stone or other material as idensei as metal when determining whether Earth Vision and similar spells can see through them.

**Duration:** 1 hour

**Base Cost:** 1/5, an area can be made permanently iopaquei for 25 points per hex.

**Time to Cast:** 10 seconds

**Prerequisite:** Earth Vision, Shape Earth

***Body of Earth***

***Regular, resisted by HT***

The subject becomes an animated earth statue for the Duration of the spell, he has DR 2 and takes only half damage from fire spells. Furthermore, he does not need to breathe. The subject's clothing becomes part of the statue, carried items do no change.

**Duration:** 1 minute

**Base Cost:** 5, same to maintain

**Prerequisite:** Stone to Flesh

**Magic Item:** (a) Staff, Wand, or Jewelry. 600 to create. (b) Clothing or Jewelry. Works for wearer only. 500 to create.

***Breathe Dust***

***Regular***

Allows the caster to suffer no ill effects from breathing in dust, sand or other particulate matter. Negates the effects of the Sand Jet spell, reduces the damage from sandstorms by half, and makes dusty conditions comfortable. This spell does not protect against smoke or irritating gasses, only dust and other organic particulate matter.

**Duration:** 1 hour

**Base Cost:** 1, same to maintain

**Magic Item:** Jewelry or Clothing. Works for wearer only. 100 to create.

***Compact Earth***

***Area***

This spell compacts earth making it harder to dig into. Dust will be compacted into hard, dry earth. Muddy ground will become slightly less gooey. Digging rates are halved and it takes 25% longer to plow areas affected by this spell.

If cast on a pile of earth, the earth will be compacted by about 10% per casting of this spell. If this spell is cast three times on earth contained in a closed area (like inside a building form) then it can be compacted to the hardness of soft stone!

**Base Cost:** 1, 3 to compact earth to the hardness of soft stone.

**Duration:** Permanent

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Create Glass***

***Regular***



Allows the caster to create a quantity of glass in the color, shape and thickness desired. The mage can create complex objects made of glass, but they will only be as good as his Glassblowing skill. Creating simple sheets or blocks of glass doesn't require any skill roll though.

The mage must be familiar with the type of glass to be created, so low-tech mages can't make bulletproof glass. High tech mages can make a roll vs. Chemistry and/or Physics skill while using this spell to produce modern types of glass such as safety glass, fiberglass, fiber optics, or bulletproof glass.

**Duration:** Permanent.

**Base Cost:** 2 per lb., double cost for a highly specialized modern glass like bullet-proof glass.

**Time to Cast:** 3 seconds

**Prerequisite:** Create Earth

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### **Create Oil**

### **Regular**

Allows the caster to create a quantity of some liquid or semi-liquid hydrocarbon (such as tar, naphtha, or crude oil) or a plant-based oil (such as linseed oil). The mage must be familiar with the oil to be created, so low-tech mages can't create motor oil or gasoline.

**Duration:** Permanent.

**Base Cost:** 2 per pint of oil, double cost for a highly refined oil product like gasoline.

**Time to Cast:** 3 seconds

**Prerequisite:** Create Earth

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Container. Always filled with some sort of oil specified when the object is enchanted. 300 to create.

### **Create Sand**

### **Regular**

Creates a hill of sand or dust or turns normal earth into dust or sand. The dust or sand will appear on the ground unless it is picked up by a strong wind or is deliberately created in the air.

If dust is created in the air, it will give a -2 Vision penalty per hex it occupies. Sand will fall to the ground too quickly to have any effect.

Each application of this spell will create about 9 cubic feet of dust (enough to fill a 3 foot square area to the depth of 3 inches).

**Duration:** Permanent

**Base Cost:** 3 to create sand from nothingness, 2 to create dust from nothingness, 1 to turn earth to dust or sand.

**Magic Item:** (a) Staff, Wand or Jewelry. 400 to create.

### **Destroy Earth**

### **Regular**

Causes earth to vanish, leaving nothing or only remains of impurities. For double cost stone can be made to vanish. This spell can be used to quickly dig through earth, however, a roll vs. Pro Skill: Mining or Engineer (Mining) skill is needed to form stable tunnels. If this spell is used to destroy structures cost is doubled again.

**Duration:** Permanent

**Base Cost:** 6 per hex of earth 12 per hex of stone.

**Prerequisite:** Create Earth

**Magic Item:** Staff, Wand or Jewelry. 400 to create.

### **Dust**

### **Area**

Creates a thin layer of dust. If it is created in the air or water it will make the area slightly hazy (-1 to Vision) for about a minute. When it lands it will obscure existing tracks (-2 to tracking rolls through that area) or serve as an medium for subsequent tracks (+2 to tracking in the area).

**Duration:** Permanent

**Base Cost:** 1

**Magic Item:** Staff, Wand or Jewelry. 100 to create.

**Dust Ball****Missile, resisted by HT-2**

Creates a ball of dust which explodes when it hits its target, possibly blinding and choking its target. It has SS 13, Acc 2, 1/2D 40, Max 80. When it hits, the subject must roll vs. HT-2 or be blinded for 1d6 turns and physically stunned for 1d6 turns by choking.

**Duration:** Instantaneous

**Base Cost:** 2

**Prerequisite:** Shape Stone

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

**Dust Proof****Regular or Area**

Makes a container or device impervious to dust, sand, grit or dirt. In extremely dusty or dirty environments this reduces wear on machinery and equipment, keeps guns from jamming, and prevents delicate equipment from being ruined. It can also be used to keep dust and grime out of a vehicle or tent. The exact game effects are up to the GM.

**Duration:** 1 week

**Base Cost:** 1: 1 cu. foot (camera, rifle). 2: 1 cu. yard (barrel, engine). 3 per hex (2 cubic yards), same to maintain. An item can be made permanently Dust Proof for 25 points per hex (or fraction thereof).

**Magic Item:** Staff, Wand, Jewelry or Clothing. 200 to create. Usable only by a mage.

**Dust Quell****Area**

Keeps dust and other loose material from leaving the ground. This cancels the effects of the cloud of dust version of Earth to Sand and cancels any Dustball spells. It also makes it impossible for dust or sand to be kicked up by high winds.

**Duration:** 1 hour

**Base Cost:** 1/4 per hex, half to maintain (minimum of 1). An area can be permanently Dust Quelled for 25 points per hex.

**Magic Item:** Staff, Wand, Jewelry or Clothing. 200 to create. Usable only by a mage.

**Earth Gate****Regular**

When the mage casts this spell, he is immediately sucked into the earth and transported to any known location that is connected to his previous location by some sort of earth or stone. For example, the mage could theoretically use an Earth Gate to teleport to the opposite side of the world, as long as his final location rested on the earth. However, he could not use an Earth Gate to reach a location suspended above the earth or to reach a patch of earth on another planet, since those areas aren't linked to his current location by earth or stone.

If the mage's desired location is blocked by magic spells which prevent magical passage, he has the options of appearing in a random hex as near the desired place as possible or of cancelling the spell (paying full energy cost) and staying in his previous location. Unlike the Teleport spell, this spell will never damage the subject, except possibly on a critical failure.

If the mage is unsure of his location, use the range modifiers for the Teleport spell.

**Duration:** Instantaneous

**Base Cost:** As Teleport

**Time to Cast:** 10 seconds

**Prerequisite:** Walk Through Earth

**Earth Knowledge****Information**

Will allow caster to determine the geologic makeup of an area of ground. Information given will be crude. The various layers of soil, clay and stone will be detected automatically, as will large areas (over 100 cubic feet) of other material (air for dry caves, water for springs or underground rivers, oil, gas, metals). Smaller

areas of unusual materials are at -4 or more to detect, so things like graves, seams of valuable metals, or small buried treasures will usually be missed.

The mage can also sense magnetic fields, fault lines, and magical auras of the earth. In Oriental campaigns this allows a caster to know if a given location is a suitable location for a building and if so, how the building should be laid out and what sort of building it should be.

The mage can also use this spell to determine his exact distance below the surface, to determine the upward or downward slope of earth or stone construction, or to determine whether a geological formation (or stonework) is natural, man-made, or magical in nature. In the latter case, the mage also learns something about the nature of the stonework. (i.e. how old it is, what tools were used, and possibly what sort of creature made it.)

**Duration:** 1 minute

**Base Cost:** 1 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Seek Earth, 4 other Earth spells

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. Usable only by a mage. (b) Forked stick or plumb bob. Works for user only. 500 to create.

### ***Earth Vent***

### ***Regular***

The mage creates a small, powerful miniature volcano which erupts in a shower of hot ash and rock before vanishing.

Anyone in the Vent's hex takes 2d points of crushing damage from concussion and shrapnel. Anyone in an adjacent hex takes 1d points of damage, and anyone within 2 hexes takes 1d6-3 points of damage. Any significant cover will protect against this damage.

**Base Cost:** 4, can't be maintained.

**Duration:** 1 second

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Shape Earth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Earth Warning***

### ***Information***

This spell gives the caster 15 minutes warning before any non-magical earthquake, landslide, or cave-in and also informs him as to its rough location and intensity.

**Duration:** 12 hours

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Shape Earth

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### ***Earth Wave***

### ***Area***

This spell creates a "wave" of earth which moves along the ground just under the surface of the earth.

For every hex of length, the wave has 1 foot of height and 3 ST. It moves at Move 5 in the direction the mage specifies. Anyone hit by the wave must roll vs. DX or fall as it passes beneath them. Solid objects such as buildings take 1d points of damage for every 3 hexes of length.

**Base Cost:** 4 per hex (minimum of 2 hexes), same to maintain

**Duration:** 10 seconds

**Time to Cast:** 1 second per point of **Base Cost**.

**Prerequisite:** Magery 2, Shape Earth, 10 other Earth spells.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 750 points.

### ***Earthsense***

### ***Area***

By means of this spell, the mage's body is turned into a living seismograph. He can feel vibrations caused by movement of the earth. For game purposes, treat this as if the mage had the *Faz Sense* advantage, but

he feels vibrations of the earth rather than air currents. Man-sized creatures can be detected normally, smaller creatures which walk on the ground can be detected up to 15 hexes away, smaller creatures can be detected at lesser distances to a minimum of 3 hexes.

Large scale movements of the earth like those caused by heavy equipment, herds of stampeding elephants, or explosions can be detected at proportionately larger distances (up to several miles away). Truly huge earth movements, like nuclear explosions or earthquakes, can be detected on the opposite side of the globe! In order for this spell to work, the mage and the phenomenon he is trying to detect must both be in contact with the ground.

**Duration:** 1 minute

**Base Cost:** 1, same to maintain.

**Time to Cast:** 2 seconds

**Prerequisite:** Shape Earth

### ***Fertile Ground***

### ***Area***

This spell improves the quality of soil turning rocky, worn-out, or poor soil into fertile loam suitable for growing crops. This will increase crop yields by 25%.

**Duration:** Permanent

**Base Cost:** 2

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Shape Earth

### ***Fissure***

### ***Area; resisted by DX***

This spell will open a huge crack in the earth, approximately 3 feet wide. The depth of the fissure depends on its length - roughly 5 feet of depth per every hex of length. (So a fissure 4 hexes long would be 20 feet deep).

A fissure will do 1d6 points of damage to any rigid structure over it for every hex of the fissure. Living characters in a fissure hex must roll vs. DX or fall into the fissure taking normal falling damage.

The crack is paid for on a hex by hex basis and each hex must be contiguous with at least one other fissure hex, other than that, the fissure can follow any course the mage desires.

**Duration:** Permanent

**Base Cost:** 4 per hex.

**Time to Cast:** 5 seconds per hex.

**Prerequisite:** Magery, Destroy Earth, Earthquake

**Magic Item:** Staff, Wand or Jewelry. 800 to create. Usable only by a mage.

### ***Flintworker***

### ***Regular***

This spell will convert an ordinary rock into a flint or obsidian tool of the mage's choice. Each casting of this spell will create 10 arrowheads or 1 larger tool such as a spearhead, knife, chopper or axe.

In campaigns where Stone Age technology is the norm, the GM can increase the cost of this skill, make it harder to learn or ban it altogether.

**Base Cost:** 2

**Duration:** Permanent

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Stone

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Floating Island***

### ***Area***

This spell allows an island of any size to float freely like a giant boat. If the mage desires, the island can move according to his direction at the same rate at which the mage could walk. If the mage does not consciously will the island to move, it will follow prevailing wind and water currents. Once the spell ends, the island will reanchor itself in its new location displacing the water around it.

While the spell is in effect, the island will seem to have its normal depth to those on the island (for example caves and mines won't be flooded), but to those in the water, the island will have a depth equal to half its height above the water.

The only restrictions on this spell are that the mage must affect the entire area of the island and the area must be entirely surrounded by at least 6 inches of standing water. However, the mage can use a suitable spell (Create Earth, Volcano) to make his own island and then cast this spell on it.

This spell is also a Water spell.

**Duration:** 1 hour

**Base Cost:** 1, same to maintain. Double costs if the mage wishes to control the island's motion. An island can be made to permanently float for 25 points per hex. Each doubling of costs give the island 1 hex of Move per turn.

**Time to Cast:** 1 minute

**Prerequisite:** Move Terrain

### **Gold to Gem**

### **Regular**

This spell converts a quantity of gold (or other valuable metal) into a single gem of the same cash value, less 10% (as a "conversion fee").

The mage may specify the type of gem he desires, however, if he has no preference random sort of gem appears. This spell is handy for mages who wish to create powerstones but who don't have ready access to gem markets. Alternately, the mage can convert gems to their value in gold (or other precious metal) less 10%.

Other valuable goods cannot be converted with this spell, neither can precious metals or gems which have magical properties. Normal Jewelry. can be affected by this spell, but the spell just serves to convert the metal to its weight in bullion or coins and unset gems.

Similar spells exist which will convert Gems to Gold or coins of one denomination to coins of another denomination.

If the Improve Gem spell is cast on a gem and subsequently converts it to gold, he will only get as much money as he would have gotten for the unimproved gem.

**Duration:** Permanent

**Base Cost:** 2, plus 1 per pound of material to be converted. (Minimum of 3 points.)

**Prerequisite:** Coins of Change

**Magic Item:** Box or Pouch. Any gold placed into it is converted to gems.

### **Hand of Earth**

### **Regular, resisted by ST**

A giant hand-shaped area of earth reaches up and grabs the subject, forcing the subject to roll vs. ST or be held in place until the spell ends. The hand has DX 11 and ST 20. It must successfully grapple the target (using DX) before it can hold the victim.

The hand can be attacked. It has PD 2, DR 5, and 35 hit points. The hand is vulnerable to Earth-based spells just like an Earth Elemental.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain. Each doubling of cost adds 10 points to the ST of the hand. DX can't be improved.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Shape Earth

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create.

### **Hands of Clay**

### **Regular**

Turns the caster's hands and forearms into semi-solid clay. This gives the caster's arms and hands PD 1, DR 3, and makes them immune to fire, cold, and electricity damage. This allows the mage to use his hands to parry small missiles, block weapons, and smother fires without damage.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Flesh to Stone

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. Usable only by a mage. (b) Bracers or bracelets. Gives wearer the benefit of this spell. 200 to create.

### ***Hands of Stone***

***Regular***

Makes subject's hands and forearms as hard as stone (PD 2, DR 6) and allows the subject to strike and parry weapons with his bare hands. Damage with punches or karate strikes is increased by +2 and the character can handle very hot objects. In other respects this spell is like the Hands of Clay spell.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Hands of Clay

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. Usable only by a mage. (b) Bracers or bracelets. Gives wearer the benefit of this spell. 300 to create.

### ***Heal Stone***

***Regular***

This spell repairs damage, such as cracks, chips and even erosion to an area of stone, clay, brick, metal or earth. Each casting of this spell will restore 1d6 HP and DR, up to the original DR and HP that the object had. 1 point of PD is repaired for every 8 points of DR.

Note that this spell will not mend broken items or replace missing pieces, so things like broken blades or statues cannot be repaired. However, simple stonework or metalwork, like masonry or steel doors can be mended by means of this spell.

**Duration:** Permanent.

**Base Cost:** 1 per die of DR and HP repaired, double cost for metal.

**Prerequisite:** Shape Stone, Shape Metal.

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Hildegard's Heavy Helper***

***Regular***

This spell (for some reason) creates a large cube of wet sand. The sand must be cubical, and appears wherever wanted (over a foe's head, perhaps). The dimensions of the sand are regulated by energy put into the spell.

Listed cost is 1 foot by 1 foot by 1 foot. Twice that is 2x2x2, thrice is 3x3x3, and so on. Wet sand weighs about 175 pounds per cubic foot. Good for castles. The sand does not retain its shape once created.

**Duration:** Permanent

**Base Cost:** 3. See above

**Time to Cast:** 2 seconds

**Prerequisite:** Create Earth, Create Water

### ***Improve Gem***

***Regular***

Magically improves the quality of a gem allowing up to a 50% increase in quality. Flawless gems cannot be improved with this spell, but any other sort of gem can be improved. The weight of a gem (karats) cannot be increased. The danger of this spell is that any failure (not just a critical failure) destroys the gem and there is a cumulative -1 skill penalty for every 10% improvement.

This spell does not allow the mage to cut gems.

**Duration:** Permanent

**Base Cost:** 3 for 10% improvement

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Shape Earth, 3 other earth spells.

**Magic Item:** Wand or gem-cutting tools. 1,000 to create. Usable only by a mage.

### ***Landslide***

***Area***

Causes an area of rock or earth to shift or collapse. The damage done depends on the individual circumstances. A simple rule of thumb is that characters caught in the slide or collapse take 1d6 points of damage for every hex of earth involved in the slide or 2d6 points of damage for every hex of rock involved in a cave-in. However, falling rocks or large masses of earth or mud could do considerably more damage due to crushing and suffocation. The earth or stone affected must be on at least a 30 degree slope. You can't make rock slide along level ground.

**Duration:** Instantaneous

**Base Cost:** 3 per hex. Can't be maintained.

**Prerequisite:** Shape Earth

**Time to Cast:** 1 second per hex.

**Magic Item:** Staff, Wand or Jewelry. 500 to create. Usable only by a mage.

### ***Lava***

### ***Area***

Causes an area of earth, metal, sand or rock to become molten and start to flow under the control of the caster. The lava will do 1d6 per turn to anyone who touches it, but it only has a Move of 1 (more if it is flowing downhill, up to Move 3). It will melt or set fire to anything it touches.

This spell is also a Fire spell.

**Duration:** 1 minute

**Base Cost:** 6 to cast, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Heat, 4 other Fire spells, Shape Earth, 4 other Earth spells

**Magic Item:** Staff, Wand or Jewelry. 1,500 to create. Usable only by a mage.

### ***Living Earth***

### ***Area***

This spell makes an area of earth, stone, or metal "alive". It will grow, heal, and slowly move according to the mage's will. Using this spell, the mage can make rocks "grow" into walls, or he can make walls repair themselves or fuse together to become more resistant to damage. Note, however, that the basic form of the material will not change, and refined metals and precious gems will "grow" very slowly if at all.

Earth, gravel, or uncut stone ("natural" materials) will increase their mass and volume at the rate of 10% per day, until they reach the volume specified by the mage when the spell is cast. A volume of earth can also Move at a rate of 1 hex per day or heal 10% of its HP per day if the mage wishes it to do so. Materials can also be made to flow away from an area, to make depressions or to reduce the height of high areas of earth. "Semi-Refined" materials (i.e. cut stone, crushed gravel) increases its mass and volume at 1% per day, and "Refined" materials (refined metal, cut or polished gems, finished stone) increases its mass and volume at a rate of .001% per day. In other respects, refined and semi-refined minerals are identical to unrefined materials.

In other respects this spell is like the Shape Earth spell.

**Base Cost:** 3 per hex, 2 to maintain. Double cost to affect refined materials.

**Duration:** 1 day

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Shape Earth, Create Earth

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Loosen Earth***

### ***Area***

This spell will give normal earth the consistency of freshly plowed and cultivated soil to a depth of about 1 foot. Dry earth will be turned into dust, possibly causing huge clouds of dust (equivalent to the Fog spell) if it is disturbed by movement or wind. Muddy ground will become more gooey, impeding Movement by a further 25%. Digging rates are doubled in areas affected by this spell and seeds can be planted as if the ground were freshly plowed.

**Base Cost:** 1

**Duration:** Permanent

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Magic Pick****Regular**

Creates a magic pick which the mage can use to tunnel through stone or earth at the rate of 1 cubic foot per second (1 cubic yard for earth) leaving a tunnel behind him. The subject must have the Mining skill in order to create a safe tunnel. Otherwise, he must roll vs. IQ-4 every 20 feet to see if the tunnel caves in behind him. If used against Earth- or Stone-based creatures, treat the Magic pick as a Great Maul which ignores DR of stone or earthen armor and which does double damage.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Destroy Earth

**Magic Item:** Pick or mattock. 400 to create.

**Mass Meld with Earth****Area**

Anyone within the area of effect can immediately meld into the earth, as per the spell. The mage can select just some people to Meld, but he must still pay the whole cost of the spell.

**Base Cost:** 2 per hex, same to maintain.

**Duration:** 1 hour

**Time to Cast:** 3 seconds

**Prerequisite:** Magery 1, Meld With Earth

Item: Wand, Staff, or Jewelry. Energy Cost: 750 points.

**Meld With Stone****Regular**

This spell allows the mage to meld his body with a large body of stone (at least the size of a large boulder) and assume the outward appearance of that stone while still retaining all his senses. Unlike the Walk Through Earth spell, the mage cannot move through the earth. Neither is the mage's body turned into stone, like the Body of Stone spell.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 hour

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Meld with Earth.

**Magic Item:** (a) Staff, Wand or Jewelry. Mage only. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 300 points.

**Mud****Area**

Creates an area of 3 inch deep, slippery mud. Movement in the muddy area is reduced by 1/4 and characters moving through the area must roll vs. DX every minute or fall. Characters who are attempting strenuous actions (e.g. melee combat, running) must roll vs. DX every turn or fall.

**Duration:** 1 hour

**Base Cost:** 2 per hex, 1 to maintain

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

**Multimissile****Regular**

This spell can be cast upon any missile. The instant it is fired, the original missile is magically duplicated into two or more missiles. Each missile attacks separately, but at the same chance to hit as the original missile. Locations hit by the multiple missiles are completely random. After they hit (or miss) the duplicates vanish. This spell can't be cast on missile spells, though it can be used to augment missiles hurled with the Apportation spell or the psionic Telekinesis power.

The missile must be fired within 10 seconds after the spell is cast on it, or the spell will dissipate.

**Duration:** 10 seconds

**Base Cost:** 1 per extra missile or per 2d6 damage to a maximum of 5 points of energy, same to maintain

**Prerequisite:** Stone Missile



**Magic Item:** Missile weapon. When enchanted the weapon becomes capable of firing multiple missiles at no fatigue Cost to the user. Energy: 1500/extra missile.

### ***Oily***

### ***Regular, resisted by IQ***

This spell saturates all objects in an area with flammable oil. In addition to soiling or spoiling the material, the oil allows the material to be instantly ignited if a flame source is held in contact with it for at least 1 second.

If this spell is used to saturate the clothing or possessions of a person or the fur of an animal, the victim gets a roll vs. IQ to resist the spell.

Burn damage from flaming oil is determined as if the victim had been soaked in gasoline and set alight, 1d6 points of damage per turn spread across the entire body. Porous armor (such as cloth or leather) doesn't protect against this damage, since the oil soaks into it. Non-porous armor (such as metal or plastic) protects with its DR for the first turn, then the burning oil seeps in through the joints. Sealed armor protects with its full DR.

The oil will naturally drip off the subject or evaporate in about a minute. It can also be wiped off or washed away with large amounts of water (at least 10 gallons). Oil which saturates into non-living materials lasts permanently until it is washed or wiped away.

**Base Cost:** 1 for a small area (like a small campfire), 2 for a 1 hex wide area, 4 per hex of living creature. Can't be maintained.

**Duration:** Permanent

**Time to Cast:** 1 second per point of **Base Cost**.

**Prerequisite:** Create Oil

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

### ***Plow***

### ***Area***

When this spell is cast, deep furrows are cut into sand, loose rock or soil turning over and loosening the earth just as if the land had been plowed by hand.

Small plants in the area will be uprooted, large plants or rocks will be unaffected and the furrows will go around them. Any material on or in the ground down to 6' of depth will be churned along with the soil. This will either hide or reveal objects as the GM wishes.

While this spell is mostly used as an aid to gardeners and farmers, some mages also use it for other purposes - to hide tracks or to reveal (or hide) deadly objects like caltraps which are hidden on or just below the surface. It can also be used to fill in shallow trenches.

This is also a Plant spell.

**Duration:** Permanent

**Base Cost:** 1

**Magic Item:** Staff, Wand or Jewelry. 150 to create.

### ***Poison Earth***

### ***Area***

Poisons earth making it deadly to plants and animals that burrow in the earth. If it is powdered into a dust, it will cause damage to the skin and respiratory system, 1 h.p. per 10 minutes of exposure. Normal plants will not grow in the area.

**Duration:** Permanent

**Base Cost:** 3 an area of earth can be permanently poisoned for 50 points per hex.

**Prerequisite:** Purify Earth

**Magic Item:** Staff, Wand, Jewelry or Clothing. 400 to create.

### ***Protection From Earth***

### ***Area, resisted by spell***

Buildings in areas protected by this spell are immune to the effects of natural earthquakes, subsidence, landslides, and other earth-based disasters.

If a mage attempts to affect an area with a spell which mimics a natural disaster (such as Volcano, Earthquake, or Shape Earth) this spell will give the protected area a resistance roll (a contest of spell skills) to avoid being affected. Animate objects in the protected area are not protected from earth-based disasters.

**Duration:** 1 day  
**Base Cost:** 1/10, an area can be permanently protected for 50 points per hex.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Shape Earth, Resist Earth  
**Magic Item:** (a) Staff, Wand or Jewelry. 400 to create.

### ***Quicksand***

### ***Area***

Creates an area that appears to be solid earth, but is actually gooey muck with a 10' bottom. Subjects trapped in the quicksand when the spell ends are imprisoned in the original rock or earth and must be dug out.

This is also a water spell.

**Duration:** 1 hour  
**Base Cost:** 3 per hex  
**Time to Cast:** 5 seconds  
**Prerequisite:** Mud, Earth to Water  
**Magic Item:** Staff, Wand, Jewelry or Clothing. 500 to create

### ***Rain of Oil***

### ***Area***

This spell creates a rain of flammable oil which will saturate anything in the area of effect as if the Oily spell had been cast on it. In other respects this spell is identical to the Oily spell.

**Base Cost:** 5  
**Duration:** 1 minute (or permanent for non- living objects)  
**Time to Cast:** 10 seconds  
**Prerequisite:** Oily, Rain  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Refine Hydrocarbon/TL***

### ***Area***

This spell allows the mage to refine coal, natural gas, asphaltum, or crude oil into any petroleum product he is familiar with. At higher Tech levels this allows the mage to produce usable fuel. At lower tech levels this spell allows the mage to remove impurities from coal or crude oil so that it will burn a bit more cleanly.

**Duration:** Permanent  
**Base Cost:** 1 per pound of material to be affected.  
**Time to Cast:** 5 seconds  
**Prerequisite:** Magery, Shape Earth  
**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create.

### ***Resist Earth***

### ***Regular***

The subject is completely immune to damage from objects made of rock or earth including cave-ins, building collapse, and landslides. Weapons completely made of stone do no damage. Stone-tipped weapons do only half damage. Falling damage can be halved by means of this spell. (The subject takes no damage from slamming into the ground, but he does take damage from his rapid deceleration.)

While the subject is protected from the impact and weight of stone or earth, this spell does not give him complete immunity to being pinned underneath rubble, though he gets +4 to ST and DX to avoid being pinned. This spell gives no protection at all from suffocation. .gets +4 to avoid the effects of earth based catastrophes, like earthquakes, landslides, quicksand or cave- ins.

**Duration:** 1 minute  
**Base Cost:** 2, 1 to maintain  
**Prerequisite:** Shape Earth  
**Magic Item:** (a) Staff or Wand. 500 to create. (b) Jewelry or Clothing. Works for wearer only. 300 to create.

### **Rock to Boulder**

### **Regular**

This spell makes a thrown rock turn into a boulder ten times the size of the rock just after it leaves the subject's hand. The boulder will fly the same distance as the rock would have, but will hit with the effectiveness of a larger stone. The missile has the same statistics as a thrown rock, but does damage as if it were ten times as large and as heavy. The GM must determine the exact amount of damage.

Rocks which have this spell on them must be thrown by hand, and they must be thrown within 10 seconds of the spell being cast.

**Duration:** 10 seconds or until the stone is thrown.

**Base Cost:** 2 per pound of rock affected.

**Prerequisite:** Create Earth

**Magic Item:** (a) Jewelry or Clothing. Works for wearer only. 600 to create. (b) Sling. Any stone fired from the weapon automatically has this spell cast on it. 1,000 to create.

### **Rolling Road**

### **Area, resisted by DX+4**

When this spell is cast, a relatively smooth, area of earth or stone begins to move like a conveyor belt at a rate of 2 hexes per turn (Move 2). Anyone in the area when the spell is cast who is not braced or who is not expecting the spell must roll vs. DX+4 or fall.

Anything in the affected area will begin to move in the direction specified by the mage when the spell is cast.

When an object standing on the spell area reaches the edge of the affected area it will stop moving, though living creatures will notice that the ground continues to move under them.

People attempting to step off the affected area in a different direction from the direction the earth is going must roll vs. DX+4 or fall in a hex adjacent to the spell area.

Items firmly attached to the ground will seem to move along of their own volition until they reach the edge of the spell area. They they will magically ipop-upî on the other side of the spell area and start the journey again. It is up to the GM to determine if these moving objects cause damage to people in or next to the spell area.

**Duration:** 1 minute

**Base Cost:** 2, each doubling of cost doubles the speed of movement and gives -2 to the DX roll to avoid falling. An area can have this spell permanently cast on it for 50 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Shape Earth, Walk Through Earth

### **Saltspray**

### **Regular, resisted by DX-1**

This spell allows the mage spits a wide stream of caustic salt from his mouth.

Roll to hit vs DX-2 or Magic Breath skill. The mage may spray across a number of people. The first person (or hex) targeted is targeted normally, but each additional person or hex is at a cumulative -1 to hit. If the mage attempts to target two or more people who are seperated by empty hexes, he must target the empty hexes as well, spraying left to right (or right to left) until he hits his final target. If his targets have cover (including people in front of them) the mage rolls at a penalty to to skill in addition to any modifiers for number of targets. In any event, the mage can only spray salt at people in his front and side hexes.

The salt does no damage to humans, but victims who are struck by the salt spray must roll vs. DX-1 or get salt in their eyes. This is extremely painful. Roll vs Will every turn to attack at all, and then still attack (or cast spells) at -4 for the first turn, -3 for the second, -2 for the third, and -1 for the fourth, unless the salt is washed out with at least a quart of water. If the eyes are washed out, all Vision penalties are immediately dispelled.

If the person is struck again with Saltspray before they have rid themselves of the penalties from previous applications of this spell, they are at an additional penalty up to -10 when they are effectively blinded. However, the vision penalty is reduced by 1 each turn just like the normal spell spell effect.

If the victim thinks to do so (make an IQ roll), he may Block the salt spray by covering his eyes with his hands or by turning his head away. If he does so, he may only attack with a Wild Swing on that turn.

**Base Cost:** 3, same to maintain

**Time to Cast:** 2 Seconds

**Duration:** 1 second

**Prerequisite:** Magery, Distill Salt.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Sand Bag**

### **Missile**

Creates a ball of sand which can stun its target. It has SS 13, Acc +2, 1/2 D: 40, Max 80. Rigid armor (with at least PD 1, DR 2) completely protects against stun damage.

**Duration:** Instantaneous

**Base Cost:** 1 per die of damage. Each point spent on the spell does 1d6-2 Crushing damage, but 2d6 points of Stun damage.

**Time to Cast:** 1 second per energy point

**Prerequisite:** Shape Stone

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

### **Sand Missile**

### **Regular**

Causes missiles turn into sand when they hit their target. Missiles turned into sand do half normal damage as crushing damage, irregardless of the missile. Generally this spell is used to confound enemy gunners and archers, but it can be used to allow a friendly marksman to "sand-bag" his quarry with a normally deadly weapon.

**Duration:** 10 minutes, 1 minute, if resisted but failed

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Create Earth

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Jewelry or Clothing. Works for wearer only (often Always On). 400 to create. (c) Missile Weapon. Any rounds fired from the weapon will automatically turn into Sand Missiles.

### **Seek Terrain**

### **Information**

This spell allows the mage to know the the direction and approximate distance to the nearest large, distinctive, natural terrain feature such as a cavern, mountain, forest, desert, pass, island, reef, or coastline. If there is more than one terrain feature of the appropriate type, this spell will give confused results. The mage can exclude known terrain features if he specifies them before he begins casting the spell.

While accurate, this spell "interprets" requests literally. For example, if a mage is seeking a cavern, then the spell might point out a cavern deep in the earth with no known entrance rather than the cavern entrance the mage was looking for. This problem can be overcome if the mage specifies what he is looking for before casting begins.

There is a -2 to penalty to skill if the mage is looking for a relatively small or insignificant feature (i.e. one specific hill in a range of hills) and an additional -2 penalty if the mage has never been to (or personally seen) the desired terrain feature.

**Base Cost:** 3, large man-made terrain features (cities, dungeons, keeps) can be detected for double normal cost.

**Time to Cast:** 10 seconds

**Prerequisite:** Seek Earth

**Magic Item:** (a) Staff, Wand, Jewelry or Clothing. 400 to create. Usable only by a mage. (b) Clothing or Jewelry. Works for wearer only. 300 to create. If the item will only detect one type of terrain (like just mountains, or just reefs), then the cost to create is 150 points.

### **Sharp Stones**

### **Area**

Causes a stone surface to become filled with razor-sharp spikes of stone. Creatures walking through the affected area take 2 points of damage to their feet for every hex they walk through. Armor protects normally, though most medieval-style armor does not cover the soles of the feet.. Creatures that fall down in a sharp hex take 1d6 points of whole body damage.

**Duration:** 1 minute

**Base Cost:** 2 per hex, half to maintain. An area of stones can be made permanently sharp for 100 points per hex.

**Prerequisite:** Shape Earth

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### ***Shattering Stone***

### ***Regular***

The mage can enchant a normal, fist-sized rock so that it will violently shatter when it hits a solid object. When it explodes, the rock will do 2d points of cutting damage to anyone who is in contact with it, or 1d points of damage to anyone in the same hex. People in adjacent hexes are hit by fragments which do 1d6-2 points of cutting damage on a roll of 12 or less. People two hexes away from the explosion take 1d6-4 points of damage on a die roll of 9 or less. The stone can be dropped or thrown just like an ordinary rock.

The danger of this spell is that the rocks are inherently unstable. If the person carrying a Shattering Stone takes a hard fall, or if he drops the stone, it will explode on a roll of 12 or less. If a Stone is hit with a weapon (-6 to hit, -8 if it is held in a hand) it will automatically explode, damaging the person carrying it, and possibly the attacker. If a Stone explodes in the presence of other Stones, the other stones will automatically blow up if they take damage. Carrying a large number of Shattering Stones in a combat situation is a very risky proposition!

**Base Cost:** 3 per stone

**Duration:** Permanent

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Shape Earth, Shatter (Making and Breaking), 5 other Earth spells.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 1,500 points.

### ***Solid Stance***

### ***Regular***

The subject's feet are unusually well braced on the earth. The character can't be Slammed, lifted from the earth, tripped, or knocked back.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Shape Stone

**Magic Item:** Jewelry or Clothing. 300 to create.

### ***Speak Through Earth***

### ***Special***

This spell allows the subject to speak and be heard through earth or stone to a range of 20 hexes. Each doubling of **Base Cost** doubles range.

**Duration:** 1 minute

**Base Cost:** 2 (double cost for each doubling of distance)

**Prerequisite:** Shape Earth, at least 3 Sound spells.

**Magic Item:** Jewelry or Clothing. Works for wearer only. 300 to create.

### ***Stabilize Earth***

### ***Area***

This spell keeps loose, moist, or unstable earth in place, even during landslides, cave-ins or earthquakes.

**Duration:** 12 hours

**Base Cost:** 2 per hex, half to maintain. An area of earth can be permanently stabilized for 25 points per hex.

**Time to Cast:** 1 minute

**Prerequisite:** Shape Earth

**Magic Item:** Wand, Staff or Jewelry. 300 to create.

### ***Stone Tell***

### ***Information***

By "speaking" with boulder, rock or area of ground, the caster can determine roughly what transpired or what passed by the area within the last 12 hours. Information given will be general, only on a critical success will the mage receive details.

**Base Cost:** 5

**Prerequisite:** Magery, Earth Knowledge, Divination

**Time to Cast:** 10 minute

**Magic Item:** Staff, Wand or Jewelry. 500 to create. Usable only by a mage.

### ***Stone to Glass***

### ***Area***

Stone can be turned into glass by means of this spell. Normally, this spell is used offensively, since the DR and PD of glass is half that of stone. However, it can also be used to turn the outermost layer of a stone wall in smooth, seamless wall of glass which defies most attempts to climb it. This latter application doesn't affect the DR of the wall itself.

**Duration:** Permanent

**Base Cost:** 3 per 100 lb. of stone affected (minimum 3)

**Prerequisite:** Create Sand, Shape Earth

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### ***Stonewraith***

### ***Regular, resisted by IQ***

This spell is identical to the Steelwraith spell except that it affects items made of stone only. The subject can pass through stone walls and objects made of stone pass through his body. However, the subject also will sink through stone floors and will sink into stone as if it were water.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Earth

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Clothing or Jewelry. Always on. Works for wearer only. 200 to create.

### ***Stony Death (VH)***

### ***Regular; Resisted by HT***

This spell kills the subject by turning him into unliving stone. If the subject fails his resistance roll, he takes 1 point of damage per turn as he slowly turns into solid rock.

Once the victim reaches 0 HP, he is completely petrified, and if he dies, he is turned into a normal stone statue.

**Duration:** 1 minute

**Base Cost:** 10, can't be maintained.

**Prerequisite:** Magery 2, Flesh to Stone

**Magic Item:** Staff, Wand or Jewelry. Mage Only. 500 to create.

### ***Stop Earthquake***

### ***Area***

Stops earthquakes in affected area, does not stop damage from landslides or falling debris associated with an earthquake. Also see the Protection from Earth spell.

**Duration:** 12 hours

**Base Cost:** 3 to cast, 2 to maintain.

**Prerequisite:** Magery, Shape Earth

**Magic Item:** Staff, Wand or Jewelry. 300 to create. Usable only by a mage.

### ***Sure-Footed***

### ***Regular***

Allows subject to walk on treacherous or unstable ground as if it were stable. In other situations this spell gives +4 to Dexterity to avoid tripping or falling.

**Duration:** 10 minutes

**Base Cost:** 3 to cast, 2 to maintain

**Magic Item:** Staff, Wand, Jewelry or Clothing. 300 to create. Usable only by a mage.

### ***Tower***

### ***Area***

This spell creates a tower (or other structure) of stone. For every 5 hexes of area, the tower can have up to 20 feet of height. One floor is created per 20 feet of height. Ladders or narrow staircases to upper levels are provided and the mage can place windows and arrow loupes as he sees fit, to a maximum of 1 window or arrow loupe per 10 feet of wall (per 20 feet of height). The top of the tower can either be finished with a domed roof or a flat roof with 3 foot wide crenallations. The door can be of any form the mage wishes (usually a drawbridge or large double doors) and will be made of Iron. While the tower will be structurally sound, its architectural merit is based on the mage's Architecture skill.

Skilled mages can swap area for height or to create more elaborate structures than a simple round or square tower. If the mage tries to create a fancy building he must roll vs. Architecture or Engineering (Structural or Civil) skill in order to produce a stable building. If he fails his roll, the tower will collapse immediately.

The tower walls will have PD 4, DR 50 and 200 HP. The door will have PD 5, DR 50 and 100 HP.

**Base Cost:** 1 per hex, same to maintain

**Duration:** 1 hour

**Time to Cast:** 10 minutes

**Prerequisite:** Magery 2, Shape Stone, Wall of Stone, 15 other Earth spells.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 2,500 points.

### ***Transmuted Earth***

### ***Regular***

This spell allows the caster to turn a cubic foot of earth or dust into a substance which has the same density and consistency as dust or earth, but which has the properties and obeys other physical laws like the transmuted substance. So a jar of earth transmuted to fire would move and burn like fire but would have the same color, "feel", "look" and "heft" as dirt.

**Duration:** Permanent

**Base Cost:** 3

**Prerequisite:** Magery, 3 spells from each of the 4 elements

**Magic Item:** Staff, Wand or Jewelry. 500 to create. Usable only by a mage.

### ***Tremor***

### ***Area***

Allows the caster to create a minor tremor which will rattle windows and make hanging lamps sway but won't do any damage. Unsteady items will be toppled by this spell, and characters who are balanced precariously must roll vs. DX or fall.

**Duration:** 10 seconds

**Base Cost:** 3 per hex.

**Prerequisite:** Shape Earth, 3 Earth Spells

**Magic Item:** Staff, Wand or Jewelry 400 to create. Usable only by a mage.

### ***Turn Earth***

### ***Regular***

Makes stone or dirt objects swerve away from subject, this gives him -5 to be hit with stones or stone or stone tipped weapons. An irritating side effect is that the subject can't pick up anything made of stone or dirt while the spell is in effect. This repulsion effect also halves damage received from being knocked back, slammed or falling onto stone or dirt. Stone or dirt carried by the subject when the spell is cast is immune.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Protection from Earth

**Magic Item:** (a) Staff, Wand or Jewelry 400 to create. (b) Jewelry or Clothing. Works for wearer only. 300 to create.

### ***Vibrations***

### ***Regular, resisted by DX***

This spell allows the mage to tap the ground in one location and cause a shock wave in another location! In order to cast the spell, the mage must strike or tap the ground with his hand, foot or staff. If he makes his skill roll (minus any long distance modifiers) the earth in the target hex will violently rock as if struck by a powerful earthquake. Anyone in the target hex must make a DX roll or fall. If the target is a multi-hex creature, it gets +2 to DX for every hex that is outside of the target area.

Even if the target keeps his feet, he is at -2 skill to hit with any melee or weapon and he loses an accumulated Aim bonuses. In addition, he must roll vs. Will or lose his Concentration. If the victim was climbing or performing some other delicate task, he must make a skill roll at -4 in order to avoid catastrophe.

**Base Cost:** 2 per hex, can't be maintained.

**Time to Cast:** 2 Seconds.

**Duration:** Instant.

**Prerequisite:** Shape Earth and 2 other Earth Spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Wall of Earth***

### ***Area***

Creates 8' high bank of packed earth, 6' at the bottom, sloping to form a peak at the top. (PD 1, DR 2, HP 50 to breach)

**Duration:** Permanent

**Base Cost:** 6 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Create Earth, Shape Earth

**Magic Item:** Staff, Wand or Jewelry. 600 to create. Usable only by a mage.

### ***Wall of Stone***

### ***Area***

Creates 8' high, 6" thick wall of stone (PD 2, DR 8, 90 HP), in the hex of the caster's choice. The wall is solid and smooth surface and can have outward pointing spikes on the top, if the caster chooses.

**Duration:** 10 minutes

**Base Cost:** 4 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Magery,

**Magic Item:** Staff, Wand or Jewelry. 800 to create. Usable only by a mage.

### ***Water to Earth***

### ***Area***

Transforms an area of water or other liquid into solid earth. For double cost this spell can create valuable earth or normal stone just like the Create Earth spell. Double costs again to create valuable stone. Muddy areas can be turned into solid earth for half normal cost.

This is also a Water spell.

**Duration:** Permanent

**Base Cost:** 3 per hex

**Prerequisite:** Destroy Water, 3 Earth spells

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

## **Metal Spells**

Metal spells are a sub-college of Earth spells, with the basic spell of the college being Seek Metal. In Oriental magic, Metal spells take the place of Earth spells. In a high tech magic campaign, metal spells are combined with plastic spells to form their own college.



## **Metal Spells from GURPS Grimoire**

Seek Metal Earth to Stone Stone to Earth Flesh to Stone Stone to Flesh Earth to Air Identify Metal Shape Metal Metal Vision Body of Metal

### **New Spells**

#### ***Bullet***

Creates a spherical metal ball that the caster can hurl at remarkable speeds, SS 13, Acc +3, 1/2 D 40, Max 80.

**Duration:** Instantaneous

**Base Cost:** 1 to 3 (cost depends on the number of dice of damage, each point of energy causes 1d6+2 damage)

**Time to Cast:** 1 for each point of energy used.

**Prerequisite:** Magery, Stone Missile

**Magic Item:** Staff, Wand or Jewelry. 500 to create. Usable only by a mage.

#### ***Missile***

#### ***Cloth to Iron***

#### ***Regular, resisted by Will***

When cast, the victim's clothes are turned to iron. This temporarily triples the PD and DR of any normal clothing (minimum of PD 1, DR 3, maximum PD 4, DR 24), but multiplies the weight of any clothing by 10, and effectively traps the victim in heavy or tight-fitting clothes. The GM might allow a subject wearing very light or loose clothing to roll vs. ST to move normally. Otherwise, the victim is effectively immobilized for the Duration of the spell. If the subject can move, his Move and DX will be reduced by the increased encumbrance.

This spell has no effect on metal armor, or items carried in the hands or on the body, such as weapons or backpacks. Leather or cloth armor is affected by this spell, as are shoes, boots, hats, belts, and so on.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Earth to Metal

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

#### ***Demagnetize***

#### ***Regular***

Causes a piece of metal or other magnetic material to lose any magnetic charge it might have had. This destroyed magnets, electromagnets, and electronic media like computer disks.

**Duration:** Permanent

**Base Cost:** 2 per pound of material affected

**Time to Cast:** 3 seconds

**Prerequisite:** Magnetize

**Magic Item:** Staff, Wand or Jewelry. 200 to create. Usable only by a mage.

#### ***Improve Metal***

#### ***Regular***

Improves the quality of metal. Iron can be turned into mild steel, mild steel can be turned into a special purpose alloy. Other metals can be combined to create alloys. Precious metals can be made more pure only by removing any base metals they have been alloyed with.

**Duration:** Permanent

**Base Cost:** 3 per lb. of material to be improved. (minimum 3 points)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Refine

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

**Iron Fist****Regular, resisted by HT**

Turns the caster's hands and forearms into solid iron. This gives the caster's arms and hands PD 3, DR 12, and are immune to fire, cold, and electricity damage. The caster can use his hands to parry missiles, parry blows, and smother small fires. Iron fists also do +1 per die damage with bare hand attacks.

**Duration:** 1 minute**Base Cost:** 5, same to maintain**Time to Cast:** 10 seconds**Prerequisite:** Magery 2, Hands of Clay, Iron Arm**Magic Item:** Bracers or Gauntlets. Works for wearer only. Always on. 500 to create.**Iron Leaves****Regular**

This spell turns ordinary leaves or other small pieces of wood or vegetable matter into sharp, balanced, pieces of metal which can be thrown like darts or throwing stars. The leaves have SS 12, Acc 1, 1/2D: ST, Max: ST x 2 and do Thrust-2 Cutting damage. Once they hit something solid, the leaves vanish.

**Duration:** 10 seconds**Base Cost:** 1 per leaf created**Prerequisite:** Shape Metal, Transmute to Iron**Magic Item:** Jewelry or Clothing. 400 to create.**Iron Mask****Regular, resisted by Will**

This spell creates a full-faced iron helmet on the subject's head. At the caster's whim it can be a normal great helm (PD 2, DR 3) or it can be faceless (same PD and DR but the subject is effectively blinded). It is also up to the caster whether the mask can be removed or not. If the subject is unwilling they get a roll vs. Will to remove the mask.

**Duration:** 1 minute**Base Cost:** 3, 1 to maintain**Prerequisite:** Create Metal**Magic Item:** Staff, Wand or Jewelry. 400 to create.**Iron Rope****Regular**

This spell turns an ordinary rope or twine into a flexible metal cable. This triples the DR and Hit Points of the rope and allows it to bear 5 times its normal load. Similar spells exist which turn rope into Bronze (double DR and HP) or Steel (quadruple DR and HP).

**Base Cost:** 2 for a spool of twine, 3 per 100' of rope, same to maintain.**Duration:** 1 minute**Prerequisite:** Magery, Shape Metal, Transmute to Iron.**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.**Iron Weapon****Regular**

Causes a stone or wooden weapon to be more durable, as if it were made of iron (DR 3, 20 H.P. for a 1" iron pole). Wooden or stone tipped thrusting weapons will have their damage increased by +1 for the Duration of the spell. Weight is not increased. This spell is of the most benefit to mages from primitive cultures.

**Duration:** 1 minute**Base Cost:** 2 for a single hand weapon or 5 arrows.**Prerequisite:** Create Earth**Magic Item:** Staff, Wand or Jewelry. 300 to create.**Magnetize****Regular**

Causes a piece of metal to become magnetically charged, causing ferrous items to stick to it and destroying any magnetic media which is it placed next to. At high levels this spell could be a serious inconvenience to anyone using metal weapons and/or wearing metal armor.

**Duration:** 1 minute

**Base Cost:** 1 per pound of metal affected to be able to attract items up to 1 lb. 2 per pound of metal to attract items up to 10 lbs (a ST+4 roll is required to remove items stuck to the metal at this level.). 3 per lb. for objects up to 100 lbs. (a ST roll is required to remove items stuck to the metal at this level, characters using metal weapons and/or metal armor are at -1 DX and -1 to Move.), 6 for items up to 1000 lbs. (a ST-6 roll is required to remove items stuck to the metal and characters using metal weapons and/or metal armor are at -3 DX and -2 to Move.), and so on. Half **Base Cost** to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Metal

**Magic Item:** Staff, Wand or Jewelry. 200 to create. Usable only by a mage.

### ***Metal Storm***

### ***Area***

Lets the caster create a raging circular storm of sharp bits of metal with an "eye" of calm in the middle. The eye can be up to half the radius of the storm, smaller if the caster wishes. By concentrating the caster can move the storm any distance up to its own diameter per turn, they eye moves with it. The caster may move up to 3 hexes per turn inside the eye while concentrating on the spell.

Anyone inside a full-strength metal storm must roll vs. ST each turn to avoid being knocked over. All DX. based skills are at -5 and ranged weapon attacks will succeed only on a critical hit. In addition, everyone in the metal storm must roll vs. HT. when they first enter the storm or be blinded. Finally, the storm will do 1d3 damage per turn to all those inside it. Full armor, unless it is completely sealed and has a DR of 3+ will provide only 1/2 its DR. Partial armor will give proportionally less protection against the flying debris.

**Duration:** 1 minute after reaching full strength

**Base Cost:** 2, half to maintain

**Time to Cast:** The storm starts immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in hexes to bring the storm to full strength.

**Prerequisite:** Magery 2, Shape Air, Create Stone

**Magic Item:** Staff, Wand or Jewelry. 1,200 to create. Usable only by a mage.

### ***Pillar of Iron***

### ***Area***

Creates 8' high, 12" diameter pillar of solid (PD 2, DR 8, 600 HP), in the hex of the caster's choice. This spell can be used to brace a roof or as "steamroller" if set into motion.

**Duration:** 1 minute

**Base Cost:** 3 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Wall of Iron

**Magic Item:** Staff, Wand or Jewelry 500 to create. Usable only by a mage.

### ***Refine Metal***

### ***Regular***

Refines pure ore from metal oxides or raw ore. (Note: It can take hundreds of pounds of raw ore to get even an ounce of some rare materials.)

**Duration:** Permanent

**Base Cost:** 1/10 per lb. of material to be refined. (minimum 1 point)

**Time to Cast:** 1 minute

**Prerequisite:** Rust

**Magic Item:** Staff, Wand or Jewelry. 1,000 to create. Usable only by a mage.

### ***Rust***

### ***Regular***

Rusts or corrodes reactive metals. Magic Items and items being worn or held get a saving throw (either HT 12 or the Will of the person wearing them, whichever is better.)

**Duration:** Permanent

**Base Cost:** 3 per lb. of material to be rusted.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Stone to Earth

**Magic Item:** Staff, Wand, Jewelry or Clothing. \$500 to create. Usable only by a mage.

### ***Rustproof***

### ***Regular***

Makes metals immune to rusting or corrosion for the Duration of the spell. Cancels the effects of Rust or Ruin spells and similar effects.

**Duration:** 1 day (or cancels one attack)

**Base Cost:** 1 per 10 lbs. of metal

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Metal

**Magic Item:** Any item can be made permanently rustproof for 50 points per 10 pounds of material to be affected (minimum of 25 points)

### ***Steelpass***

### ***Blocking***

This spell briefly makes the subject's body insubstantial to metal weapons. A single metal weapon can be made to pass right through subject's body doing no damage. A metal-tipped weapon like an arrow or a spear does half damage. Metal items that the subject is wearing or carrying are not affected by this spell.

**Duration:** Instantaneous

**Base Cost:** 2, can't be maintained.

**Prerequisite:** Steelwraith

### ***Stone to Metal***

### ***Regular***

Turns rock to iron or similar non-precious metal. Improves the quality of metal. Iron can be turned into mild steel, mild steel can be turned into a special purpose alloy. Gold can be made one step purer (to 24 k). Precious metals can't be made more than one step purer.

**Duration:** Permanent

**Base Cost:** 5 for any item up to 20 lbs. 10 points for any item up to one hex, plus 10 points for each hex thereafter

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, Refine, Earth to Stone

**Magic Item:** Staff, Wand or Jewelry. 1,000 to create. Usable only by a mage.

### ***Transmute to Iron***

### ***Regular***

This spell turns non-living organic materials (such as wood or leather) into iron. This will greatly increase their weight and will triple their DR and Hit Points. Similar spells exist which turn organic material into Bronze or Steel.

**Base Cost:** 3 per 50 lbs. of material

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, Create Metal, Earth to Metal, 5 other Metal spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Turn Metal***

### ***Regular***

This spell makes metal objects swerve away from subject, he is at -5 to be hit with metal or metal tipped weapons. A side effect of the spell is that the subject can't put on metal armor or pick up anything made of

metal while spell is in effect, it will skitter away as if pushed by a large magnet. Metal on or held by subject when spell is cast is immune.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Turn Earth

**Magic Item:** (a) Staff, Wand or Jewelry. 800 to create. (b) Clothing or Jewelry. Works for wearer only. 800 to create.

### ***Wall of Iron***

### ***Area***

Creates 8' high, 3" thick wall of iron (PD 2, DR 8, 150 HP), in the hex of the caster's choice. The wall has a smooth surface and can have outward pointing spikes on the top, if the caster chooses.

**Duration:** 1 minute

**Base Cost:** 5 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Wall of Stone

**Magic Item:** Staff, Wand or Jewelry. 1,200 to create. Usable only by a mage.

# Fire Spells

## Changes to Spells from GURPS Magic

**Flaming Weapon and Flaming Missile** - For 1 point extra wooden weapons can be fireproofed if the mage also knows that spell.

**Essential Flame** - Essential Fire (like all "Essential" elements) is a magical substance. It can be detected by Mage Sight, Detect Magic and similar spells. If it passes through a No Mana Zone, it reverts to normal fire.

**Phantom Flame** - This is also an Illusion spell.

## Changes to Spells from GURPS Grimoire

**Rain of Fire** - For double cost this spell can be cast indoors.

**Burning Death** - For double cost undead can be affected.

## Spells from GURPS Magic

Ignite Fire Create Fire Shape Fire Extinguish Fire Fire Proof Heat Cold Resist Cold Resist Fire Fireball Explosive Fireball Flame Jet Breathe Fire (VH) Phantom Flame Flaming Weapon Essential Fire Flaming Missiles

## Spells from GURPS Grimoire

Seek Fire Slow Fire Fast Fire Flameturning Warmth Smoke Burning Touch Rain of Fire Fire Cloud Flaming Armor Body of Flames (VH) Burning Death (VH)

## New spells

### ***Ashen Path (VH) Regular; resisted by IQ***

When this spell is cast, the mage makes himself the center of a small, powerful area of fire and destructive energy which burns and destroys flammable objects in his hex and adjacent hexes. As the mage walks along, flammable objects burst into flames and then crumble into dust. Objects worn or held by living creatures and intelligent plants get a resistance roll to avoid the effects of this spell.

Larger objects take longer to destroy. Assume that the spell's aura does 20 points of damage per turn, bypassing PD and DR.

This spell is also a Making and Breaking spell.

**Base Cost:** 10, same to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites** Magery 2, Ruin, Essential Flame, 10 Making and Breaking or Fire spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### ***Balefire (VH) Regular***

Lets caster produce a blast of black colored balefire from one fist, as per Flame Jet (M p.34). Balefire is the essence of fire's ability to consume, and will cause damage to materials not normally affected by fire, such as steel and water. Balefire radiates no heat and must touch an object in order to cause damage. Balefire will not start secondary fires.

It can only be extinguished by Dispel Magic or a Counterspell. Non- living material hit by Balefire loses HT directly, ignoring DR. Armor hit by Balefire loses 1 DR for every 2 damage points, leaving behind a weakened or useless armor position. Living things take normal damage, but only after the Balefire has burned through clothes, armor, etc. Balefire does full damage on the first turn. It will adhere to a target and

continue to do 1/2 damage, round down, each turn until it has exhausted itself. PD does not protect, but armor DR and Toughness does (until the Balefire burns through).

**Duration:** 1 second; burning may continue.

**Base Cost:** 1 to 3 points. Does 1d-1 damage for each point put into it. The Balefire's range in hexes is equal to the number of dice. Cannot be maintained.

**Prerequisite:** Magery 2, Essential Flame, Shape Fire

**Magic Item:** Staff, Wand or Jewelry. 1,000 to create. Usable only by a mage.

### ***Bloodfire Regular***

Covers the subject in a white fire that heals damage caused by any sort of fire. The subject must make a Will roll for each hit restored, as the tissue regeneration is very painful. A failed Will roll indicates that the subject has passed out for 1d turns, regaining the hit for that roll, but no more. High Pain Threshold gives +3 to the Will roll.

This is also a healing spell.

**Duration:** 1 second per hit healed, or until subject is unconscious.

**Base Cost:** 1 to 3. Twice the amount is possibly restored to the subject.

**Prerequisite:** Magery 2, Essential Flame.

**Magic Item:** Staff, Wand, Jewelry or Clothing. 1,500 to create.

Usable only by a mage.

### ***Brighten***

### ***Fire***

Regular Causes the light from a fire to become as bright as daylight and increases the fire's illumination to double normal radius.

This does not affect either fuel consumption or damage caused by the fire.

**Duration:** 1 hour

**Base Cost:** 2 to cast, 1 to maintain

**Prerequisite:** Light, Ignite Fire

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Brilliant Flames***

### ***Regular***

This spell makes flames burn brightly and colorfully with lots of sparks and popping. The fire is 50% brighter than it normally would be and is very pretty to look at.

**Base Cost:** 1 for a small flame, 2 per hex of a larger fire.

**Duration:** 1 hour

**Prerequisites:** Shape Fire

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Burn Weapon***

### ***Blocking***

Does 1d6-2 points of damage to any weapon about to strike the caster for each point of energy spent. Weapons destroyed by this spell deal no damage.

**Duration:** 1 attack

**Base Cost:** 1 to 3 points, can't be maintained

**Prerequisite:** Burning Touch

### ***Eternal Flame***

### ***Area***

When cast on an item which is burning or which can be set on fire, this spell allows it to burn without being consumed by flames. Flames still do heat damage to living creatures, but the bodies are not charred.

Thrifty mages cast this spell on candles to keep them from burning down.

**Duration:** 1 hour

**Base Cost:** 2, plus 1 per 10 lbs. of material to be affected.

**Prerequisites** Fireproof

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Candle or torch which will never go out unless extinguished by water or magic. 50 points to create.

### **Explosive**

### **Regular, resisted by HT**

Causes a normally non-flammable or non-explosive material to become explosive when exposed to fire. Explosives created in this manner do 3d6 points of damage per pound of material. Living flesh can't be made explosive.

**Duration:** 1 minute

**Base Cost:** 6 per pound of material affected.

**Time to Cast:** 10 seconds

**Prerequisite:** Flammable

**Magic Item:** (a) Staff, Wand or Jewelry. 1,500 to create. Usable only by a mage. (b) Any material (usually malleable clay or billets of wood). Will explode when ignited, doing damage as per the spell. Cost to Create: 100 points per pound.

### **Explosive Runes**

### **Regular**

Causes mystical runes to appear upon a book, map, scroll or similar object bearing written information. The runes are almost impossible to detect without activating by non-magical means. A critical success or a success by more than 8 on a traps roll will notice them.

Analyze Magic and the like will notice them. If the runes are read they explode doing damage as an explosive fireball centered on the reader.

**Base Cost:** 4 per point of explosive fireball

**Prerequisites** Explosive Fireball, Scroll

**Magic Item:** Staff, Wand or Jewelry. 300 to create. Usable only by a mage.

### **Find Hearth**

### **Information**

When this spell is cast the mage will know the direction and distance to the nearest fire used for cooking or some other human (or humanoid) activity. Long Distance modifiers apply. The mage can exclude known fires if he specifies them before he begins casting the spell.

**Base Cost:** 3

**Time to Cast:** 10 seconds.

**Prerequisites** Divination, Read Ashes

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### **Fire Bug**

### **Regular**

This spell creates a small, dull-red, roach-like insect which will seek out sheltered areas in or near flammable material like woodpiles, engine compartments, or bookshelves. It will then hide there until the spell expires, at which time it will burst into flame, destroying itself and setting everything around it on fire.

When a fire bug ignites, it does 1d6-2 points of damage to anyone or anything directly in contact with it, and it will automatically set Class A or B flammable materials on fire. Each firebug has a 50% chance of igniting Class C flammables, and a 25% chance of igniting Class D flammables.

Fire bugs move fairly quickly (Move 3) and are a small (-9 to hit), and move erratically (-3 to hit), but don't travel very far from where they are dropped (30 hexes at most). However, any damage to the bug will kill it, and cause it to detonate prematurely.

The mage can't direct where the bugs will hide, but he can place them near his desired target and hope that they will shelter where he wants them to hide. The mage can also carry the bugs instead of releasing them immediately to extend their range. A successful sleight-of-hand or Stealth roll will allow a mage to drop or release a bug without being seen. However, if the mage waits too long, the spell will end and the bugs will detonate possibly damaging the mage or setting him on fire. Also, if the mage falls or suffers some other whole body crushing damage while carrying a bug, he must roll vs. DX or the bugs will be crushed and will detonate.



**Duration:** 1 hour

**Base Cost:** 1 point per bug. The **Duration** of the spell can be extended for the same cost.

**Time to Cast:** 1 second per bug.

**Prerequisite:** Shape Fire, Hang Spell

**Magic Item:** A small cage or other container which allows the user to cast this spell. The bugs appear inside the container and can be taken out as needed. Cost to create: 300

### ***Fire Burst***

### ***Regular***

This spell makes an ordinary fire explode as if hot grease or oil had been thrown into the flames. The resulting blast temporarily makes an area of fire double the radius it occupies. Candles and lamp flames will just flare and burn fiercely, doing no damage. Torches will flare up to burn people in the same hex. Campfires will affect everyone in the adjacent hexes. Larger fires will burn a proportionately larger area. Damage done by the flames depends on the intensity of the original flames. Torches and other small flames will do 1d6-2 points of damage.

Campfires will do 1d6-1 points of damage. Larger and hotter fires will do more damage.

In dark conditions, the sudden flash of light will force anyone who is looking into the flame to roll vs. DX or be dazzled as if they had been affected by the Flash spell.

**Duration:** Instantaneous

**Base Cost:** 2 per hex of flame (or fraction thereof) to be affected.

**Prerequisite:** Shape Fire

**Magic Item:** Staff, Wand or Jewelry. 400 to create.

### ***Fire Charm***

### ***Regular, resisted by Will***

Allows an existing flame source to hypnotize anyone looking at it.

Characters who look at the charmed fire must roll vs. Will each minute that they look into it or become so fascinated by the flames that they become unaware of their surroundings. Charmed characters who are shaken or otherwise shocked or whose view of the flames is blocked can roll vs. Will each turn to "awaken". Otherwise, the charm lasts until the caster ends the spell, the spell expires, or the hypnotizing flames go out.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Fire, 3 Mind Control Spells

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

### ***Fire Fist***

### ***Regular***

The subject's hands and forearms are made immune to flame damage and then burst into flames. The flames give light equal to torchlight and allow the mage to do burn damage by touch. Punches from a burning fist do extra 1 point of burn damage in addition to normal crushing damage. If the subject grapples or grabs his victim, he does 1d6-2 points of burn damage per turn. Armor and clothing protect normally.

Since the subject's arms are fireproof, he can also pick up hot items without taking damage.

Note that only the subject's arms are made fireproof, other parts of his body and any equipment he might be carrying or holding are not fireproof and take normal damage.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Create Fire, Shape Fire, Fireproof

**Magic Item:** (a) Staff, Wand or Jewelry. 400 to create. Usable only by a mage. (b) Jewelry or gauntlets. Work for wearer only. 300 to create.

### ***Fire Gate (VH)***

### ***Regular, resisted by DX***

Fire gate opens up a very small portal to the elemental plane of fire, allowing a jet of elemental flames burst through to the caster's plane. The flames extend for 8 hexes from the mage's hand, in the direction he points.

The jet is targeted using the Magic Jet (Flame Jet) skill or DX-2, and the mage can use the "Walking the Burst" rule to improve his aim on subsequent turns. The damage done by the flames varies with the distance from the gate. If the target is 1 or 2 hexes from the mage he takes 4d damage, 3 to 4 hexes 3d, 5 to 6 hexes 2d, and 7 to 8 hexes 1d. Subjects beyond 8 hexes take no damage. The mage may, if desired, "spray" his flame, giving him +2 to hit and letting him hit any targets in his front or right hexes (for a right handed mage). Targets struck by a spray take 2d damage in the first two hexes, 1+2 dice in the next two, 1 dice in the third two hexes, and 1d-3 in the last two hexes.

A target which is man-sized or larger will completely block the path of the flames, so only the nearest target along any given "row" of hexes may be targeted.

No spells that require hand movements may be cast while this spell is "on" irregardless of the mage's skill.

**Base Cost:** 4 to cast, 2 to maintain.

**Time to Cast:** 5 Seconds.

**Duration:** 1 Second.

**Prerequisites** Magery 3, Create Gate, Maintain Spell, 25 Fire Spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

### ***Fire Gem***

### ***Enchantment***

This spell traps fire in a gem where it will burn eternally. The gem will glow as bright as a candle and is as hot as a coal. If the gem is ever broken the flame is released and will fill a single hex with flame, as if someone had cast the Create Fire spell.

The caster must have a clear, red or yellow- colored gem of at least 1 carat in order to cast this spell.

**Duration:** Permanent

**Base Cost:** 25

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Create Fire, Shape Fire, Shape Earth

**Magic Item:** Box or other container. Any suitable gems placed inside it turn to Fire Gems. 1,000 to create. Usable only by a mage.

### ***Fire Message***

### ***Information***

Allows the caster to send a message via one source of fire to another source of fire. In order for the spell to work the caster must have prepared a fire equivalent to a small campfire and he must know the general location of the fire he wishes to send his message to. If the spell is successful, anyone within 5 hexes of the target fire can see a fiery image of the caster's face (if the caster wishes it) and hear the caster's message. The caster can select a specific person or type of person to receive his message, excluding others, but if they aren't within 5 hexes of the fire, the spell fails. Use the long-distance spell modifiers as necessary.

**Duration:** 1 minute

**Base Cost:** 3, 1 to maintain

**Prerequisite:** Shape Fire, 3 Fire Spells and 3 Communication Spells

**Magic Item:** (a) Staff, Wand or Jewelry. 600 to create. Usable only by a mage. (b) Herbs, wood or other flammable material. When thrown onto an existing flame, they allow the user to cast this spell. The material is consumed by the spell. 50 points to create.

### ***Fire Sign***

### ***Information***

Causes smoke from a fire to blow in the direction that the caster wishes to travel.

**Base Cost:** 2

**Time to Cast:** 1 minute

**Prerequisite:** Shape Fire, 3 Knowledge spells

**Magic Item:** (a) Staff, Wand or Jewelry. 600 to create. Usable only by a mage. (b) Herbs, wood or other flammable material. When thrown onto an existing flame, they allow the user to cast this spell. The material is consumed by the spell. 50 points to create.

### ***Fire Snake***

### ***Regular, resisted by HT***

This dweamor creates a flying, mobile rope of fire which the mage can move as he sees fit. If it is used to attack an animate target, the mage must grapple the target with this spell. (DX of the snake is equal to that of the mage). If it wraps around a victim it does 1d6-2 points of damage per turn that it is in contact. Armor and clothing protect normally.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Magery, Create Fire, Shape Fire

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

### ***Fire Spray***

### ***Missile***

This spell creates a number of small fireballs which shoot out in a 30 degree arc from the caster's hand. Each missile has SS 15, Acc 0, 1/2D 7 and Max 15 and does 1 point of fire damage if it hits. If the GM is amenable, this spell can use the Autofire rules for guns, to determine how many missiles strike a given target. In this case the spell has RoF 6.

At the caster's option, each missile can be given a limited "homing" ability, allowing them to seek out flammable materials where they have a chance to start fires.

**Duration:** 1 second per energy point used to create the spell

**Base Cost:** 1 per 6 missiles created

**Time to Cast:** 1 second per energy point spent.

**Prerequisite:** Fireball

**Magic Item:** Staff, Wand or Jewelry. 1,500 to create. Usable only by a mage.

### ***Fire Storm***

### ***Area***

Creates an area of raging, intense fire which will suck light items into it and consume vast amounts of oxygen as well as doing heat and burn damage. A fire storm hex will do 6d6 points of damage per turn to anyone caught in it. Anyone standing in an adjacent hex will take 1d6 points of damage per turn. Anyone standing 2 or 3 hexes away from it will take 1 point of damage per turn. Armor protects with its normal DR for turns equal to its DR and then it becomes useless. Flammable objects within 1 hex of the flame are ignited immediately. Flammable objects 2 or 3 hexes from the flame will eventually ignite from the heat. Light, loose, items like pieces of paper will be sucked into the flames from up to 5 hexes away and the fire will generate a strong breeze as air is sucked into it. In an enclosed environment, any character within 10 hexes of the fire storm must roll vs. vs. HT every minute or begin to Suffocate due to lack of oxygen.

**Duration:** 1 minute

**Base Cost:** 5 per hex, 3 to maintain

**Prerequisite:** Magery 2, Shape Fire, Essential Fire.

**Magic Item:** Staff, Wand or Jewelry. 2,500 to create. Usable only by a mage.

### ***Fire Vision***

### ***Regular***

Completely eliminates vision penalties due to smoke, haze or heat caused by fires.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Fire

**Magic Item:** Staff, Wand or Jewelry. 200 to create.

### ***Firewater***

### ***Regular***

When this spell is cast on ordinary water, it mingles the essences of air and fire to create a magical liquid. Firewater is a highly-volatile, pungent-smelling liquid which will burn explosively if ignited. One pint of firewater will create the equivalent of a fire hex if it is poured on the ground and is ignited. If it is poured over (or on) someone and is ignited, it will do 1d6-2 points of whole body damage per turn for 1 minute or until the flames are extinguished.

If firewater is made into molotov cocktails, they burn like a modern molotov cocktail made of gasoline.

Firewater can be extinguished by being smothered. Water will wash it away or dilute it, but won't extinguish the flames. (Though water will put out secondary fires started by the firewater.)

Firewater can also be used as a clean-burning, long-lasting lamp fuel, as a topical antiseptic, or as a highly potent (100%-proof) but raw-tasting alcoholic beverage. If drunk or applied to bare skin it causes a burning sensation.

**Duration:** Permanent

**Base Cost:** 4 per pint.

**Prerequisite:** Magery, Essential Fire, Shape Fire, Create Water

**Magic Item:** (a) Staff, Wand or Jewelry. 600 to create. Usable only by a mage. (b) Beaker or other container. Any liquid placed in it is turned into firewater. 1,500 to create.

### **Fireworks**

### **Regular**

Allows the caster to create brilliant fireworks of any size, shape, or description. Fireworks shoot up into the air (up to 1/4 mile up) and detonate with a flash and a loud bang. The flash might Dazzle anyone looking directly at them (Save vs. HT or -4 to Vision for 1 minute) and the bang which might Deafen anyone within 5 hexes (Save vs. HT or -4 to Hearing for 1 minute) but fireworks do no damage and their only real purpose is to look pretty. Clever mages might find a way to use this spell as a distraction or signaling device. This spell only covers the creation of fireworks, putting on a successful fireworks show requires are roll vs.

the Fireworks skill (at +4 if this spell is used) with possible bonuses for successful use of the Shape Fire spell, Artist and/or Performance skill.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Create Fire, Shape Fire.

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Large, hollow tube filled with magical powders and ingredients. When a flame source is touched to the outside of the tube, the spell is triggered and the tube (and its contents) are consumed. 25 to create.

### **Flammable**

### **Regular, resisted by HT**

Causes normally non-flammable materials to become flammable as dry wood. Flammable materials to become extremely flammable (like dry tinder).

Living flesh can't be made flammable.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain (double this for a 1- hex area, double this again for each hex affected)

**Time to Cast:** 10 seconds

**Prerequisite:** Fireproof

**Magic Item:** Staff, Wand or Jewelry. 400 to create.

### **Flaming Feet**

### **Regular**

This spell makes flames spring up from your footsteps. The flames last for the Duration of the spell and do normal damage to anything they touch. Their flames are too small to damage characters in the hex, unless they fall onto the footprints or deliberately set themselves on fire.

In addition to being a neat special effect, this spell also allows a mage to quickly set areas of combustible material on fire while not taking damage himself. The mage just runs through the area he wants to ignite.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Prerequisites** Create Fire

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.(b) Footgear or Jewelry. Works for wearer only. Energy Cost: 200 points.

### **Flaming Sphere**

### **Regular**

When this spell is cast, a large ball of fire (about the size of a basketball) is called into being. The mage can then mentally control the ball and roll it around at will, up to 60 hexes from his current location.

The mage need not concentrate on the ball, but he can't move it unless he wills the ball into motion. The ball rolls along at Move 2, and can cross any terrain that a normal ball or wheeled vehicle could cross. Pits or vertical barriers will keep it from passing.

Anyone in the same hex as the sphere takes 1d6-2 points of fire damage per turn, dothing and armor protect normally. Flammable objects will catch on fire normally.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Magery, Create Fire, Shape Fire

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

### ***Greater Fireball***

### ***Missile***

Functions exactly as per the explosive fireball spell but has a greater maximum damage.

**Base Cost:** 2 to 10, 1d damage per 2 energy

**Prerequisite:** 1 to 5 seconds, 1 second per 1d damage

**Prerequisite:** Explosive Fireball

**Magic Item:** Staff, Wand or Jewelry. 2,500 to create. Usable only by a mage.

### ***Insulate***

### ***Regular***

This spell completely disrupts transfer of heat through an object making it into a nearly perfect insulation material. By use of this spell, thin clothing can be made warmer, and metal objects can be kept cool even though they are in contact with heat. Damage from fire or heat through an insulated material is halved. Note that this spell doesn't make the insulating material fireproof. Flammable materials will still burn, but they won't transfer heat through them until they are completely consumed.

This is also an Air spell.

**Duration:** 1 hour.

**Base Cost:** 1 per pound of material affected. Items can be permanently insulated for 15 points per pound of material.

**Prerequisite:** Shape Fire or Shape Air

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Lava Pit***

### ***Regular***

Creates an area of red-hot lava on a solid, level area of earth or stone. Anyone stepping, or falling into the lava will take 3d points of whole body burn damage per turn. damage. Anyone who puts part of their body into the lava takes 1d points of burn damage to the affected limb.

Anyone in the hex adjacent to the lava (or up to 3 feet above the lava) must roll vs. HT every 10 seconds or take 1 point of heat damage. Armor protects normally.

This spell can be created indoors, but it is likely to set all but the sturdiest structures on fire in short order. Also, the lava generates an incredible amount of heat, and it will quickly raise the temperature of any enclosed space to 100 degrees or more.

This is also an Earth spell.

**Duration:** 1 minute

**Base Cost:** 6 per hex, same to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Magery, Essential Fire, Shape Earth, three spells from both the Fire and Earth colleges.

### ***Leaping Flames***

### ***Regular***

This spell will make fire "jump" from its source to set flammable objects on fire. Cost increases depending on the distance the caster wishes the flames to travel. The caster must be able to see both the source flame and the target point.

**Duration:** Instantaneous **Base Cost:** 1 per 10 feet of distance from the flame source hex.  
**Prerequisite:** Shape Fire  
**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### **Mass Ignition**

### **Area**

Simultaneously ignites every light in the radius of effect. Lights are defined as candles, lamps, torches, fireplaces, and even bonfires. The effect is as though a first level Ignite Fire had been held to the item. Will not ignite any other items, regardless of their flammability (i.e. will not set off gunpowder). Useful for making dramatic entrances.

**Base Cost:** 2

**Prerequisite:** Ignite Fire

**Magic Item:** Wand, Staff or Jewelry. Energy Cost: 500 to create

### **Part Fire**

### **Area**

Creates a path through fire and/or smoke which remains for as long as the caster concentrates. Characters in the hexes parted by fire are given temporarily protection to the flames that surround them.

**Duration:** 10 seconds

**Base Cost:** 2 per hex, 1 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Fire

**Magic Item:** Staff, Wand, Jewelry or Clothing. 250 to create.

### **Poison Fire**

### **Regular**

This spell causes the smoke created by a fire to become thick and poisonous. Creatures breathing the smoke suffer damage as if they were in the area of effect of a Stench (q.v.) spell in addition to suffering the effects of normal smoke. A fire equivalent to a small campfire will generate one hex of smoke per turn. Outdoors the smoke will travel downwind, gradually dispersing. Indoors it will fill one hex per turn. Food cooked in a poison fire will become poisoned and foul-tasting (Save vs. HT or take 1d6 points of poison damage if eaten). Other objects held in a poison fire will be covered with noxious soot which will do 1 point of damage to bare skin if that item is held, handled or worn for any length of time (more than 5 minutes).

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Prerequisite:** Shape Fire, Smoke

**Magic Item:** (a) Staff, Wand or Jewelry. 400 to create. Usable only by a mage. (b) Herbs, wood or other flammable material. When thrown onto an existing flame, they allow the user to cast this spell. The material is consumed by the spell. 50 points to create.

### **Predict Fire**

### **Information**

Allows caster to detect the location, potential danger, and type of any fire or explosion hazard within 10 hexes. Good for detecting hidden incendiaries or bad wiring.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Create Fire

**Magic Item:** Staff, Wand or Jewelry. 200 to create.

### **Puff of Smoke**

### **Regular**

Causes 3' diameter ball of thin smoke to appear from the caster's hand. The color of the smoke is determined by the caster. The caster can also decide whether or not the smoke appears with a "pop" or

"crackling" sound. Smoke dissipates normally and is too thin to obscure vision or interfere with breathing. A neat party trick, though clever mages will come up with better uses for it. Alternately, this spell creates a jet of smoke which emerges from one or more of the caster's fingertips or from his mouth. Same effects as above.

**Duration:** 3 seconds

**Base Cost:** 1, can't be maintained.

**Magic Item:** (a) Staff, Wand or Jewelry. 100 to create. Usable only by a mage. (b) Dust or herbs. When crushed in the user's hand, they produce a puff of smoke. The material is consumed by the spell. 10 points to create.

### ***Purify Fire***

### ***Regular/Area***

Makes fire or any other chemical, physical or nuclear reaction involving heat burn cleanly producing no byproducts but heat and visible light. Smoke, Carbon Dioxide, and radiation from a fire or explosion are completely eliminated.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain (double cost for large fires, double again for each hex of fire to be affected)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Extinguish Fire.

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. Usable only by a mage. (b) Herbs, wood or other flammable material. When thrown onto an existing flame, they allow the user to cast this spell. The material is consumed by the spell. 25 points to create.

### ***Pyrotechnics***

### ***Area***

Lets caster produce an area of loud, brightly flashing "fireworks" and choking smoke. Creatures looking at the area of pyrotechnics must roll vs. DX or be dazzled for 1d6 seconds (-3 to Vision rolls). Creatures caught in the area of effect take 1 point of damage from the collective small explosions and must roll vs. HT or be Deafened for 2d6 seconds. In addition, they must roll vs. HT each turn or cough and choke on the lingering smoke. The smoke persists for about a minute in still, outdoor conditions and disperses normally.

**Duration:** Instantaneous, smoke lasts 1 minute.

**Base Cost:** 3 points per hex

**Prerequisite:** Magery, Create Fire, Shape Fire.

**Magic Item:** Staff, Wand or Jewelry. 300 to create.

### ***Read Ashes***

### ***Area, Information***

When the mage casts this spell, he will know if any fires were kindled in the area of effect, how big they were, how long they lasted and when they were started. The older the fire, the less detailed the information is. Very old (over 100 years or 1 year for places where fire is commonly used) the mage will just know that a fire was kindled without knowing anything more about it. For convenience sake, the mage can limit the scope of this spell, otherwise he might learn about every fire kindled in a given place for an entire year!

This is also a Knowledge spell.

**Base Cost:** 1/2 per hex

**Time to Cast:** 10 seconds

**Prerequisites:** Divination, 3 Fire spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Regulate Fire***

### ***Regular/Area***

Allows the size and spread of a fire to be regulated so that it will burn at a constant rate or temperature. Allows heat or Duration to be increased or decreased by up to 50% in either direction. The spell ends when the fire consumes all its fuel or when the caster wishes it to.

Useful for craftsmen

**Duration:** 12 hours

**Base Cost:** 2, 1 to maintain (double for a large fire, double again for each hex of fire to be regulated).

**Time to Cast:** 1 minute

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Brazier or other container. Any fire in the container can be regulated by a word of command. 500 to create.

### **Rocket**

### **Missile**

Creates a long-range missile which will explode on contact with its target, possibly setting flammable materials on fire. Otherwise this spell is like the Fireball (q.v.) spell. This missile has SS 13, Acc +4, 1/2D 150, Max 300

**Duration:** Instantaneous

**Base Cost:** 2 per die of damage done up to 3d6

**Prerequisite:** 2 seconds per point of damage.

**Prerequisite:** Magery, Fireball

**Magic Item:** Staff, Wand or Jewelry. 1,000 to create. Usable only by a mage.

### **Seek Fire**

### **Information**

Tells the caster the direction and approximate distance of the nearest significant flame source or combustible material. Use the long-distance modifiers (M p. 10). Any known sources of that material may be excluded if the caster specifically mentions them before beginning.

**Base Cost:** 3

**Time to Cast:** 10 seconds.

**Magic Item:** Staff, Wand or Jewelry. 300 to create. Usable only by a mage.

### **Smoke**

### **Area**

Creates a hex of thick smoke of the color of the caster's choice.

This smoke dissipates normally, but blocks vision (-5 to Vision rolls), and causes minor choking and irritation to the eyes. Any character caught in a smoke hex must roll vs. HT or be blinded and begin to choke.

Blindness and coughing persist for 1d6 turns after the character exits the smoke and give the character -5 to Vision rolls (in addition to the -5 for the obscuring effects of the smoke) and -2 to all skills and abilities while it lasts. Characters who have sealed eye protection (like goggles) are immune to blindness. Characters with a sealed air supply or a gas mask are immune to choking. Characters who close their eyes and/or hold their breath are immune to blinding and/or choking. Characters who spend more than a minute in a smoke take 1 point of damage per minute from smoke.

**Duration:** 1 minute (less if dispersed by wind)

**Base Cost:** 3 per hex, half (minimum 2) to maintain

**Prerequisite:** Create Fire, Puff of Smoke

**Magic Item:** (a) Staff, Wand or Jewelry. 200 to create. (b) A small sachet of herbs, sawdust or other flammable material. When a flame source is applied to it, a smoke hex is created. The material is consumed by the spell. 20 points to create.

### **Smoky Fire**

### **Regular**

Causes a fire to emit huge amounts of smoke, making the fire hex equivalent to a Smoke (q.v.) hex and polluting the area around it. In an enclosed area, a smoky fire will fill one hex per turn with smoke.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Fire, Smoke

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) A brazier or other container. Any fire produced in it will be affected by this spell. 400 to create. (c) A small sachet of herbs, sawdust or other flammable material. When a flame source is applied to it, a smoke hex is created. The material is consumed by the spell. 40 points to create.



### **Spark Swarm**

### **Regular**

This spell creates a dozen tiny fireballs which can be used to distract or damage opponents or set fires. Each casting of this spell creates 12 tiny fireballs which the mage can move at Move 10. By concentrating, the mage can command the entire swarm or selected parts of the swarm. However, he cannot command different parts of the swarm to do different things. The fireballs can be made to go in different directions, but they couldn't be commanded to move in different ways or do different things. If the mage elects to command just part of the swarm, the rest of the swarm hovers motionless. The swarm cannot go more than 20 hexes from the mage's position.

The fireballs can be used for one of three tasks. The entire swarm can be used to distract an opponent by swirling around him. This gives him -2 to hit with weapons, makes it impossible to aim ranged weapons, and gives him -2 to Vision rolls or any skill which requires concentration. If half the swarm is used, the foe is at -1 to hit and Vision.

Individual fireballs can be used as missiles. Each missile is targeted individually and has SS 12, Acc 0, 1/2D N/A and Max 20 and is targeted using the Thrown Spell (Fireball) skill. If the fireball hits it does 1 point of damage before dissipating. If the mage fires at least 5 fireballs at a single target he gets +1 to hit. If he fires all 10 missiles at single target he gets +2 to hit. He can aim at multiple targets in roughly the same direction but each victim is targeted at -2 to skill.

Fireballs can also be used to start fires. If the target is unresisting, the fireball will strike it automatically, instantly setting it on fire if it is readily flammable. This is a really impressive way to light candelabras or torches!

After 10 seconds any unused fireballs wink out of existence.

**Base Cost:** 3, can't be maintained.

**Duration:** 10 seconds.

**Time to Cast:** 3 seconds

**Prerequisites** Fireball, Shape Fire

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Tomb of Fire**

### **Regular, Resisted by HT**

The subject engulfed in an area of fire which fills the subject's hex and all the surrounding hexes and is put in stasis. While in stasis, the subject and his possessions are completely immune to flame damage. A mage who does this to himself may elect to stay awake and can move around in the fiery area.

**Duration:** Permanent

**Base Cost:** 10, 6 to reverse the enchantment

**Prerequisite:** Magery 2, 5 Fire spells.

**Magic Item:** Staff, Wand or Jewelry. 600 to create. Usable only by a mage.

### **Wall of Fire**

### **Area**

This spell creates a wall of fire 6' tall and 1 hex wide which will burn things and block visibility. The fire created emits heat equal to that of a small campfire, though the flames themselves burn fiercely and block visibility through the wall. A mage can make the fire hotter by expending more Fatigue. A wall of fire must always be rooted on the ground and will never appear where there is solid matter (like inside an opponent).

If cast in the same hex as another object, the wall of fire will appear next to the object. It is up to the caster which side of the wall the object is on. A wall of fire can be curved and multiple hexes of fire can be used to block passages or form pens, but the height of the wall can never exceed 6' (or the height of the ceiling of a very low room, whichever is lower) and the wall can't be used to incinerate victims inside it (at least not directly). Three hexes of wall can be curved to enclose a single hex. A victim trapped next to a wall of fire takes 1d6-2 points of fire and heat damage per turn. If the victim can move at sufficiently far away from the flames, he is safe no matter how hot they get. There is also nothing to prevent the subject from jumping through the flames to escape them. If a Wall of Fire is used to trap a victim, the subject may roll vs. DX to avoid being penned in.

Optionally, the caster can make the fire shed heat to one side only (determined before casting begins).

**Duration:** 1 minute

**Base Cost:** Depends on the number of hexes of flame desired, and the heat of the flames. 2 per hex, 1 per hex to maintain. - Heat equivalent to a small campfire. Will do 1d6-3 points of damage per turn to any object or person held to the flames. Will set Class A and B flammables on fire in 1 turn. Class C and D flammables will start to burn in four seconds. 4 per hex, 2 per hex to maintain. - Heat equivalent to a bonfire. Will do 1d6-2 points of damage per turn to any object or person held to the flames. Will set most flammable materials on fire in 1 second. Things like heavy wood, coal, or leather take several seconds to catch on fire. Characters one hex away from the flames will be very uncomfortable but will take no damage. 8 per hex, 4 per hex to maintain - Heat equivalent to a white phosphorous shell. Will do 1d6-1 points of damage per turn to any object or person held to the flame. Any flammable object held to the flame will start to burn immediately. Flammable objects 1 hex from the flames will eventually ignite. People 1 hex from the flames take 1d6-2 points of damage per turn. People 2 or 4 hexes from the flames take 1d6-3 damage per turn.

**Time to Cast:** 3 seconds.

**Prerequisite:** Magery, Create Fire

**Magic Item:** Staff, Wand or Jewelry. 1,000 to create. Usable only by a mage.

### ***Wall of Smoke***

### ***Area***

As above, but the caster can create a swirling, thick wall of smoke which remains stationary and can't be dispersed by wind for the Duration of the spell. Vision through a wall of smoke is completely blocked.

**Duration:** 1 minute

**Base Cost:** 4 per hex, half to maintain

**Prerequisite:** Smoke

**Magic Item:** Staff, Wand or Jewelry. 400 to create. Usable only by a mage.

# Water Spells

## Changes to Spells from GURPS Magic

**Purify Water** - For 6 points per hex this spell can also be used to purify a hex of water 1 yard square by 6 feet deep. This application takes 10 seconds. Areas of water which are purified do not have to be passed through a ring, though the mage must touch the water. If any area of water is only partially purified, pure and impure water will quickly mix and the G.M. must determine its palatability and ability to sustain life.

**Destroy Water** - This spell allows food to be dried for preservation. If food is soaked in a brine solution before this spell is cast it can be dried and salted at the same time. The spell is also convenient for quickly making salt from seawater or turning soup into bouillon. Paper which is soaked by water can also be quickly dried out limiting the damage caused by the water.

**Shape Water** - Shape water can be used to make "holes" in water, to keep water out of an area, or (at sufficiently high levels) to create a pathway along the bottom of a body of water. However, in order to do this, the entire area of water to be shaped must be affected, otherwise water rushes in through the unshaped, uncontrolled areas.

**Essential Water** - Essential Water does +2 points of damage per die to fire-based creatures. Essential Water (like all "Essential" elements) is a magical substance. It can be detected by Mage Sight, Detect Magic and similar spells. If it passes through a No Mana Zone, it reverts to normal water.

**Water Vision** - Each multiple of cost multiplies range of viewing out to the mage's normal ability to see. For example, doubling costs doubles range. This spell allows a mage to see both in water and through water.

**Frost** - This spell will damage flowers and other sensitive plants reducing yield by 25%. Large trees and hardy plants are unaffected. Multiple applications increase damage to plants.

**Melt Ice** - This spell also melts snow. Up to 3 inches of ice or 1 foot of snow can be melted per hex per application. Partially melted ice hexes will quickly refreeze (in about a minute) creating the equivalent of the Ice Slick spell.

**Ice Vision** - Each multiple of cost multiplies range of viewing out to the mage's normal ability to see. For example, doubling costs doubles range. The mage can see through cut ice at a 1:6 ratio. That is, the mage could see through 1 yard of natural ice or 6 inches of cut ice. Spells which prevent scrying also block this spell.

**Snow** - Each multiple of cost allows the mage to create or prevent an extra inch of snow. Note that this spell can be used to create a massive quantity of water. If Snow is cast to create snow, and subsequently the snow melts, it will create water at the following rate:  $1''/10$  (water to snow) x pi  $((15 * \text{Fatigue} - 0.5) * 36$  (yards to inches) $^2 * 2.5^3$  (cubic inches to cc) / 1000 (to liters) / 4 to gallons.

So:

1 Fatigue = 334 gallons 2 Fatigue = 1,384 gallons 3 Fatigue = 3,149 gallons 4 Fatigue = 5,630 gallons

Note, however that it takes an hour to get the full amount of snow and the mage must find some way of cooling the spell area to below zero and then warming it up and/or melting the snow. The most cost effective is the 3 Fatigue size giving a radius of 44.5 yards. To build a collector this big would take 3 mages with skill 15 (8 hours each) they can put in 9 Fatigue per hour into maintaining the spell (also using Recover Fatigue) yielding  $(3149 * 3)$  9447 gallons per hour or 226,728 gallons per day. This can support (at 4 gallons per person) 56,682 people with no other source of water.

GMs who wish to limit this application can rule that the snow magically disappears when the spell ends or when it is melted.

**Hail** - For double cost double damage can be done.

**Frostbite** - For double cost double damage can be done.

**Geyser** - For half cost the geyser can be created using cool water. This does no damage, but has other effects. Any geyser will produce approximately 5 gallons of water per minute.

## Changes to Spells from GURPS Grimoire

Every "Acid" spell has an equivalent "Base" spell which must be learned separately.

**Water Jet** - Any Jet spell will do 1d-1 points of damage to disperse a swarm.

**Steam Jet** - Any Jet spell will do 1d-1 points of damage to disperse a swarm.

**Wall of Water** – This is a stronger variant of Shape Water. If cast in water, the Wall of Water can be either be created underwater (where it acts a barrier to movement and currents) or on the surface of the water (where it looks like a rectangle of water resting on the surface, in defiance of earthly laws of physics). A Wall of relatively clear water (or similar liquid) gives –1 to hit per hex between the shooter and the victim for all sorts of missile weapons. This represents distortion and light refraction caused by the water. Murky water (or opaque liquids) give a greater penalty to hit or block sight through them entirely, at the GM's discretion. A Wall of Water subtracts –1 per die of damage per hex from all Low Tech missile weapons which pass through it. Bullets and other high tech projectiles (including shrapnel from explosions) do –2 points of damage per die per hex of water between the shooter (or the explosion) and the target. Water has DR 1 and 20 HP per hex vs. concussion attacks (only). Damage beyond 20 HP disperses the water and excess damage continues on to do its remaining damage. Water has DR 10 and 200 HP per hex vs. flame and heat attacks (including lasers and plasma jets). Excess damage evaporates the water and continues on to do its remaining damage. Small, streamlined missiles ignore the DR and HP of water.

**Current** - Multiple castings can change the direction or strength of the current by a greater amount.

**Waves** - The size of waves in a small pond are reduced by 3/4. Waves are reduced by half in all but the largest and deepest lakes. These numbers are halved again if the body of water is very shallow or has many obstructions (such as vegetation or rocks) which break up wave formation

**Snow Jet** - Any Jet spell will do 1d-1 points of damage to disperse a swarm.

**Icy Touch** - This spell can also be used to coat part of a creature in ice. Costs are the same, but the subject is at +2 to +6 (depending on the amount of his body covered) to HT or ST rolls to resist and to avoid fatigue.

**Flesh to Ice** - Victims of this spell take damage as if they were affected by the Body of Ice spell. They are also vulnerable to melting if the temperature is above freezing. If the temperature is above freezing but less than 50 degrees, the victims must roll vs. HT every two hours or lose 1 HP. If the temperature is between 50 and 70 degrees, they must roll every hour. Higher temperatures require a roll every half hour at -1 to HT per every 10 degrees above 70. Victims of this spell also take 1 point of damage for every 20 gallons of water poured over them or for each minute they spend in water. This damage is doubled if the water is warm.

**Body of Ice** - For double cost all the subject's possessions can be turned into ice. The subject is immune to damage from melting (see above) unless the temperature is above 70 degrees. People in Body of Ice form are also vulnerable to damage from water (see above).

**Icy Missile** - For 1 point extra the missile doesn't shatter when the spell ends.

**Rain of Ice Daggers** - This spell can be cast in other indoor settings for double cost. Bucklers and small shields reduce base damage by 1 point

**Essential Acid** - Essential Acid and Essential Base mixed together will produce an explosion which does 1d6 points of damage per gallon and which leaves Essential Salt.

### **Spells from GURPS Magic**

Body of Water Breathe Air Dehydrate Destroy Water Essential Water Fog Freeze Frost Frostbite Geyser (VH) Hail Ice Dagger Ice Slick Ice Sphere Ice Vision Icy Weapon Melt Ice Purify Water Rain Seek Water Shape Water Snow Snow Shoes Umbrella Walk on Water Water Jet Water Vision  
Swim - Movement Spells Bubble Screen - Air Spells

### **Spells From GURPS Grimoire**

Dry Well Create Well Foul Water Walk Through Water Resist Water Mud Jet Earth to Water Whirlpool Boil Water Condense Steam Create Steam Steam Jet Breathe Steam (VH)

### **New Spells**

#### ***Air Hearing***

#### ***Regular***

This spell allows the subject to hear in air as if it were water  
This spell is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 3 points, 2 to maintain  
**Prerequisite:** Air Vision  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

***Air Senses***

***Regular***

This spell allows the subject to hear, see, taste, and smell in air as if it were water. For 1 point extra he can also talk and be understood in air if he knows the Air Talking spell.

This spell is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 5 points, 4 to maintain. Add 1 point to **Base Cost** and maintenance if the mage adds Air Talking as well.

**Prerequisite:** Magery, Air Vision, Air Hearing, Air Smelling, (and, optionally, Air Talking).

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

***Air Smelling***

***Regular***

This spell allows the subject to taste and smell in air as if it were water.

This spell is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 2 points, 1 to maintain

**Prerequisite:** Air Vision

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

***Air Talking***

***Regular***

This spell allows the subject to talk and be understood in air as if it were water.

This spell is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 3 points, 2 to maintain

**Prerequisite:** Air Vision

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

***Airy Water***

***Area***

Turns normal water or water-based solutions into a less dense, breathable substance. The airy water cannot be breathed by water breathers. Any creature which requires oxygenated water to survive will begin to suffocate in an area of Airy Water, however, they can maneuver normally.

**Duration:** 10 minutes

**Base Cost:** 5, half to maintain

**Prerequisites** Magery, Destroy Water, Create Air

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

***Analyze Water***

***Information***

The caster learns everything he wants to know about a sample of Water or water-based liquid. For example, poisons and dangerous bacteria can be detected. In high-tech environments, this spell can substitute for all manner of testing equipment. A mage can determine bacterial counts, particulate concentrations of various chemicals, pH, temperature, salinity, and so forth.

**Base Cost:** 1 point

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

***Anchor***

***Area***

This spell keeps a boat or other object floating on water from moving around, no matter how strong the wind or currents. In order for the spell to be effective, the entire object to be anchored must be within the area of the spell. The subject of the spell (or the captain of a boat) must be willing or the spell automatically fails.

**Duration:** 1 hour

**Base Cost:** 2, half to maintain. This spell can be made permanent for 20 points per hex.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Water

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 200 points. (b) A small anchor on a rope.

When the rope is tied to a boat or ship and the anchor is dropped into water, the vessel is affected as if this spell was cast on it. 20 per hex of ship to be anchored.

### ***Aquarium***

### ***Regular***

This spell alters the water within a container so that it is maintained at perfect temperature, pH, salinity, pressure and oxygenation to sustain a specific sort of marine creature (or marine environment). Pathogens within the environment are either eliminated, or reduced to their natural levels, as the mage desires.

**Duration:** 1 day

**Base Cost:** 1 per 10 gallons of water, half to maintain. This spell can be made permanent for 10 times the **Base Cost**.

**Prerequisite:** Shape Water

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) An open-topped glass bowl or container. Any water placed inside it is automatically affected by the spell. Energy Cost: 50 points for one specific sort of environment, 100 points for any environment.

### ***Boat***

### ***Area***

This spell creates a boat-shaped area of water which will support the weight of solid objects and which can be moved as the caster wills. The boat moves at half the speed at which the caster could walk and will support 200 lbs. per hex.

**Duration:** 10 minutes

**Base Cost:** 2 per hex, half to maintain. Each doubling of costs doubles the weight which can be carried or doubles the speed at which the boat can move.

**Time to Cast:** 10 seconds

**Prerequisite:** Walk on Water, Float

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Small model or sculpture of a boat, when the model is placed in the water it casts this spell. 50 for each hex of the boat occupies, for each doubling of weight which can be carried, or for each doubling of speed.

### ***Bends***

### ***Regular, resisted by HT***

When this spell is cast, the victim must roll vs. HT or be afflicted by the bends.

Victims of the bends suffer -2 IQ, ST, and DX, and they suffer from the extreme pain, especially in their joints. They must make a Will roll to avoid crying out or to do anything except writhe in agony. In addition, they take 1d damage for every 10 minutes that the spell is sustained. Roll vs. HT every 10 minutes. On a successful HT roll, they take half damage. On a critical success (or two consecutive successes) they shake off the effects of the spell. On a critical failure, they suffer a heart attack or a fatal stroke and die. Note that this spell represents an extremely severe case of the bends. This spell can be cast on people who are not in water, but they get +4 to their HT rolls to resist the spell's effects.

This spell is also a Body Control and an Air spell.

**Base Cost:** 5, 4 to maintain

**Duration:** 10 minutes

**Prerequisite:** Magery, Rapture of the Deep.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

### ***Break Wave***

### ***Area***

This spell makes waves, rapids, and other rough or swiftly-flowing water divert around the affected area creating an area of relatively calm water.

**Base Cost:** 3, same to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites** Magery, Shape Water, Calm Waves

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Call of the Waves***

### ***Information***

If the mage has a sample of water, he will know which body of water it came from and roughly how far away (and in what direction) that body of water lies.

Some mages carry a small vial of water from a known location as a triangulation device and compass.

**Base Cost:** 2

**Time to Cast:** 10 seconds

**Prerequisites** Divination, Find Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Change Liquid***

### ***Regular***

When a mage casts this spell he may turn any liquid into another liquid that he is familiar with. If the desired liquid is especially rare or valuable (like human, blood, fine wine or mercury) the mage must pay double cost. Only liquids which are in liquid phase at room temperature can be created or affected by means of this spell. A mage couldn't affect or create molten gold for example.

**Duration:** Permanent

**Base Cost:** 1 per gallon. Double costs if the material created is rare or valuable.

**Prerequisite:** Magery, Create Water.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Condense***

### ***Area***

This spell causes water in the air to magically condense, drying the air and causing "dew" to form on objects in the area of effect. The water will evaporate normally

**Duration:** Permanent

**Base Cost:** 1 per hex, can't be maintained

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 points. (b) Any item. When a command word is spoken, it casts this spell over a pre-set radius. 100 points.

### ***Dampen***

### ***Area***

This spell will dampen objects in the area of effect, as if they had been left out in a heavy dew. It will make fires smoke slightly but won't extinguish anything larger than a match.

**Duration:** Permanent

**Base Cost:** 1

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Any item. Casts this spell over a preset area. 10 points per hex of radius.

### ***Depressurize***

### ***Area,***

### ***Regular***

This spell removes some of the pressure on an area of water, allowing creatures and structures to survive even deep beneath the sea.

Each doubling of this spell reduces effective water pressure within the area of effect by 100 feet, to a minimum of 1 atmosphere of pressure (that found at sea level).

This spell cures the bends, or similar problem caused by the effects of deep diving, but does not cure damage caused by the bends.

**Duration:** 1 minute

**Base Cost:** 3 points, 2 to maintain. An area can have this spell cast on in permanently for 20 times the **Base Cost**. Individuals can't be protected in this way.

**Prerequisites** Magery, Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Distill Salt***

### ***Area, resisted by Will***

The mage fills an area of the sea with a much higher concentration of salt than is usual. The spell will not work in fresh water, as the salt is taken from the water around it. Within the area of effect, the mage may choose to include or exclude any hexes desired. It is part of the spells effect that the salt does not naturally move from it's original hexes, although strong current might achieve this, and such dissipation will certainly occur once the spell has ended. Any creature within the area of effect is at -2 to all skills and must roll vs. Will+1 to retain concentration unless they shut their eyes. Land based creatures which are in the water, and who not have nictating membranes, are at -4 unless they shut their eyes.

Water based creatures in the salty area must roll vs. HT every minute or take 1 point of damage.

**Base Cost:** 2, same to maintain.

**Time to Cast:** 1 second per hex of radius. The salty area extends out from the center point of the spell at a rate of 1 hex per turn until it reaches its full area of effect.

**Duration:** 1 Minute.

**Prerequisites** Shape Water, Create Earth.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Dive***

### ***Regular***

The caster can dive into water from any depth, can descend to any depth, and can ascend to the surface at any rate without taking damage, due to the bends, extreme pressure, or naturally cold water. Note that this spell does not give the character any ability to breath underwater!

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Shape Water, Breathe Water

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points.

### ***Diver's Aid***

### ***Regular***

This spell makes the subject immune to the bends, nitrogen narcosis, or any other negative effects of gasses in the blood for the Duration of the spell.

This is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Shape Water, Shape Air

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 50 points.

### ***Drown***

### ***Regular, resisted by HT***

This spell slowly kills its victim by causing the subject's lungs to fill with water, each turn that the victim is under the influence of the spell they suffer 1 point of Fatigue damage. When all fatigue is lost, the victim begins to suffocate until they are dead.

**Duration:** 5 minutes

**Base Cost:** 10 points, 5 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Create Water, Dehydrate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.



***Drownproof******Regular***

For the Duration of the spell, it is impossible for the subject to drown (or begin to drown), no matter how badly he fails his Swimming rolls or how severe the water currents. However, the subject must be within 20 feet of the surface of the water and must make a reasonable attempt to stay afloat by swimming in order for this spell to work. If the subject is too fatigued to swim this spell won't help him.

The subject is not immune to other effects of water, such as cold injury or crushing damage due to depth.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Float

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Dry******Regular***

Removes water from an item. Useful for preserving food or drying clothes. This spell can't be used on living creatures.

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs. of material

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

***Dust to Water******Area***

Transforms an area of ordinary dust into water.

**Duration:** Permanent

**Base Cost:** 3 per 20 lbs. of material affected.

**Prerequisites:** Earth to Air, Create Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Evaporation******Area***

This spell makes liquid (or an easily sublimated solid, like ice) turn to gas. Unlike the Destroy Water spell, the liquid is not destroyed, only transformed into gas. This will have the effect of humidifying closed areas, fogging windows, etc.

**Duration:** Permanent

**Base Cost:** 2 per hex. (1 for a small area of water)

**Prerequisite:** Destroy Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Expel From Water******Regular***

This spell causes an object of the caster's choice to be expelled from water and float on the surface. Once the object is on the surface, it will move towards the caster at the rate of 3 hexes per turn.

If the subject isn't sure where the desired item is, Long Distance penalties to skill apply.

**Duration:** 1 minute

**Base Cost:** 1 point per 20 pounds affected (minimum 2), half to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Float

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***Fish Swim******Regular***

Similar to the Swimming spell, but considerably more useful and powerful. This spell allows the character to breathe water, gives him immunity to all thermal effects of water, and allows him to move at double his normal Move in water.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Swimming, Breathe Air, Protection From Water.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Energy Cost: 350 points

***Float***

***Regular***

This spell causes an object to become lighter than water, keeping it from sinking.

**Duration:** 1 minute

**Base Cost:** 1 point per 20 lbs. affected (minimum of 2), half to maintain. Items can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 5 seconds

**Prerequisite:** Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

***Free Action***

***Regular***

This spell allows the subject to move and fight in water as if it were air. The spell does not allow the character to breathe water though.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Airy Water

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

***Giant Wave***

***Regular***

A mage can use this spell points. a huge, long wave which can capsize ships or damage structures on shore. For every hex of length, the wave has 1 foot of height and 3 ST. It moves at Move 7 or at twice the speed of the ambient waves or currents whichever is faster. Anyone hit by the wave is treated as if they had just been hit by a Slam attack. If a person loses the contest by 10 or points, they are sucked into the wave and begin to drown. They must make an unresisted ST or Swimming roll each turn in order to escape from the wave. Ships or boats which lose the contest of skills by 10 or more points are capsized unless the captain can make a Shiphandling, Boating, or Powerboat roll. If they avoid capsizing they still are swamped (unless they are sealed) and they take 1d points of damage for every 5 points that the lost the contest by.

**Base Cost:** 1/5 per hex (minimum of 5 hexes). Can't be maintained

**Duration:** 10 seconds

**Time to Cast:** 1 second per point of Base Cost (minimum of 3 seconds).

**Prerequisites** Tsunami

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

***Hands of Water***

***Regular***

The caster's hands turn to cohesive water. This allows the caster to put out fires with his hands. Bare-handed attacks vs. fire-based creatures do double damage.

**Duration:** 1 minute

**Base Cost:** 3 points, 2 to maintain

**Prerequisite:** Create Water

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

***Part Water***

***Area***

Causes a body of water to part, enabling people to walk across the bottom.

Hexes are 6 feet deep, so more energy is required to part a deep body of water.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Prerequisite:** Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Poison Water***

### ***Area, resisted by HT***

This spell poisons water (or other water-based liquid), making it deadly to any living thing which touch or ingest it. Anyone who takes so much as a mouthful must roll vs. HT or take 1d6 points of damage. Anyone who drinks more than that takes 3d6 points of damage per pint. If they make a HT roll damage is halved. Land-based creatures who bathe or swim in poisoned water take 1 point of damage per minute. Water-based creatures take 1d6 points of damage for every minute they stay in poisoned water.

This spell is countered by the Purify Water spell.

**Duration:** Permanent

**Base Cost:** 1 point per 10 gallons or 5 per hex (minimum Base Cost: 2 points)

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Destroy Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 600 points.

### ***Predict Flood***

### ***Information***

This spell will allow the caster to predict floods, tidal waves, and other catastrophes involving water which will occur in the caster's vicinity within the next day.

This is also a Knowledge spell.

**Base Cost:** 3 points

**Time to Cast:** 1 minute

**Prerequisite:** 3 Water Spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Pressure Support***

### ***Regular***

This spell gives the subject the ability to survive even in the deepest of ocean depths or the most extreme high pressure atmospheres. While the spell is in effect, the subject has three levels of the Pressure Support advantage.

This is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain.

**Prerequisite:** Magery, Shape Water or Shape Air.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 600 points.

### ***Pressurize Water***

### ***Area***

This spell increases the water pressure of an area of water, as if it were at a much greater depth. This will damage people and crush underwater constructions.

Each doubling of water pressure does 1 point damage to anyone or anything within the area of effect, unless it is specifically protected from water pressure. Also, any diver who leaves the area of pressurization must roll vs. HT or suffer from the bends, as if he ascended to the surface too quickly.

Each additional atmosphere of pressure makes the water behave as if it had an additional 33 feet of water above it.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. This spell can be made permanent for 20 times the **Base Cost**.

**Prerequisite:** Magery, Shape Water.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 600 points

**Putrid Water****Area**

This spell fouls all liquids in the area of effect. Fouled liquids become dark and sludgy and emit a foul smell. Anything living in the water must roll vs. HT each turn or take 1d points of damage. Anyone who drinks the water must roll vs. HT or take 2d points of damage.

**Base Cost:** 5

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisites:** Poison Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Rapture of the Deep****Regular, resisted by HT**

When this spell is cast, the victim must roll vs. HT or be afflicted by nitrogen narcosis.

Victims of nitrogen narcosis suffer -2 IQ, ST, and DX, and they suffer from the Impulsive and Absent-Minded disadvantages. They also feel giddy and light headed.

See the effects of exposure to a High Nitrogen atmosphere (in GURPS Compendium II) for more information.

This spell can be cast on people who are not in water, but they get +4 to their HT rolls to resist the spell's effects.

This spell is also a Body Control and an Air spell.

**Base Cost:** 4, 3 to maintain

**Duration:** 1 minute

**Prerequisite:** Magery, either Shape Water, Shape Air, or Foolishness.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Read the Waves****Information**

This spell allows the caster to know the direction to the place where he wishes to travel by causing the waves to start flowing in the direction he wishes to travel. Obviously the spell can only be cast on or near a body of water large enough to produce waves.

**Duration:** 1 minute

**Base Cost:** 3 points

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Divination, Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Rich Water****Area**

This spell fills an area of water with nutrients and a community of plankton and similar microscopic creatures which feed on them. Eventually this will attract fish and allow larger life to be sustained.

Note that the nutrients and plankton are magically sustained, no natural nutrients or sunlight are required.

**Duration:** 1 day

**Base Cost:** 3, same to maintain. An area can be permanently enchanted with this spell for 20 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Alter Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Scalding Water****Missile**

The caster can throw a ball of extremely hot water which will put out fires and do scalding damage. The missile has SS 12, Acc +1, 1/2D: 15, Max: 30.

**Base Cost:** 1 point per die of damage

**Time to Cast:** 1 second per die of damage

**Prerequisite:** Water Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

**Sea Water****Area**

This spell turns an area of fresh water into normal sea water.

**Duration:** Permanent

**Base Cost:** 3 points.

**Time to Cast:** 10 seconds

**Prerequisite:** Create Water

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 150 points.

**Sink****Regular; resisted by HT**

Makes an otherwise buoyant object sink in water. This gives -4 to Swimming rolls if cast on a person.

**Duration:** 1 minute (effects can be Permanent)

**Base Cost:** 1 per 100 lbs. (or portion thereof) affected

**Time to Cast:** 5 seconds

**Prerequisite:** Shape Water

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

**Solid Water****Area**

A peculiar spell, Solid Water makes water or other liquids "solid" while allowing them to have their other properties. For example, water made solid by means of this spell could be carried without a bucket, but a person could still wash in it or drink it!

At the mage's option, the liquid can be made so that it adheres only to itself, but not to other substances, just like liquid mercury does. It would still flow downhill, but it won't get things wet. This spell is mostly used as an party trick by wizards, but clever spell-casters will find more pragmatic uses for it.

**Duration:** 1 hour

**Base Cost:** 1 per 10 gallons or 5 per hex.

**Prerequisite:** Magery, Shape Water.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Speak with Water****Information, resisted by Will**

This spell allows the mage to communicate with any body of water larger and deeper than a puddle. The mage can ask and receive an answer to one question per minute. Most bodies of water will only be able to answer questions about things or people who passed over or through them or who are (or were) in them. Old or magical bodies of water might very well have resident spirits who can provide more cogent Information. In this case, the GM should also make a reaction roll for the spirit modified as he sees fit. On a reaction of Poor or worse, the spirit is entitled to a Will roll to resist the spell and the mage must win a contest of Will or his spell skill vs. the spirit's Will in order to receive an answer to a question. Even then there is no guarantee that the spirit won't lie, water spirits are notoriously capricious.

**Base Cost:** 3, same to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites:** Divination, Detect Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

**Speed Flow****Area**

This spell causes a river, current or wave to flow faster than it normally would, possibly striking with more force and carrying boats and swimmers along with the current. The area of water affected moves in the direction in which it was already going, but at a faster rate from the rest of the water. This spell is useful for moving boats and ships without power.

**Duration:** 1 minute

**Base Cost:** 1 per hex (minimum 1), same to maintain. Each doubling of cost doubles the speed of movement. An area can be permanently enchanted with this spell for 25 times the Base Cost.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Steam Puff***

### ***Regular***

Creates a jet of steam which rushes from the caster's fingertips. This steam will do 1 point of damage to any creature it strikes and can be used to obscure vision, fog glass, or press pants.

**Duration:** 10 seconds

**Base Cost:** 2 points, same to maintain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Stone to Water***

### ***Regular***

Turns a quantity of stone or earth into an equivalent amount of water.

**Duration:** Permanent

**Base Cost:** 1 per lb. of stone (which will yield a pint of water), minimum of 2

**Prerequisite:** Create Water, Destroy Earth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Sweet Water***

### ***Regular***

An improved version of the Purify Water spell, Sweet Water turns normal water into a substance which is the essence of the purifying and cleaning powers of water. If it is poured into or on a quantity of acid, base, or any other liquid, one pint of sweet water will turn 1 gallon of other liquid into pure, drinkable water. If drunk in its pure form it has the same thirst-quenching effects as Essential Water.

**Duration:** 1 hour

**Base Cost:** 2 per pint.

**Prerequisite:** Magery, Purify Water, Essential Water.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Tomb of Water***

### ***Regular, resisted by HT***

This spell can be cast on or near a large body of water. If the spell is successful, the victim immediately sinks to the bottom and is put in suspended animation. If the caster casts this spell on himself, he may elect to remain awake, but this is unwise unless he also has away to breathe water.

**Duration:** Permanent

**Base Cost:** 10 points, 6 to reverse

**Time to Cast:** 1 minute.

**Prerequisite:** Magery, 5 water spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Tsunami***

### ***Area***

This spell can only be cast on or near large bodies of water. The spell creates a huge wall of water which rushes in the direction chosen by the caster. The wave is 30 feet high, and moves at 50 mph. When it hits, it will do 1d6 points of damage per hex of target to any solid structure in its path (such as buildings or ships). If it hits a beach, it will rush at least 200 yards inland, extending up to 60 feet above the normal water level.

Creatures caught in a tsunami must roll vs. Swimming-4 to avoid starting to Drown. They must also roll vs. ST-10 to avoid being swept along with the current. Creatures who are caught in the tsunami who are slammed against solid objects might take further damage.

The crew of small ships (less than 120 feet long) and boats must roll vs. Shiphandling or Boating skill to avoid taking double damage from the wave if the wave extends to at least half the length of the ship. If they

take double damage, another roll vs. skill is required to capsizing. Small boats are at -6 to this roll, large boats are at -4. Large ships (like battleships or supertankers) are immune to this effect, but still take structural damage.

**Duration:** 1 minute.

**Base Cost:** 3 per hex (minimum of 5 hexes)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Create Water, Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### ***Wall of Water***

### ***Area***

This spell creates a wall of water 6 feet high and 1 foot thick which entirely fills the hex. The water is cohesive and holds its shape for the **Duration** of the spell. This wall will completely block fire-based spells and will do 2d6 points of damage to fire-based creatures which try to break through it.

**Duration:** 1 minute

**Base Cost:** 6 per hex, 4 to maintain

**Prerequisite:** Create Water, Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Water Ball***

### ***Missile***

Creates a missile which explodes into a gush of water when it hits its target. This spell does no damage to normal creatures, but does 1d6 points of damage to fire-based creatures and can be used to put out fires. The missile has SS 12, Acc +1, 1./2D 30, Max 60.

**Base Cost:** 1 point per die of damage, up to 6 dice

**Time to Cast:** 1 second per point of damage

**Prerequisite:** Create Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Water Cannon***

### ***Missile***

This spell creates a powerful jet of water which jets from the caster's hands. It does no damage to human-sized creatures, but can stun or kill small animals. Anything hit by the blast must roll vs. ST 25 or be knocked back as if they had suffered a Slam attack. The missile has SS 14, Acc +1, 1/2D 10, Max 20 and produces approximately 10 gallons of water per second. Due to the nature of the spell, subsequent attacks against the same target get +1 to hit per second of sustained fire at the same target.

**Duration:** 10 seconds.

**Base Cost:** 4 points, 2 to maintain

**Prerequisite:** Magery, Water Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Water Hearing***

### ***Regular***

This spell allows the subject to hear in water as if it were air.

This spell is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 3 points, 2 to maintain

**Prerequisite:** Water Vision

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Water Knowledge***

### ***Information***

This spell allows the caster to know the location of an item (or class of items) on or in a body of water. The caster can exclude known objects of the same sort by specifying them before casting begins. Long range modifiers apply.

**Base Cost:** 3 points  
**Time to Cast:** 1 minute  
**Prerequisite:** Seek Water, Divination  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Water Message***

### ***Regular***

This spell allows the caster to send a small message across or along a lake, ocean, river or stream to someone on or near that body of water.

The message itself must be written down on some solid object no larger than a page of paper. Once the message is written, the caster sets the message on the water where it will magically float and remain waterproof for the **Duration** of the spell. The message will travel at about 30 mph, and will do its best to dodge or avoid interception. (Treat the message as having IQ 12, DX 12, Dodge 8 when avoiding capture.) If there is a current, the current will aid or slow the message. (Traditional forms for messages are messages in bottles, letters folded into the shape of toy boats, and stone slabs.)

If the caster is not certain where his subject is, there is a -4 penalty to this spell in addition to long range penalties.

**Duration:** 12 hours  
**Base Cost:** 3 points, 2 to maintain  
**Prerequisite:** Magery, Shape Water, Divination  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Water Missile***

### ***Enchantment***

This spell allows a missile to turn into water on contact with its target (or any other object it hits) Missiles with this spell on them do an extra point of damage to fires and fire-based creatures. Missiles do 1 point of damage per die of damage they would normally do to normal creatures. Missiles fired with this spell on them are automatically destroyed.

**Duration:** 1 minute  
**Base Cost:** 1 point per missile enchanted  
**Prerequisite:** Create Water  
**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Water Senses***

### ***Regular***

This spell allows the subject to hear, see, taste, and smell in water as if it were air. For 1 point extra he can also talk and be understood underwater if he knows the Water Talking spell.

This spell is also an Air spell.

**Duration:** 1 hour  
**Base Cost:** 5 points, 4 to maintain. Add 1 point to **Base Cost** and maintenance if the mage adds Water Talking as well.  
**Prerequisite:** Magery, Water Vision, Water Hearing, Water Smelling, (and, optionally, Water Talking).  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Water Smelling***

### ***Regular***

This spell allows the subject to taste and smell in water as if it were air.

This spell is also an Air spell.

**Duration:** 1 hour  
**Base Cost:** 2 points, 1 to maintain  
**Prerequisite:** Water Vision  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.



**Water Talking****Regular**

This spell allows the subject to talk and be understood in water as if it were air.

This spell is also an Air spell.

**Duration:** 1 hour

**Base Cost:** 3 points, 2 to maintain

**Prerequisite:** Water Vision

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

**Water Tell****Information**

Allows caster to "speak" with Water, allowing him to know what transpired in the area within 10 hexes of the water within the last 12 hours. The caster can ask one question and receive one answer every 10 seconds, longer for more complex questions and answers. No details that would not be known to a casual observer unfamiliar with the scene can be gained.

Alternately, the caster can use this spell to learn what happened upstream from him along a flowing body of water like a stream or river. In this case, long range modifiers apply.

**Duration:** 1 minute

**Base Cost:** 3 points, 1 to maintained.

**Prerequisite:** Magery, Divination, 5 water spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Water to Dust****Area**

Transforms an area of ordinary water into dust.

**Duration:** Permanent

**Base Cost:** 3 per 20 lbs. of material affected

**Prerequisites:** Destroy Water, Create Earth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Water Weapon****Regular**

This spell turns regular melee weapons into cohesive water. In addition to doing normal damage, these weapons can be used to put out fires and will do double damage to watery creatures.

**Duration:** 1 minute

**Base Cost:** 2 per lb. of weapon affected, half to maintain. A weapon can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisites:** Earth to Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Waterproof****Regular**

Causes objects to become waterproof.

**Duration:** 1 hour

**Base Cost:** 1 point per 20 lbs. of material to be waterproofed, half (minimum 1) to maintain. This spell can be made permanent for 10 times the Base Cost.

**Prerequisite:** Dehydrate

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Whirlpool****Area**

Cause an area of water to become a swirling whirlpool. Any creature or object caught in the area of the whirlpool must roll vs. Swimming skill or be sucked towards the center of the pool. Once the creature is sucked to the center of the pool, they must roll vs. HT each turn or begin to Drown. Creatures in the middle of the whirlpool must roll vs. Swimming skill-4 each turn to escape. Whirlpools at least half the length of a

ship or boat might be able to suck down a ship. In this case, the crew must roll vs. Shiphandling skill to avoid the whirlpool. If the roll is failed, the ship is sucked towards the whirlpool at the rate of 1 hex per turn. If the ship has sufficient Move to keep from being sucked in, the crew gets another Shiphandling roll every 10 seconds to escape. Ships sucked into a whirlpool are automatically sunk unless they are completely sealed. Even if the ship isn't sunk, it still takes 6d6 points of structural damage if it is sucked down.

In order for this spell to work, the spell must be cast on an area of water at least 10 feet deep for every hex of radius the whirlpool occupies. If the whirlpool can't reach its full depth, then all rolls to avoid the pool are at +1 per 10 feet of missing depth.

**Duration:** 1 minute

**Base Cost:** 5 per hex, same to maintain

**Time to Cast:** 10 seconds

**Prerequisites:** Magery, Shape Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points

### **Ice Spells**

Ice and Cold spells have been broken out into their own section

GMs might consider making Ice and Cold spells their own separate College by incorporating the following spells from the Elemental College of Air and Water:

### **Spells from GURPS Magic**

Cold (Fire) Cool Air (Air) Freeze (Water) Freezing Air (Air) Frost (Water) Frostbite (Water) Hail (Water) Ice Dagger (Water) Ice Slick (Water) Ice Sphere (Water) Ice Vision (Water) Icy Weapon (Water) Melt Ice (Water) Resist Cold (Fire) Snow (Water) Snow Shoes (Water)

### **Spells from GURPS Grimoire**

Coolness Create Ice Snow Jet Icy Touch Flesh to Ice (VH) Body of Ice (VH) Icy Breath (VH) Icy Missiles Rain of Ice Daggers

#### ***Cold Fire***

#### ***Area***

Creates an area of "anti-fire" which looks like normal fire but radiates intense cold. Areas caught in an area of Cold Fire take 1d6-1 points of cold damage each turn.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain. An area can be permanently enchanted with this spell for 25 times the Base Cost.

**Prerequisite:** Create Fire

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

#### ***Exploding Ice Sphere***

#### ***Missile***

This spell is like the Exploding Fireball spell in all respects except that it will not set flammable material on fire.

**Duration:** Instantaneous

**Base Cost:** 1 per die of damage, up to 6 dice.

**Time to Cast:** 1 second per point of energy put into the spell.

**Prerequisite:** Magery, Ice Sphere.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,200 points.

#### ***Fire to Ice***

#### ***Area; resisted by HT***

This spell turns fire to ice. The ice created is normal, but looks like frozen flames. If cast on a fiery creature it will do 2d6 points of damage per hex.

**Duration:** Permanent

**Base Cost:** 3 per hex.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery, Extinguish Fire, Create Water  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

### ***Freeze Weapon***

### ***Blocking***

Does 1d6-3 points of damage to a weapon about to strike the caster for each point of energy spent. Metallic weapons also take damage equal to the DR of any armor they strike. If used against a kick or punch, gauntlets or boots will protect with their full DR but might shatter. Weapons destroyed in this manner deal no damage, but a punch or kick will still do damage (with no bonus for a gauntlet or boot however).

**Duration:** 1 attack  
**Base Cost:** 1 to 3, can't be maintained  
**Prerequisite:** Icy Touch

### ***Freezing Cloud***

### ***Area***

Creates a hex of supercooled frost that hangs in the air blocking vision (-5 to Vision rolls) and doing damage to anyone inside it. Any character caught in a freezing cloud hex must roll vs. HT or take 1 point of damage per 10 seconds. Winter clothing and other protective equipment (like Vacc Suits) helps. Will freeze water in the area of effect.

**Duration:** 1 minute  
**Base Cost:** 3 per hex, half (minimum 2) to maintain  
**Prerequisite:** Smoke  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 600 points.

### ***Freezing Touch***

### ***Regular, resisted by HT***

Causes the subject's hands to become extremely cold, allowing him to freeze water and do freezing damage by touch. The subject will do 1 to 3 extra points of damage with any bare-hand attack while the spell is in effect.

**Duration:** 10 seconds  
**Base Cost:** 1 point per 1 extra point of damage done.  
**Time to Cast:** 1 second per extra point of damage done.  
**Prerequisite:** Burning Touch  
**Magic Item:** Staff, Wand, Jewelry or Clothing. 500 points.

### ***Ice Floe***

### ***Area***

When the mage casts this spell, a 6" sheet of ice appears in the area of effect. If created on land, the ice can be picked up or pushed around, and it will have the same effects as an Ice Slick if cast in an area where creatures are standing. An Ice Floe cannot be created on top of existing objects such as people or buildings. In the former case, the ice will be created beneath their feet, in the latter case, the ice will be displaced to an unoccupied area.

When created on water, the Ice Floe spell creates a stable, if slippery island of ice which will float freely according to winds and currents. It will support up to 250 lbs. of weight per hex before it sinks below the water. If someone or something collides with the ice, it has a weight of approximately 50 lbs. If the ice floe extends entirely across a body of water, the ice will support a virtually unlimited amount of weight before it cracks. The ice has PD 1, DR 3, and 12 Hit Points per hex.

The ice will melt normally while it exists and will vanish when the spell ends.

**Base Cost:** 4  
**Duration:** 1 minute  
**Time to Cast:** 3 seconds  
**Prerequisites:** Wall of Ice  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

### ***Iceberg***

### ***Area***

Similar to Ice Floe spell except that the mage creates a miniature mountain made of ice. For every hex of area, the iceberg has a yard of height at its center point and the edges slope up in a rough cone. On land, the iceberg rests on the ground and has a flat bottom. In water, the iceberg extends straight down for 2 yards for every yard of height it is above the surface until it reaches the bottom.

An iceberg will have a tremendous amount of Hit Points and can weigh tons. The GM should be the judge of how much an iceberg weighs and how much protection it provides. If a ship collides with a large iceberg treat it as a collision with a solid object.

In other respects this spell is identical to the Ice Floe spell.

**Base Cost:** 6

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites:** Magery 2, Ice Floe

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Crushing Ice***

### ***Area, resisted by ST***

This spell will only work in water that is at least a yard deep. When the mage casts the spell, he creates dozens of tough, sharp, ice floes that crush and batter anyone or anything swimming or floating in the area of effect. For 10 seconds that a person or object is in the area of effect, they must roll vs. ST or take damage from the ice.

Creatures swimming more than a yard below the surface aren't affected by the ice.

**Base Cost:** 3 per hex of radius per 1d of damage, up to 6d maximum, same to maintain.

**Duration:** 1 minute

**Time to Cast:** 1 second per 3 points of **Base Cost**.

**Prerequisites:** Magery, Freeze, Hail

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Icy Tomb***

### ***Regular, Resisted by HT***

The subject engulfed in an area of ice (or is sunk into ice or snow if in an area of permafrost or glacial ice) which fills the subject's hex and all the surrounding hexes and is put in stasis. While in stasis, the subject and his possessions are completely immune to cold damage. A mage who does this to himself may elect to stay awake and can move around in the icy area.

**Duration:** Permanent

**Base Cost:** 10, 6 to reverse the enchantment

**Prerequisite:** Magery 2, 5 Fire or Cold spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 600 points.

### ***Permanent Ice***

### ***Area***

This spell creates an area of ice which will not melt unless it is exposed to magical fire or other magics which will melt ice. The ice is normal in all other respects.

**Duration:** Permanent

**Base Cost:** 3, 2 to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisite:** Magery, Shape Water.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Wall of Ice***

### ***Area***

This spell creates a wall of ice 6' tall, 1' thick, and 1 hex wide. The ice created is normal, opaque ice and has PD 1, DR 12. Crushing or cutting weapons affect it normally, but impaling weapons do a 1 point of damage per die of damage they would normally do. Fire attacks do double damage.

A wall of ice must always be rooted on the ground (can't be cast in mid-air to fall on an opponent for example) and will never appear where there is solid matter (like inside an opponent). If cast in the same hex as another object, the ice wall will either push the item out of the way, or "flow" to avoid that item. It is up to the caster which side of the wall the object is on.

A wall of ice can be curved and multiple hexes of ice can be used to block passages or form pens, but the height of the wall can never exceed 6' (or the height of the ceiling of a very low room, whichever is lower) and the wall can't be used to entomb victims inside it. Three hexes of wall can be curved to enclose a single hex. This traps a victim but does him no physical harm. If a Wall of Ice is used to trap a victim, the subject may roll vs. DX-4 to avoid being penned in.

**Duration:** 1 minute

**Base Cost:** 6 per hex, 2 per hex to maintain

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery, Create Ice

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points

### **Weather Magic (Water)**

#### **Spells From GURPS Magic**

Fog Frost Hail Snow

#### **Spells From GURPS Grimoire**

Current Waves Tide Storm Cloud-Walking Cloud Vaulting (VH)

### **New Spells**

#### ***Drought***

***Area***

This spell prevents rain or other precipitation from falling in the affected area.

**Base Cost:** 1/10, same to maintain

**Duration:** 1 day

**Time to Cast:** 1 minute

**Prerequisites:** Destroy Water, Rain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

#### ***Humidify***

***Area***

Controls the humidity of the air within the area of effect, allowing anything from muggy conditions to bone-dryness. Rain can't be produced with this spell.

**Duration:** 10 minutes

**Base Cost:** 1 point per hex, same to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**. The humidity is set when the mage casts the spell.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

#### ***Protection from Storms***

***Regular***

This spell makes the subject immune to all effects of high winds or water associated with storms on land or on sea.

In addition, the subject gets +4 to all rolls to avoid being endangered, injured or killed by storm related effects. For example, a sailor might get +4 to DX to avoid being swept overboard, or +4 to Dodge to avoid a mast blown down in a storm. If he were also the pilot or master, he would get +4 to his Shiphandling rolls to keep the ship from sinking in the storm. He would not get the bonus to avoid the pirates his ship encounters when the ship is blown near a hostile shore though!

**Duration:** 1 day

**Base Cost:** 3 points  
**Time to Cast:** 1 minute  
**Prerequisite:** 3 Weather Spells  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Lesser Fog***

### ***Area***

This is a weaker version of the Fog spell. Unlike that spell, Lesser Fog does not completely block vision. Vision is reduced by -1 point per point of Fatigue within the affected area, up to a maximum of -5. In other respects, this spell is exactly like the Fog spell.

**Duration:** 1 minute  
**Base Cost:** 1 per -1 vision penalty, 5 points maximum, half to maintain.  
**Prerequisites:** Create Water  
**Magic Item:** Staff, Wand or Jewelry. Allows the user to cast this spell. Energy Cost: 250 points.

### ***Raincloud***

### ***Regular***

This spell brings a small thunderhead (1 hex in size) into being, which the caster can then move around by mental command (Move 3). At the caster's whim, the rain cloud will drizzle water on anything beneath it. This will dampen objects and make fires smoke, but will have no other effect. The cloud can't be used to obscure vision, it is merely a special effect.

**Duration:** 1 minute  
**Base Cost:** 1, same to maintain  
**Prerequisite:** Create Water  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Creates a small thundercloud over the wearer's head. Energy Cost: 100 points.

### ***Solid Fog***

### ***Area***

Like the Fog spell, but no amount of wind or heat will disperse it for the Duration of the spell. At the end of the spell, the vapor will disperse normally. In other respects this spell is identical to the Fog spell.

**Duration:** 1 minute (or longer depending on the surroundings).  
**Base Cost:** 3 to cast, 2 to maintain  
**Prerequisites:** Magery, Fog, Shape Air or Shape Water  
**Magic Item:** Staff, Wand, or Jewelry. 400 points.

## **Acid Spells**

Acid spells have been expanded to include Alkali and Salt as well as acid.

Magic Alkali is exactly like magic acid except that it has a distinctly slippery texture (-1 to DX rolls to keep your feet in an alkali hex) and it doesn't affect metal or plastic.

Magic alkali will neutralize an equivalent amount of magic acid, producing an explosion which will do 1d6-2 points of concussion damage to anyone within a hex of the reaction. What remains is magical salt, which is inert and inedible, though it is used in some magic spells or alchemical elixirs.

## **Spells From GURPS Grimoire**

Create Acid Resist Acid Acid Jet Spit Acid (VH) Acid Ball Rain of Acid Essential Acid (VH)

## **New Spells**

### ***Create Alkali***

### ***Area***

Covers an area with a potent base. Any creature entering the area must roll vs. DX or take damage. Damage done by the alkali is 1d6 points of damage, but the damage is done at the rate of 1 point per second until all the possible damage has been done. Armor and shields protects normally. Organic materials will take damage at the same rate as flesh, metallic materials, stone and glass are not affected.

**Duration:** 1 minute

**Base Cost:** 2 points, 1 to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Create Water

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Resist Alkali***

### ***Regular***

Renders the subject completely immune to damage from magical alkali for the **Duration** of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Create Alkali

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Alkali Jet***

### ***Regular***

A jet of super-concentrated Alkali shoots from the caster's hand. When it strikes something, it does burn damage and will damage most non-living materials. The spray has SS 13, Acc 11, 1/2D 15, Max 30.

Damage done by the spray will be done at the rate of 1 point per second until all the possible damage has been done. Armor and shields protects normally, but damage absorbed by the armor or shield is permanently subtracted from its HP and/or DR.

Organic materials will take damage at the same rate as flesh, metallic materials will take double damage but corrode at the rate of 1 point per 10 seconds, glass and stone take normal damage and take 1 point of damage per minute. If aimed at the ground the Alkali spray will form a puddle of Alkali 1 hex wide.

**Duration:** Variable, depending on material.

**Base Cost:** 2 points per die of damage up to 3 dice.

**Time to Cast:** 2 second per die of damage.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Spit Alkali (VH)***

### ***Regular***

Like Acid Breath but with alkali.

**Duration:**

**Base Cost: Prerequisite:** Magery, Alkali Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Alkali Ball***

### ***Missile***

Like an Acid ball, but with alkali

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs. destroyed

**Prerequisite:** Magery, Alkali Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Rain of Alkali (VH)***

### ***Area***

Causes a sheet of powerful Alkali to fall in the area of effect. The Alkali will do 1 point of burn damage per turn to anything in the area of effect. Clothing and armor protect normally, but are eaten away at a rate of 1 point of DR per turn. Materials such as stone or glass will be eaten away more slowly, at a rate of 1 point of

DR per minute. Magic protections work normally. Large quantities of alkali will neutralize the Alkali, creating heat and gas. Large quantities of water will dilute the Alkali, reducing or eliminating any damage.

**Duration:** 10 seconds

**Base Cost:** 5 per hex, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Create Alkali

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Essential Alkali (VH)***

***Regular***

Creates a magical base that is three times as potent as a normal base.

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs. destroyed

**Prerequisite:** Create Salt

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Dissolving Death (VH)***

***Regular; Resisted by HT***

As Burning Death and Rotting Death, but acid courses through the victims body, dissolving him into an acrid, corrosive pool of goo.

For each turn that this spell is in effect, the subject must roll vs. HT or take 1d6 points of damage until his body is completely destroyed.

This is also a Necromantic spell.

**Duration:** 10 minutes

**Base Cost:** 10

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Create Acid

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### ***Alkali Spray***

***Missile***

Identical to the Acid Spray spell but a jet of super-concentrated alkali shoots from the caster's hand. When it strikes something, it does burn damage and will damage some non-living materials. The spray has SS 13, Acc 11, 1/2D 15, Max 30.

Damage done by the spray will be done at the rate of 1 point per second until all the possible damage has been done. Armor and shields protects normally, and unlike acid are not damaged by the base.

Organic materials will take damage at the same rate as flesh, metals, stone, and glass are immune to damage from alkali. If aimed at the ground the alkali spray will form a puddle of alkali 1 hex wide. Alkali will also neutralize a like amount of acid.

**Duration:** Variable, depending on material.

**Base Cost:** 2 points per die of damage up to 3 dice.

**Time to Cast:** 2 second per die of damage.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Acid Fog***

***Area; Resisted by HT***

The Acid Fog spell does 2d6 points of damage per turn to anyone caught within it who fails their HT roll. In other respects it is like the Stench spell.

**Duration:** 1 minute

**Base Cost:** 6 to cast, 2 to maintain

**Prerequisites** Magery, Cloudkill

**Magic Item:** Staff, Wand, or Jewelry. 1,000 points.

### ***Salt***

***Regular***



This spell creates a quantity of salt. Normally, ordinary table salt is created, but the mage can create any other chemical salt that he is familiar with. It is up to the GM to decide what effects the salt will have. Large quantities of salt can melt ice, preserve food, foul small areas of water or do damage to mucous-covered creatures.

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs.

**Prerequisite:** Create Acid

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Essential Salt***

### ***Regular***

This is the magical essence of salt created from the residue of an Essential Acid, Essential Base reaction. It is three times as effective as normal salt at melting ice, damaging slime-covered creatures, preserving food and so forth.

**Duration:** Permanent

**Base Cost:** 2 per 10 lbs.

**Prerequisite:** Magery, Create Salt

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Destroy Salt***

### ***Regular***

This spell will destroy a quantity of salt, leaving behind whatever other material was present. This spell is useful for desalinating sea water and removing salt from preserved food.

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs. destroyed

**Prerequisite:** Create Salt

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Neutralize***

### ***Regular***

When this spell is cast, it will magically neutralize an area of acid or base.

**Duration:** Permanent

**Base Cost:** 1 per pint of acid or base neutralized.

**Prerequisite:** Create Salt

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points

# Healing Spells

## Changes to Spells from GURPS Magic

**Recover Strength** - Mages recover mana at twice their normal rate in Very High mana zones. Maximum skill level with this spell is now 25 and can't be improved beyond that point. Mages can recover Fatigue at the following rate:

| Skill Level | Rate of Fatigue Recovery |
|-------------|--------------------------|
| 11          | 9 minutes                |
| 12          | 8 minutes                |
| 13          | 7 minutes                |
| 14          | 6 minutes                |
| 15          | 5 minutes                |
| 16          | 5 minutes                |
| 17          | 4 minutes                |
| 18          | 4 minutes                |
| 19          | 3 minutes                |
| 20          | 2 minutes                |
| 25          | 1 minute                 |

**Awaken** - This spell also cancels the Sleep spell.

**Minor Healing** - This spell will cure up to 1/4 of the subject's hit points at a rate of 3 points per application. There is no penalty to skill until 1/4 mark is exceeded in one day.

**Major Healing** - This spell will cure up to 3/4 of the subject's hit points at the rate of 8 points per application. There is no penalty to skill until 3/4 mark is exceeded in one day.

**Sterilize** - If cast on a person the damage occurs over the period of an hour (as cells die off and waste products build up) rather than immediately. This spell will also cause the subject Fatigue equivalent to the damage done. The victim must also roll vs. HT or be generally incapacitated for 1d6-3 days (minimum 1) due to diarrhea, vomiting, and so forth.

**Suspended Animation** - The subject is "mentally void" while suspended. They don't register on spells or psi abilities which detect mental activity and they are immune to spells which affect the mind. Suspended subjects can be damaged physically, but they do not bleed, and wounds don't have any effect until the spell ends. Even if a person is "killed" due to damage while in suspended animation, they don't actually "die" until they "wake up". Likewise, healing magic and mundane healing efforts don't have any obvious effect while the subject is suspended. However, a surgeon who operates on a patient who is in suspended animation gets +2 to skill since he doesn't have to worry about bleeding or complications of anesthesia and he can take his time.

**Neutralize Poison** - The Diagnosis skill can also be used to determine the type of poison in the subject's body.

**Regeneration** - This spell can be used to regenerate any lost body part, including organs which have been lost or diminished due to damage, disease or age. Regenerated organs have some functionality immediately after the spell is cast, but they don't regenerate to full strength for a month. In game terms this means that the subject will have reduced Fatigue and/or HT until the organ regenerates. The G.M. determines the degree of disability. For example, a missing kidney would give the subject -1 to HT while it regenerates. A regenerating lung would give -3 to HT and Fatigue until it is fully recovered.

If an organ is diminished or destroyed due to aging or some underlying health condition, the improvement is temporary. The subject must roll vs. HT monthly or the organ will start to be deteriorate again.

Note that the subject must still be "alive" (or at least under the effects of the Suspended Animation spell) when this spell is cast. A patient whose brain or heart was destroyed could be revived as long as this spell was cast before they failed a HT roll to avoid dying!

**Instant Regeneration** - As above except that regenerated organs become fully functional immediately.

**Youth - Magic Item:** (a) Cauldron or Pool. Those who bathe in the pool lose 1 month of age per minute they spend bathing in the enchanted area. If they drink water from an enchanted pool or cauldron they lose 1 year of age per pint. Water from the enchanted area only works if it is taken directly from the pool by the

subject. Water carried away and given to other people is just plain water. Those who drink too much or who spend too much time in the pool are physically mentally and physically reduced to babies (though they will regain their adult attributes, skills, and advantages with time) or vanish entirely! (b) Pillar of Flame. Anyone who bathes in the flame loses 1 year of age per minute of "bathing". However, the magic is fickle. Roll 3d6 for each "session", on any roll of 18 the flame "works in reverse" and restores any years of age it previously removed from the user. In addition, the user also ages 1 year per minute spent in the flame. Cost to Create: 500,000. Requires vast quantities of almost unobtainable precious or holy ingredients and years of research and dedication. Mages have spent lifetimes trying to perfect such devices and empires have fallen in attempts to capture them.

**Resurrection** - Depending on the campaign, the G.M. might consider lowering the costs of this spell and allowing more than one try to resurrect a body. It should also be possible to resurrect a long-dead body as long as it is more-or-less intact. In a "high magic" campaign, reduce the energy cost to raise the dead to 100 points, allow one try per year, and modify the skill penalties as follows depending on the age of the corpse: -1 more than one day old, -2 3 days old, -3 week old, -4 month old, -5 six months old, -6 year old, -7 10 years old, -8 25 years old, -9 50 years old, -10 100 years old. Each century beyond that adds -1 to skill.

The caster must touch the corpse in order to revive it and if the corpse's spirit doesn't want to come back (i.e. undead, some ghosts and suicides) it gets a roll vs. Will to avoid returning to life. **Magic Item:** Large Cauldron, Pool, Chalice, or Holy Relic. Corpses who are put in the cauldron or pool, who have water from the chalice poured on them, or which have the holy relic touched to their body are returned to life. Works only once per day (or once per month or year as the GM desires) and it might only work once per person. Cost to Create: 500,000(!). Requires vast quantities of almost unobtainable precious or holy ingredients and years of research and dedication. Mages have spent lifetimes trying to perfect such devices and empires have fallen in attempts to capture them.

### **Changes to Spells from GURPS Grimoire**

**Body Reading** - This spell also emulates the effects of ultrasound and CAT scans.

**Cleansing** - This spell gives the subject +4 to HT roll to avoid infection from wounds.

**Healing Slumber** - Also see the Vigil and Nap spells.

**Stop Bleeding** - Extreme bleeding costs 3 points to stop, not 10.

**Relieve Paralysis** - Limbs that have been crippled for more than three months have half ST and 3/4 DX.

**Relieve Sickness** - The drunkenness cure is similar to the Sober-Up spell.

### **Healing Spells from GURPS Magic**

Awaken Cure Disease Halt Aging (VH) Instant Regeneration Instant Restoration Lend Health Lend Strength Major Healing (VH) Minor Healing Neutralize Poison Recover Strength Regeneration Resurrection (VH) Restoration Share Strength Sterilize Suspend Animation Youth (VH) Alter Body - Body Control Alter Visage - Body Control Remove Blemish - See Body Control Spells Body-Reading Detect Poison Share Health Cleansing Healing Slumber Cure Starvation Cure Dehydration Instant Neutralize Poison Restore Memory Stop Spasm Stop Bleeding Stop Paralysis Relieve Paralysis Relieve Sickness Relieve Addiction Relieve Madness Resist Disease Resist Poison Restore Sight Restore Hearing Restore Speech Cure Insanity (VH) Cure Addiction (VH)

### **New Spells**

#### ***Abortion***

#### ***Regular, resisted by HT***

Causes a woman (or other female mammal) to spontaneously abort a fetus without any further medical complications. If the subject is unwilling, the spell is resisted by HT. (Though this spell is common among hedge witches and the like, but its use is extremely controversial and it might be illegal in some areas.)

**Duration:** Permanent

**Base Cost:** 6

**Time to Cast:** 1 minute **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 to create.

**Amputate****Regular**

This spell allows a limb to be cleanly amputated with no bleeding and proper suturing and bandaging of the stump. This spell gives +4 to HT to avoid infection or other post-surgical complications from an amputation. The spell can only be cast on a willing subject and can only if the limb to be amputated has taken enough damage to cripple or destroy it.

**Duration:** Permanent

**Base Cost:** 2

**Time to Cast:** 5 seconds **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 to create.

**Anesthesia****Regular**

Causes a willing subject to fall into a semi-conscious state where he feels no pain and where all his voluntary muscles are immobilized and relaxed.

This spell allows conventional surgery to be performed at +1 to skill rolls, since the magical anesthesia is superior to most normal forms of anesthesia.

**Duration:** 1 hour

**Base Cost:** 3, 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Awaken

**Magic Item:** Staff, Wand, Jewelry or Headgear. Energy Cost: 100 to create.

**Anesthetic****Regular**

Relieves "normal" pain over subject's entire body, and halves the Pain and Stun penalties from wounds. It also gives +4 to Will and HT rolls to resist the effects of pain.

This spell won't work on a subject with the High Pain Threshold advantage.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Awaken **Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 to create. (b) Jewelry or Clothing. Works for wearer only. Always On. Energy Cost: 150 points.

**Bandage****Regular**

This spell will clean, suture, and bind a wound. It gives +1 to Surgery skill and can substitute for a First Aid roll. The patient gets +4 to HT to avoid infection or other complications from the wound if this spell is used.

**Duration:** Permanent

**Base Cost:** 1 point **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Birth Control****Regular, resisted by HT**

Prevents the target from conceiving or will spontaneously abort a fertilized egg up to 2 weeks after conception. If cast on a subject who is not pregnant it prevents a female from conceiving or males from producing viable sperm if male.

If the subject is unwilling, they roll vs. HT to resist. A willing subject can cancel this spell at any time after 1 day.

**Duration:** Permanent (for spontaneous abortion), 1 week (for birth control)

**Base Cost:** 1 point, same to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry. Works for wearer only. Always on. (Some versions are also Hexed so that they can't be removed.) Energy Cost: 100 points.

**Breed True****Regular**

This spell allows an offspring to show its parent's best traits, by altering the fetus while still in the womb. Only "genetic" advantages and attributes can be bred for, and they can only be bred for if they are present in a parent or grandparent. In addition, the caster must know what trait he is selecting for and the mother of the child must be present and willing to undergo the selection process. (Animals need not be willing, but do need to be present.)

**Duration:** Permanent

**Base Cost:** 5 for minor traits (hair color or texture, eye color), 10 for major traits like sex selection, 2 points for every point of advantages or attributes to be given (or every point of disadvantages to be removed).

**Time to Cast:** 1 hour

**Prerequisite:** Magery, Major Healing, Strike Blindness, Strike Deafness, and 5 other Healing spells.

**Magic Item:** Altar, Baptismal Font or similar large, bulky object. Energy Cost: 10,000 to create.

### **Clear Vision**

### **Regular**

This spell will temporarily cure poor vision short of outright blindness for **Duration** of the spell.

**Duration:** 1 minute

**Base Cost:** 3 points, 2 to maintain. Poor vision may be cured permanently for 250 points.

**Time to Cast:** 3 seconds **Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 to create. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 100 to create.

### **Combined Strength**

### **Regular**

This spell is similar to the Share Strength spell, except that it can involve more than one cooperative person besides the mage and the subject and it must be cast ceremonially. Though only the mage needs to know the spell in order to cast it, all the members of the group lose a point of Fatigue. If all the members of the group all the members of the group know the spell at skill 12 or better, the mage gets +1 to his effective skill. If all the members of the group know the spell at skill 15 or better, the mage gets +2 to skill.

In order to cast the spell, all the members of the circle, including the mage and the subject must touch one another (usually by linking hands). If any member of the group is killed, knocked out, or breaks contact with the other members, the spell automatically fails. On a critical failure, all members of the circle (including the subject) lose 2 Fatigue and must roll vs. IQ or be mentally stunned for 2d6 turns.

If the spell does go off successfully, each member of the group (except the subject) loses a point of fatigue, but they can donate up to half their total ST (and fatigue) to the subject. The recipient of this ST can use it in any way he wishes - including spell-casting. The donors recover their Fatigue normally, by resting. ST gained by this spell vanishes after 10 minutes.

**Duration:** 10 minutes

**Base Cost:** 1, plus 1 point from each member of the casting group in addition to ST donated to the subject. Can't be renewed.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Share Strength

### **Control Bleeding**

### **Regular**

If cast on a bleeding target, this spell makes their wounds clot immediately.

No actual HT damage is healed, but further HT damage under the Bleeding rules is prevented.

If the bleeding was caused by a magic spell then the mage must win a contest of skills vs. the other mage's spell.

**Duration:** Permanent

**Base Cost:** 1 point to stop minor bleeding, 3 points to control severe bleeding.

**Prerequisite:** Lend Health

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250. (b) Jewelry or Clothing. Works for wearer only. Always on allowing wounds to close automatically. Energy Cost: 150 points.

### **Cure Allergy**

### **Regular**

For the Duration of the spell, the subject is completely free from the effects of allergies that they might suffer. This spell gives temporary immunity to the effects of irritating plants such as nettles, poison ivy, or shellac.

**Duration:** 1 day

**Base Cost:** 2 points, 1 point to maintain. Allergies may be permanently cured for 50 points.

**Time to Cast:** 10 minutes

**Prerequisite:** Neutralize Poison **Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 100 points.

### ***Cure Paralysis***

***Regular***

Temporarily cures nerve damage allowing the subject to move normally. This spell doesn't give strength to atrophied or deformed limbs.

**Duration:** 1 hour

**Base Cost:** 5, 3 to maintain. Natural paralysis can be cured for 500 points. Magical paralysis can be cured for 20 points.

**Time to Cast:** 1 minute

**Prerequisite:** Major Healing

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 150 points.

### ***Cure Sprain***

***Regular***

Allows sprains, torn ligaments, and other minor injuries to tendons, muscles, and ligaments to be healed. Cures up to 1 point of damage from these sorts of injuries.

**Duration:** Permanent

**Base Cost:** 2 points

**Time to Cast:** 5 seconds

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Deathbrink***

***Blocking, Regular***

This spell keeps the subject from dying as a result of wounds. It can be used instantly, even out of turn, whenever the subject would have to make a HT roll to avoid death. However, this spell is of no use if the victim takes massive damage (-HP x 10 points).

A side effect of this spell is that when it is cast, the subject immediately falls into a deep, deathlike trance which lasts as long as the spell is maintained. During this trance, the subject doesn't lose hit points from bleeding and his food, water, and oxygen needs are 1/10th of normal.

**Duration:** 1 minute

**Base Cost:** 5 to cast, 2 to maintain.

**Prerequisite:** Major Healing, Suspended Animation.

### ***Delay Death***

***Regular***

When cast on a person after they have been reduced below 0 HT but before they die, this spell keeps them from dying (by failing HT rolls to stay alive) as long as their body is capable of sustaining life (down to -HT x 8 HP) for the Duration of the spell.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisites:** Bandage

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 200 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 100 points.

### ***Dentistry***

***Regular***

This spell allows any form of dental work to be performed. Teeth may be painlessly cleaned, removed, repaired, improved or straightened.

**Duration:** Permanent

**Base Cost:** 1 for "general care" like cleaning. 3 per tooth to remove, replace or straighten a tooth.

**Time to Cast:** 1 minute

**Prerequisite:** Minor Healing

**Magic Item:** Wand or Dental Tool. Energy Cost: 100 points.

### ***Detect Disease***

### ***Information***

This spell lets the caster know if there are any diseases within 10 hexes of his location. If there are any diseases, the spell will tell the mage who has them and what they are. If the disease is one that the mage is not familiar with, this spell will give basic information about the disease, such as vector, severity, and communicability.

The caster can exclude known disease carriers or known types of diseases if he specifies them before he casts the spell.

**Base Cost:** 3

**Time to Cast:** 10 seconds

**Prerequisite:** Diagnosis (either spell or skill)

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Diagnosis***

### ***Information, resisted by IQ***

This spell replaces and is superior to the Diagnosis skill. It will tell the caster what ails the subject, whether it is a mental, physical, emotional or magically-based ailment.

If the mage has the Diagnosis skill at 12 or better he gets +1 to cast this spell. If he has Diagnosis at 15 or better, he gets +2 to cast this spell.

**Base Cost:** 3

**Time to Cast:** 10 seconds.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Disease Ward***

### ***Area***

This spell keeps harmful bacteria from entering an area, preventing infection. Non-harmful bacteria are not affected.

People who are diseased can move through the barrier, but they can't transmit their diseases while in the affected area. (However, they can't be cured by spending time in a Disease Warded area.) If this occurs the mage will instantly become aware that an infected person is in the area, though he won't know who it is or what disease they have.

**Duration:** 1 day

**Base Cost:** 3, same to maintain. For 10 times normal cost the effects of this spell can be made permanent.

**Time to Cast:** 1 minute

**Prerequisite:** Sterilize

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Creates a mobile Disease Warded area centered on the subject. Energy Cost: 350 points.

### ***Divine Resurrection (VH)***

### ***Special***

You don't really need to be a god to cast this spell, it's just so powerful that this is the name it received. It is just like the Resurrection spell, but there is no penalty because of the amount of time the corpse has been dead. If you can find the skeleton of a ten-thousand year old subject, you can cast this spell and bring them back!

In other respects this spell is like the Great Resurrection spell.

**Duration:** Until killed again.

**Base Cost:** 1000

**Time to Cast:** 8 hours.

**Prerequisites** Great Resurrection, Planar Summons, at least 2 Spells from each of the 15 colleges.

**Magic Item:** Altar, Fountain, or Huge Cauldron. Energy Cost: 1,000,000(!) points or more. The GM can rule that such items don't exist in his campaign.

### ***Dose***

### ***Regular***

This spell allows a medicine or other concoction to painlessly be incorporated into the subject's body through the skin. The medicine will work normally, irregardless of how it was supposed to be administered. The caster must touch the subject in order to administer the medicine.

This spell allows medicines to be administered to unwilling subjects, but can also be used to administer poisons.

**Duration:** Permanent

**Base Cost:** 1 point, 1 to sustain

**Time to Cast:** 2 seconds

**Magic Item:** Spoon or Lancelet. Energy Cost: 50 points.

### ***Ease Childbirth***

### ***Regular***

This spell allows a pregnant woman (or other female creature) to quickly and easily give birth.

When this spell is first cast, labor pains are greatly reduced and both the mother and the baby get +4 to HT all HT rolls relating to giving birth. The baby is also properly positioned for quick and easy delivery, allowing the mother to give birth within 30 minutes. The spell also gives the mother and child +4 to HT rolls to resist post-partum complications. It also gives +4 to the relevant skill rolls (Midwife, First Aid, Veterinary or Physician skills) of anyone assisting with the birth.

**Duration:** 1 hour

**Base Cost:** 3 points

**Time to Cast:** 1 minute

**Prerequisite:** Minor Healing

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Fertility***

### ***Regular, resisted by HT***

This spell allows an otherwise infertile creature to procreate (if it has the necessary organs to do so) and greatly enhances the fertility of any creature guaranteeing conception. In addition, it is much more likely that a female will fewer complications during pregnancy and that she will have twins or triplets.

If the subject engages in sex while this spell is in effect, they will automatically become pregnant (or will get their partner pregnant) unless they are using magical contraception or a mundane form of contraception which prevents ovulation from occurring (like modern contraceptive pills) or their partner is infertile.

A female who becomes pregnant while this spell is cast on her gets +2 to HT rolls to resist complications during her pregnancy. Also, if she wishes, she may automatically conceive twins or triplets by rolling vs. HT (or HT-4 for triplets).

Unwilling subjects can roll vs. HT to resist this spell. Also, this spell must overcome any Birth Control or Infertility spells that have been cast on the subject. Treat this as a contest of skills between the two mages.

Animals are always assumed to be willing subjects and they will always produce double or triple their normal litter size if they make a roll vs. HT or HT-4.

**Duration:** 1 week

**Base Cost:** 2 points

**Time to Cast:** 1 minute **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Great Cure (VH)***

### ***Regular***

This spell cures any magical or organic infection, disease, poisoning or other dysfunctional condition except wounds. Organs are restored to normal functioning. Diseases or physical dysfunctions of any sort are cured.



This spell can only be cast once per day on any given subject. Also, the mage is at -1 to skill for each additional attempt to cast this spell in the same day.

**Duration:** Permanent

**Base Cost:** 20 points

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Major Healing, Neutralize Poison, Cure Disease

**Magic Item:** Altar, Baptismal Font or similar large, bulky object. Energy Cost: 25,000 to create. Mage only.

### ***Great Healing (VH)***

### ***Regular***

This spell will cure any amount of damage and will cure limbs or organs which have been crippled or destroyed (but not amputated or healed over) by damage.

In other respects this spell is like the Total Healing spell.

**Duration:** Permanent

**Base Cost:** 10 points

**Time to Cast:** 10 minutes

**Prerequisite:** Total Healing

**Magic Item:** Altar, Baptismal Font or similar large, bulky object. Energy Cost: 25,000 to create. Mage only.

### ***Great Resurrection (VH)***

### ***Special***

This spell is identical to the Resurrection spell but the penalty to revive a corpse is -1 per month that the character has been dead, instead of -1 per day. Unlike Resurrection, multiple attempts to revive the dead can be made with this spell, but each failed attempt to raise the same person gives -1 to all future rolls to use the Great Resurrection spell.

**Duration:** Until killed again.

**Base Cost:** 500

**Time to Cast:** 2 Hours.

**Prerequisites:** Magery 2, Resurrection, 10 other healing spells.

**Magic Item:** Altar, Fountain, or Huge Cauldron. Energy Cost: 100,000(!) points or more. The GM can rule that such objects do not exist in his campaign.

### ***Healers Circle***

### ***Area***

The Healer's Circle allows anyone who stands within it to heal a point of damage every minute if they can benefit from normal magical healing. In order to cast the spell, the mage must physically trace an area (which need not actually be a circle) on the ground with his finger or the tip of his staff and he must concentrate while the spell is in effect. Assume that the mage can trace as if the mage loses his concentration the spell ends.

The subjects may enter or leave the ring as they wish, but they must stand motionless, one person per hex, for the entire minute in order to heal damage. Characters can't crowd together to allow more people to heal damage.

**Base Cost:** 4 (minimum 2 hex radius), same to maintain

**Duration:** 1 minute

**Time to Cast:** 5 seconds, plus the time needed to trace the circle.

**Prerequisites:** Magery, Major Healing

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Healing Sleep***

### ***Regular***

This spell is a more powerful version of Restorative Sleep and in most respects the two spells are identical. However, unlike the former spell, Healing Sleep allows the mage to aid the subject to heal.

For every hour the mage concentrates on this spell, the subject gets a roll vs. HT+2 to HT to recover HT. For double cost the subject can roll vs. HT+5! When the mage stops concentrating the healing effects end, though the subject will sleep normally until the spell would wear off normally (12 hours).

**Duration:** 1 to 12 hours.

**Base Cost:** 3, can't be maintained. Doubling cost gives the subject +5 to HT.

**Time to Cast:** 1 minute, plus 1 hour of concentration per point of HT to be healed.

**Prerequisites:** Diagnosis (skill or spell), Restorative Sleep.

**Magic Item:** Wand, Staff or Jewelry. Energy Cost: 350 points.

### ***Immortality (VH)***

### ***Enchantment***

This spell causes subject to become immortal. The subject gains the Unaging, Immunity to Poison, Immunity to Disease, Regeneration, and Regrowth advantages.

**Duration:** Permanent

**Base Cost:** 10,000

**Prerequisite:** Magery 3, Great Cure, Great Healing, Resurrection, 15 other healing spells

### ***Immunity to Disease***

### ***Regular***

This spell temporarily gives immunity to disease, as the advantage. It has no effect on someone who already has the advantage.

**Duration:** 1 day

**Base Cost:** 6 points, 4 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Cure Disease

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 200 points.

### ***Immunity to Poison***

### ***Regular***

This spell temporarily gives immunity to poison, as the advantage. This spell has no effect on someone who already has the advantage.

**Duration:** 1 day

**Base Cost:** 6 points, 4 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Neutralize Poison

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 200 points.

### ***Impregnation***

### ***Regular, resisted by HT***

This spell requires a male and a female creature of species which are capable of interbreeding, one of which may be the mage.

In order to cast the spell, both subjects and the wizard (or the wizard and the subject) must touch each other while the spell is cast. If either subject is unwilling, they are allowed a roll vs. HT. If either of the subjects makes their resistance roll, the spell fails.

If the spell succeeds, the female magically becomes pregnant by the male, if both are capable of producing children. Birth control measures will not work unless the subjects are using magical birth control or mundane birth control measures which interfere with ovulation or the production of sperm.

Birth Control and Infertility spells can be overcome with this spell. Treat this as a contest of spell skills between the two mages.

Once impregnation succeeds, the pregnancy will advance normally.

**Duration:** Instantaneous

**Base Cost:** 5 points

**Time to Cast:** 10 seconds

**Prerequisite:** Fertility

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Jewelry or Clothing. Works for wearer only. (some versions are enchanted to be Always on and are hexed to be unremovable).  
Energy Cost: 100 points.

### ***Infertility***

***Regular, resisted by HT***

This spell keeps an otherwise fertile person from producing children. Unwilling subjects get a HT roll to resist (assume that animals are always unwilling). If this spell is used to overcome a Fertility spell treat this as a contest of spell skills.

This spell can be reversed at any time by the mage who cast it. If another mage attempts to reverse the spell, he must win a contest of skills.

**Duration:** Permanent

**Base Cost:** 10 points, 3 to reverse

**Time to Cast:** 1 minute

**Prerequisite:** Birth Control

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Jewelry. Works for wearer only. Some versions are Hexed so they can't be removed. Energy Cost: 100 points.

### ***Limited Regeneration***

***Regular***

This spell allows minor body parts such as fingers, ears or toes to be regrown.

**Duration:** Permanent

**Base Cost:** 5 points per body part to be restored.

**Time to Cast:** 1 minute

**Prerequisite:** Minor Healing

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Local Anesthetic***

***Regular***

Relieves pain in one part of the subject's body. Subject can feel pressure on the area but can't feel minor sensations and will not notice pain. This gives him +4 to HT and Will rolls to resist pain inflicted on that body part.

**Duration:** 1 hour

**Base Cost:** 1 point, 1 to maintain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Major Surgery (VH)***

***Regular***

Allows the caster to correctly remove defective organs or organ parts or large tumors from the body of willing subject. Also allows reconstruction or removal of damaged or dysfunctional body parts. Basically anything that a TL 7 surgeon could do can be done with this spell.

This spell gives +4 to Surgery skill to perform surgery and avoid post-operative complications.

**Duration:** Permanent

**Base Cost:** 10 points

**Time to Cast:** 10 minutes

**Prerequisite:** Magery, Minor Surgery

**Magic Item:** Wand, Jewelry or Surgeon's Tool. Energy Cost: 300 points.

### ***Mass Cure Disease***

***Area, resisted by HT***

This spell is identical to the Cure Disease spell except that it will remove any harmful magical or natural pathogens from (or from within) anything (or anyone) in a given area. Anyone within the area of effect is immediately cured of one specific disease or parasite, if they have it. This spell is cast at -4 if the mage is unsure of the exact sort of disease to be cured.

**Duration:** Permanent

Time to Cast: 1 minute

**Base Cost:** 2, for double cost the mage can destroy any harmful pathogen in the designated area.

**Prerequisites** Cure Disease

**Magic Item:** (a) Wand, Staff or Jewelry. Energy Cost: 600 points. (b) (b) A piece of jewelry or a bed. Works for user only. 350

### **Minor Surgery**

### **Regular**

This spell will perform any minor surgery (i.e. not involving opening the chest cavity or the brain and not involving any major organs) from the body of a willing subject.

This spell gives +4 to Surgery skill to perform minor surgery and avoid post-operative complications.

**Duration:** Permanent

**Base Cost:** 5 points

**Time to Cast:** 1 minute

**Prerequisite:** Minor Healing

**Magic Item:** Wand, Jewelry or Surgeon's Tool. Energy Cost: 100 points.

### **Miraculous Birth (VH)**

### **Regular, resisted by HT**

When this spell is cast, the subject becomes pregnant with whatever creature the mage desires - irregardless of the mother's age, sex, species, or previous state of fertility - as long as the infant form of the creature is no more than 1/4 the weight of the subject. For example, a human could not be made to give birth to an elephant, but a cat could be made to give birth to a mouse.

A live member of the species to be created must be present when the spell is cast and the mage must touch both the subject and the "father". If either subject is unwilling, they get a roll vs. HT to resist.

The mage also can't specify the nature of the offspring to be produced. For example, the mage could specify that the subject will bear a human infant. He can't specify that the child be male, have blue eyes, and be the genetic offspring of the King of Rufinia and the Queen of Khandar. However, he can specify that a near clone of his exemplar be produced (though it won't necessarily have all of its "father's" attributes).

If the exemplar and the subject are of the same species, then the mage can also specify that the offspring bear the genes of both the "father" and the "mother", though such mingling of genes will be random.

The fetus will grow in the subject's abdomen and will come to term very quickly. Each day of growth, the subject must roll vs. HT or take 1 HP of damage. If the subject dies, the fetus dies with it. However, if the subject survives, the creature it is carrying will burst forth after one month. Females will give birth normally, with all the attendant risks. The creature will rupture the belly of males doing 4d6 points of damage. Surgery or magic will reduce or eliminate this damage.

The newborn creature will be a typical infant of its species and will be normal in all respects, except for the peculiarity of its birth.

This spell can be cancelled at any time that the mage desires. It can also be dispelled by a Cure Disease, Birth Control, or Remove Curse spell.

**Duration:** Permanent

**Base Cost:** 20 points

**Prerequisite:** Magery, Impregnation, Fertility

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Obviate Sleep**

### **Regular**

Removes fatigue and skill penalties caused by lack of sleep. If the subject makes a successful roll vs. HT+1 (Strong Will helps, Weak Will hurts) he can remove any fatigue penalties for a missed night of sleep. Roll once per night of sleep missed.

This is also a Mind Control Spell.

**Base Cost:** 3, can't be maintained.

**Prerequisites** Recover ST, Awaken, Peaceful Sleep

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Partial Resurrection****Regular**

This spell is a much less powerful version of the Resurrection spell. While it will restore life to a dead body, the soul is not restored. In order for the spell to work, the mage must have complete, fresh body.

If the mage makes his skill roll by 0-3 points, the body is alive but is in a permanent coma. If he makes his skill roll by 4 to 6 points, the body is "conscious" but has no personality and IQ 3. It will understand simple commands given in its native language but nothing more. It has no skills, no mental advantages, and cannot speak or act independently. It will follow the orders of anyone who commands it but will not attack anyone (including itself).

If the mage makes his skill roll by 7 or more, the body is conscious and has some of its previous memories. It can speak and it has all of its former skills, but it has IQ 8 and 5 levels of Weak Will (effective Will 3). In addition, it has no mental disadvantages that are not inherent to its species, no personal memories (treat as Partial Amnesia), and no emotions and very limited self-motivation (the body must make a Will roll every minute in order to do anything but the most pressing tasks). While the body can use weapon skills to defend itself it is very unlikely to use those skills to attack or to defend others, since it has neither the desire or motivation to do so.

On a critical failure, the body is animated but is promptly possessed by a powerful demon. In this case, the mental characteristics and skills are those of the possessor.

**Base Cost:** 10 points

**Duration:** Permanent

**Time to Cast:** 10 minutes

**Prerequisites** Magery 2, Major Healing, Restore Life

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Preservation****Regular**

This spell preserves a corpse, limb or organ against normal decay indefinitely. It is mostly used to preserve bodies or severed limbs so that they can be magically restored or properly buried, but it also has more mundane applications like preserving hunting trophies or biology specimens or keeping meat from rotting.

This spell is also a Necromantic spell.

**Duration:** Permanent

Time to Cast: 1 minute

**Base Cost:** 10 points.

**Prerequisites** Prevent Decay or Suspended Animation

**Magic Item:** (a) Wand, Staff or Jewelry. Energy Cost: 200 points. (b) A box or coffin. Preserves any corpse or body part placed in it. Energy Cost: 100 points.

**Prevent Decay****Regular**

Keeps a body or body part from deteriorating for the **Duration** of spell.

**Duration:** 1 day

**Base Cost:** 1 for a body part, 3 for a whole body. Large creatures can be preserved for 3 points per hex they occupy.

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

**Prevent Nausea****Regular**

For the Duration of the spell, the subject is immune to all forms of nausea or non-magically induced vomiting. This cancels the effects of Space Sickness, Free Sickness, and Motion Sickness. At the GM's option, it will also cure or reduce Time Sickness. This casting doesn't interfere with the subject's ability to vomit if it is necessary to purge poisons, alcohol, or bad food.

**Duration:** 1 day.

**Base Cost:** 2, same to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 50 points.

### ***Prosthesis***

### ***Enchantment***

This spell allows the caster to produce an artificial limb with all the flexibility of a normal limb which can then be grafted to the subject's body.

The resulting limb can be as realistic or artificial looking as the mage wishes and might even be an improvement over the natural limb. The only requirement is that the prosthesis be roughly the same size and shape as the original limb. The prosthesis spell grants the limb the flexibility and dexterity of a normal limb and makes it fit perfectly to the stump.

After the limb has been made, but before it has been fitted, the mage can enchant the prosthesis with other spell. If the limb is to be enchanted so that it is more effective than the subject's original limb, then the mage must use spells such as *Might* or *Dexterity* to enchant it.

Finally, once the limb has been fully enchanted, the mage joins the prosthesis to its owner's body. Except for the initial design session with the person who is to wear the prosthesis, this is the only part of the enchantment where the subject need be present. In this phase, the mage casts a permanent version of the *Attachment* spell which permanently grafts the artificial limb to the owner's body.

This spell can only be used to replace missing limbs or digits. It can't be used to graft new, artificial limbs to the subject's body.

**Base Cost:** 200 points, 5 points to attach the limb.

**Prerequisite:** *Magery*, *Animate Object*, *Might*, *Dexterity*, *Attachment*.

### ***Purge Parasites***

### ***Regular***

Removes all internal and external parasites from the subject's body.

**Duration:** Permanent

**Base Cost:** 1 point **Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 25 points.

### ***Quarantine***

### ***Area, resisted by HT***

This spell keeps creatures with a disease or parasitic infection specified by the caster from entering or leaving the area of this spell.

The type of disease or parasitic infection and the "direction" in which the spell works must be specified in advance.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain. An area can be permanently quarantined for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisite:** *Diagnosis*, *Disease Ward*

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Quick Pregnancy***

### ***Regular, resisted by HT***

This spell will speed up the pregnancy of a woman from 9 months to as short a period as 12 hours. Pregnancy in other creatures is speeded up proportionately. It is possible for a mouse to give birth minutes after impregnation if this spell is used!

In order for the spell to work, the subject must already be pregnant and the mage must touch the subject. Unwilling subjects get a roll vs. HT to resist. At the end of the spell, any offspring are brought to term and the subject gives birth normally. The speed of childbirth itself is not speeded up by this spell.

**Duration:** Permanent

**Base Cost:** 1 point for each halving of the gestation period plus 1 point for every 10 lbs. the mother weighs (minimum of 3 points).

**Time to Cast:** 1 minute

**Prerequisite:** *Magery*, *Ease Childbirth*

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Rapid Healing***

### ***Regular***

The subject of this spell temporarily gains a form of the Rapid Healing advantage. They get +4 to effective HT to make healing rolls and to avoid infection.

This spell has no effect upon someone who already has the Rapid Healing advantage.

**Duration:** 1 day

**Base Cost:** 2, same to maintain

**Time to Cast:** 1 minute

**Prerequisites:** Minor Healing or Lend Health

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 200 points.

### ***Reattach***

### ***Regular***

Allows a cleanly severed body part which is intact and has been detached from the body for less than 4 hours to be reattached with no ill effects.

**Duration:** Permanent

**Base Cost:** 4 points for a finger or other small appendage, 8 points for hand or foot, 12 points for an arm or leg.

**Time to Cast:** 1 minute

**Prerequisite:** Minor Healing, Regeneration

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Recover From Exertion***

### ***Special***

Works on the caster himself, similar to Recover ST, but for exertion as well as magical fatigue use. This spell does not function in low- or no-mana zones.

**Base Cost:** none

**Prerequisites:** Recover ST, Lend HT

### ***Reincarnation***

### ***Regular, resisted by Will***

Allows the consciousness of a recently deceased person to be brought back in another body.

The consciousness and soul of the dead person is transferred to another body, which could be that of any sentient or semi-sentient race present in the region where the victim died. The exact form of the body is up to the GM, however, it will not have more or less than 50% of the character points that the character originally had.

The character's IQ, Will, Mental advantages and disadvantages, memories and mental skills will automatically transfer to the new body. Some mental disadvantages or advantages might be lost, but as much as is possible, the personality and character of the new character will match that of the old. Physical skills, advantages, and abilities might be completely different.

In game terms, this means that the GM will redistribute 50% of the characters points into new or different advantages, disadvantages, and attributes (in some cases 50% of the points may go just paying the Base Cost of the new race!).

**Duration:** Permanent

**Base Cost:** 150

**Time to Cast:** 1 hour

**Prerequisite:** Magery, Summon Spirit, Major Healing, Regrowth, Regeneration

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Relieve Irritation***

### ***Regular***

Removes irritation and pain due to minor sunburn, allergies, or insect bites to be removed. This spell will relieve pain or itching due to such injuries but it will not heal them. However, it will counter the Itch spell.

**Duration:** Permanent

**Base Cost:** 1 point

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 25 points.

**Remove Hunger****Regular**

Cures starvation damage in the subject. Each casting of this spell gives the equivalent of a full meal along with rest canceling the effects of the Hunger spell or countering the effects of a missed meal.

This is also a Body Control Spell.

**Duration:** Permanent

**Base Cost:** 3 per missed meal, can't be maintained.

**Prerequisites** Restore ST, Minor Healing.

**Repel Parasites****Regular**

Keeps the subject from being infested with internal or external parasites.

**Duration:** 1 day

**Base Cost:** 2 points, 1 to maintain. Can be made permanent for 25 points.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 25 points.

**Resist Death****Regular**

Allows the subject to better resist unconsciousness and death when HT goes below zero. This spell gives +2 to HT to resist unconsciousness and death due to wounds.

**Duration:** 10 minutes

**Base Cost:** 2 points, 1 to maintain. Double cost for +4 to HT, Triple cost for +6.

**Prerequisite:** Minor Healing

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 200 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 150 points.

**Restorative Sleep****Regular**

The subject of this spell (who must be willing or unconscious) will fall into a deep sleep which allows them to rapidly heal damage.

The subject cannot be wakened except by force and if they aren't disturbed they will sleep for 12 hours. While asleep, they can roll vs. HT+1 every 3 hours to recover a point of HT and a point of Fatigue. This spell automatically ends if the subject is wakened.

**Duration:** 12 hours

**Base Cost:** 3, can't be maintained.

**Time to Cast:** 1 minute

**Prerequisites** Diagnosis (skill or spell), Strengthen Body.

**Magic Item:** Wand, Staff or Jewelry. Energy Cost: 450 points. (b) A piece of jewelry or a bed. Works for user only. 350

**Restore Blood****Regular**

This spell restores 1 pint of lost blood to the subject.

This gives +1 to HT to resist the effects of Shock, restores 1 point of damage, and gives +2 to HT to resist unconsciousness or death if HT is below zero.

Additional pints of blood restore 1 point of damage each, up to a maximum of 1/2 the damage the subject has suffered from wounds. Additional blood doesn't give any further bonus to HT though.

**Duration:** Permanent.

**Base Cost:** 3 points, 1 per additional pint of blood.

**Prerequisite:** Minor Healing

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.

**Restore Body****Regular**



Causes a damaged or incomplete dead body to completeness. Limbs will be reattached, missing parts will be restored, wounds will be closed and so forth. The corpse will be restored to perfect condition, suitable for resurrection, but it will still be dead.

The mage is at -1 penalty to skill if one or more major body part that is missing when this spell is cast. He is at -3 to skill if the head is missing or if the body has been terribly mutilated, and he is at -5 to skill if the body has been completely obliterated.

**Duration:** Permanent (until decay sets in)

**Base Cost:** 1 point for every multiple of negative HT the corpse suffered after death. (For example, a corpse that took -HT x 3 points of damage would cost 3 points to restore). Seriously decayed or badly damaged corpses cost 15 points. Completely obliterated or decayed corpses cost 30 points to restore.

**Time to Cast:** 1 minute

**Prerequisite:** Prevent Decay

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Restore Taste/Smell***

### ***Regular***

This spell temporarily cures the Anosmia disadvantage or counters the Strike Taste/Smell spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Healing

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Cost: 100 points.

### ***Resuscitate***

### ***Regular***

This spell will restart and stabilize the subject's heartbeat and/or breathing if the subject's heart and lungs are more-or-less intact and there is blood to circulate oxygen. This spell gives +4 to First Aid rolls.

If a subject has been reduced to 0 HP because of Cardiac Arrest (like due to electricity), this spell will automatically restore half the victim's normal HP as long as the heart is intact.

**Duration:** Permanent

**Base Cost:** 2 points

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Reverse Decay***

### ***Regular***

Reverse Putrescence will reverse up to 1 month worth of decay in a corpse per casting and will halt decay for the Duration of the spell. The spell can only be cast once per day on any given corpse.

This spell will make undead appear "lifelike", but even a corpse made "fresh" by this spell will look pallid unless make-up is applied and the flesh will remain cold to the touch. However, a quick medical examination is required to determine that a restored corpse is not living. Mindless undead remain mindless, this spell does not restore mental capabilities.

**Base Cost:** 3 per hex of creature.

**Time to Cast:** 1 Minute.

**Prerequisites:** Zombie, Preserve Food, Cure Disease.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Revive (VH)***

### ***Regular; resisted by HT+2***

This spell can revive a subject who has just "died" by failing a HT check, by restarting his heart and restoring his breathing. In order to benefit from this spell, the subject must meet certain requirements - he must have "died" very recently (less than 4 minutes without extenuating circumstances), and have not had his hit points reduced below -2 x HT before he died. In addition, the body must be physically capable of sustaining life, i.e. there must be blood to circulate, and the heart, lungs, and brain must be reasonably intact.

It is possible to revive a victim who died of severe bleeding or poisoning, but unless these problems are dealt with immediately, the subject will have to make further HT rolls to survive, and might very well die again. (Note that the subject's body doesn't have to be entirely intact - it can be missing limbs.)

If the victim has been dead long enough to suffer severe brain damage or brain death (beyond four minutes in most circumstances) this spell will not work. Extreme cold (sufficient to cause hypothermia - like cold water, ice baths, or freezing temperatures) will extend this Duration by several minutes. The Suspend Animation spell will prevent deterioration for as long as the spell lasts.

Once the spell is cast, the victim must save vs. HT+2. If he fails the save, he will not revive. Repeated attempts are allowed, with an increasing Fatigue cost (+1 energy per repeated attempt) and -1 to the subject's HT roll for each repeated attempt. After three failed attempts (per death), the victim cannot be revived.

Anyone touching the subject (other than the caster) when the spell is cast will be thrown back and take 1d6-3 points of electrical damage. The subject takes 1d6-3 points of damage as well, but does not move. Damage done by the spell will not prompt further survival rolls, even if it reduces the subject's hit points to the point where they would normally have to make another death check. Subsequent attempts to use this spell can be made even if a previous attempt to revive the victim took his Hit Points below -2 x HT, unless the previous attempt was a critical failure.

**Duration:** Instantaneous (Effects are permanent until the subject dies again.)

**Base Cost:** 3 points, can't be maintained (+1 to energy costs for repeated attempts to cast this spell).

**Prerequisites** Major Healing, Awaken or Shocking Touch

**Magic Item:** Two metal plates with rubber handles, must be placed on subject's bare chest.

Activated two seconds after the command word "Clear" is spoken. 250 energy points.

### ***Seal Wound***

### ***Regular***

Magically sews a wound shut so that it won't reopen, even if strained. Gives +1 to Surgery, Veterinary, or First Aid skill. Complementary to the Bandage spell. An unconventional use of this spell will restore physical virginity in females.

**Duration:** Permanent

**Base Cost:** 1 point

**Magic Item:** Needle. Energy Cost: 50 points.

### ***Set Fracture***

### ***Regular***

Sets a broken or dislocated bone and makes the broken pieces start to knit together. Gives +4 to First Aid, Veterinary, Surgery or Physician skill to properly deal with a broken bone.

**Duration:** Permanent

**Base Cost:** 1 point

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Slow Aging***

### ***Regular***

This spell slows the rate at which the subject ages. The game effect is to give the recipient +2 to HT rolls to resist the effects of yearly aging rolls. In order for this spell to be effective, it must be cast or maintained for an entire year. However, unlike other spells, it does not count as an "on" spell

**Duration:** 1 month

**Base Cost:** 10 points, same to maintain. For double cost the subject can have +4 to his HT rolls.

**Time to Cast:** 10 minutes.

**Prerequisites** Magery 2, Major Healing, 5 other Healing spells

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 2,500 to create (double cost for double strength version). (b) Jewelry. Works for wearer only. Always on. Energy Cost: 1,500 (double cost for double strength version).

### ***Slow Bleeding***

### ***Regular***

Slows loss of blood to 25% normal. Gives +2 to HT to stop severe bleeding.

**Duration:** 10 minutes

**Base Cost:** 1 point, same to maintain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Slow Disease***

***Regular***

Slows the spread of disease or infection to 25% normal. Gives +2 to HT rolls to shake off disease or infection.

**Duration:** 1 day

**Base Cost:** 2 points, 1 to maintain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Slow Poison***

***Regular***

Slows the spread of poison to 25% normal. Gives +2 to HT rolls to resist poisons already in the body.

**Duration:** 1 day

**Base Cost:** 2 points, 1 to maintain **Magic Item:** Staff, Wand or Jewelry. Energy Cost: 00 points.

### ***Slow Rot***

***Regular***

Reduces the rate at which plant or animal tissue decays. If cast on a subject with a rotting disease, they get +4 to HT to resist the effects of the disease. If cast on dead tissue, the rate of decay is quartered.

**Duration:** 1 week

**Base Cost:** 1 per 10 lbs. of material

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

### ***Splint***

***Regular***

Immobilizes broken bones or other wounded parts of the body so that they aren't further damaged by movement. Unlike normal splinting, there is no bandaging to interfere with movement. The body part which is splinted still can't be used, but non-injured parts of the same limb can still be moved.

**Duration:** 12 hours

**Base Cost:** 1 point, same to maintain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

### ***Stabilize***

***Regular***

Allows a subject at or below 0 HP to make Death checks every 4 hours, as opposed to every hour.

**Duration:** 8 hours

**Base Cost:** 2 to cast, 1 to maintain

**Time to Cast:** 10 seconds.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Bed, jewelry or clothing. Works for wearer/user only. Always on. Energy Cost: 100 points.

### ***Strengthen Body***

***Regular***

This spell speeds the body's natural healing processes giving them a slow form of regeneration. For every 6 hours this spell is in effect, the subject gets a HT roll to recover a point of damage. (One roll at 6 hours, 2 after 12 hours.)

This spell can't be maintained for more than 12 hours.

**Duration:** 12 hours

**Base Cost:** 3, can't be maintained.

**Time to Cast:** 1 minute

**Prerequisites** Diagnosis (skill or spell), Lend Health

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 to create.

### ***Strengthen Bones***

***Regular***

Cancels the Fragile disadvantage or gives creatures with normal bones +6 to HT to resist broken bones.

**Duration:** 1 day

**Base Cost:** 3, 3 to maintain

**Prerequisite:** Set Bone

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 50 points.

### ***Temporary Resurrection***

***Regular***

This spell is identical to the Resurrection spell but the subject is only temporarily revived from the dead. They die when the spell ends or if they fail a daily HT roll to stay alive. The subject can also be killed or can die by normal means. If the subject dies because the spell ends, they die an instantaneous, painless death. The Resurrection spell can be cast on a person who has been Temporarily Resurrected even though they are alive. However, if the Resurrection spell fails, the subject dies immediately.

This spell might be considered "evil" but it has benign uses. It can be used as a stop-gap until the subject can get a "full" resurrection or it can be used to allow a person who died suddenly to wrap up their personal affairs and "say goodbye" before their final death.

**Duration:** 1 day

**Base Cost:** 10 points, same to maintain.

**Time to Cast:** 10 minutes.

**Prerequisites:** Magery 2, Major Healing, 5 other Healing spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 5,000 to create.

### ***Temporary Youth***

***Regular, resisted by HT***

This spell will temporarily make the subject younger, restoring attributes (and other abilities) lost due to age. If used offensively, it can temporarily turn someone back into a child, or even a newborn infant (but no further than that). Unwilling subjects roll vs. HT to resist.

This spell can also be used as a **Prerequisite** for the Youth spell.

**Duration:** 10 minutes

**Base Cost:** 2 plus 1 point per 5 years (or fraction thereof) the subject is to be aged, half the **Base Cost** to maintain

**Prerequisite:** Magery, Major Healing, 8 other healing spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Total Healing (VH)***

***Regular***

The subject of this spell is instantly healed of all wounds that a Major Healing normally would heal. This spell will only work once per day for any given subject and the mage is at -1 per attempt to use this spell more than once a day.

**Duration:** Permanent

**Base Cost:** 6, can't be renewed.

**Prerequisite:** Magery 2, Major Healing

**Magic Item:** Staff, Wand or Jewelry. Energy Cost to Create: 10,000. Usable only by a mage.

### ***Troll Skin***

***Regular***

Allows subject to regain 1 HT per 10 minutes.

**Duration:** 1 hour

**Base Cost:** 6 points, same to maintain

**Time to Cast:** 5 minutes

**Prerequisite:** Regeneration

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 350 points.

### **Water of Life**

### **Regular**

This spell imbues ordinary water with the essence of vitality. If someone drinks a quart of this water, they regain 1 hit point, or they temporarily gain +2 to HT to resist the effects of disease, parasites or poison. If a person bathes in this water, they regain 1d-2 hit points (minimum of 1 HP) per day. Bathing requires at least 2 gallons of water. If a quart of water is poured over a wound just before the wound is bandaged, the person gets +4 to HT to resist infection.

This water also has potent effects against undead and "evil" creatures such as demons. For every quart of water which is splashed over an evil or undead creature, they take 1 point of damage. If they can feel pain, they must make a Will roll to avoid crying out due to the intense, burning pain.

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Base Cost:** 1 point per quart of water (4 per gallon), can't be maintained. For 20 times the **Base Cost** this spell can be made permanent.

**Prerequisites** Major, Minor Healing, Sterilize, Purify Water

**Magic Item:** A font or fountain which makes any water placed into it into Water of Life. Cost: 1,500 points.

### **Wellness**

### **Regular**

The subject's immune system is enhanced with this spell, giving him +4 to HT to resist non-magical disease. In addition, he gets to choose the better of two resistance rolls to avoid an illness. However, the spell automatically ends if both resistance rolls fail.

**Duration:** 1 week

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Major Healing, Lend Health

**Magic Item:** (a) Wand, Staff or Jewelry. Energy Cost: 500 points. (b) Jewelry or Clothing. Works for wearer only. Energy Cost: 350 points

# Illusion and Creation Spells

## Changes to Spells from GURPS Magic

**Simple Illusion, Complex Illusion and Perfect Illusion** - These spells don't have to be cast in the usual circle that area spells are cast in. Instead they can be made to cover areas in lines, squares, or any other contiguous form the mage can dream up as long as the total number of hexes doesn't exceed the usual hex radius.

**Create Object** - Objects can be made permanent for 50 times the cost to create them.

## Changes to Spells from GURPS Grimoire

**Mystic Mark** - See also Inscribe, Moon Rune and Wizard Mark.

**Create Mount** - See also Elemental Steed, Mgc Mount. For extra cost the mount can have special abilities.

## Spells From GURPS Magic

Complex Illusion Control Creation Control Illusion Create Animal Create Object (VH) Create Servant Create Warrior Dispell Creation Dispell Illusion Illusion Shell Independence Perfect Illusion Simple Illusion

## Spells From GURPS Grimoire

Inscribe Duplicate (VH) Phantom (VH) Create Mount Initiative Prosthesis - Healing spells.

## New spells

### **Animate Body**

### **Regular**

This spell allows the mage to animate a dead or unconscious body (or any other similar object), allowing it to walk about or even attack. Unlike Necromantic spells which have similar effects, this spell does not turn the body into an undead creature.

In order to animate the body, the mage must concentrate on the spell and he must be able to see the body by some means. (Wizard Eyes and similar spells count for this purpose.) If the mage is distracted, the spell doesn't automatically end, but the body falls to the ground. In order to regain control, the mage has to make a skill roll, and he has to spend 2 turns bringing the body back to its feet.

The body retains the ST and HT it had in life, but "dies" (if it is already dead) when it reaches 0 HP. The spell ends if an unconscious body takes more than its base HP in damage. Move is equal to half the mage's Move or half the Move the body had in life, whichever is less.

The body has no IQ, and its DX and physical skills are those of the mage at DX-4 (or skill -4). However, no skill or attribute can ever be raised above 12. No matter how good the mage is, he can't transmit his skills very well. The body cannot speak nor can it use any mental skill or any physical skill which requires internal concentration.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Create Warrior

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Animate Origami**

### **Regular**

This magic will enlarge and animate origami creations. In order to cast this spell, the mage must have a properly made origami creation (no cutting or pasting allowed) made either by himself or another person. When the spell is cast, the origami creation will grow to roughly the size of the creature or object it is to

represent and will take on some or all of the abilities of the real object - birds fly, boats float, tigers bite. Origami creations can either fight or serve as transport, but not both.

Constructs used for transport may carry one person who weighs up to 300 lbs. over land or air, or water depending on the nature of the original creation.

Origami creatures used to fight will do 1d6- 1 Crushing damage with their teeth, paws, beaks or tusks. Irregardless of their type, origami creations occupy 2 hexes, have ST 15, DX 10, IQ 0, HT 12, and 20 HP. They have a maximum Move of 5 (10 for flying creatures). An origami representation of Godzilla wouldn't be able to crush Tokyo!

Origami creations are still made of paper and they take 1 HP of damage per minute from water or heavy rain. They also take double damage from fire and heat. When the origami creation is completely destroyed by water or damage it sinks or vanishes.

All creations are under the mental command of the person who animates them, however, they can be given a simple general command like "Run north." or "Fight" which they will follow without having to be commanded. When the spell ends, the creations return to their original form and can be reused. However, destroyed or damaged creations vanish when the spell ends.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Create Object

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Anthropomorph (VH)***

### ***Regular***

Not only does this spell animate an inanimate object, it also gives it the ability to see, hear, and speak, invests it with a degree of intelligence and a "personality" determined by the caster or the GM. If the original object was not flexible it is give a degree of flexibility or small structures which allow it to move. "Limbs" are based on the shape of the item. For example, a rock could roll itself along or scuttle along on pseudopods. A teapot could walk along on its legs and use its spout as a "trunk".

The object has a personality appropriate to its original nature, but never a truly malevolent one unless the object was habitually used for evil purposes. The GM should use his imagination to come up with amusing personalities for animated objects. Most objects will have an IQ of 8, but especially old or impressive items and items associated with scholarly pursuits might have higher IQ's. ST is based on the object's HP and mass. HT is based on the object's original HP, for very large or small items, the GM should assign split HT scores for HT and HP. DX ranges from 8 (for clumsy items) to 12 (for extremely mobile items like stools). An intelligent being that has somehow been transformed into an object whose soul is trapped in an object can act, speak, see, hear, and move by means of this spell. If that is the case, the object they are bound into takes on their personality.

Animated items cannot learn new skills, but can carry on reasonable conversations in the language they "heard" most often (with or without outrageous accents). They might talk about things they have "heard" or "seen" but most items will be loyal to their owner unless badly used. Items strongly associated with one particular craft will have the appropriate skill at level 12. Animated items are not servants of the mage who animated them. Further spells must be used to command items to service or to extract information from them.

Eccentric wizards often use this spell as an enchantment to create sentient companions or guards for their dwellings.

**Duration:** 1 minute

**Base Cost:** 4, plus 1 point per pound of material, half to maintain. Can be made permanent for 4,000 points plus 100 points per pound of material.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, 10 Creation spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Jewelry. When attached to an object, the Magic Item casts this spell on the object and the object remains animated as long as the jewelry remains attached. Energy Cost: 350 points.

### ***Ball and Chain***

### ***Regular; resisted by Will***

Creates a ball and chain on the subject's ankle. The ball weighs 20 lbs. and reduces Move to 2 unless carried. Then Move is 3 but the subject's hands are full.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** 3 Creation spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Bear Trap***

### ***Regular***

This spell brings a large, steel, leg-hold bear trap into existence which the mage can then hide or camouflage.

Anyone walking through the hex where the trap is hidden will step on the trap on a roll of 8 or less. (9 or less if it is placed in a location where the victim must step or if the trap is well-hidden). The trap does 1d6 Cutting damage to the victim's leg. If the leg isn't severed immediately, the subject is trapped in the hex with the trap.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Create Warrior.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Blurred Script***

### ***Regular***

Causes caster's handwriting seem to be blurry and illegible except to those who he wishes to see his writings.

**Duration:** 1 day

**Base Cost:** 3 to cast, 1 to maintain

**Prerequisite:** Simple Illusion

**Magic Item:** Pen or other writing instrument. Any writing made with will have this spell cast on it. Energy Cost: 100 points.

### ***Command Rope***

### ***Regular***

Causes a rope or ropelike object of up to 50 feet length to obey the caster's commands. The possible commands are: Coil (form a neat coiled stack), Coil and Knot, Loop, Loop & Knot, Tie & Knot and the reverses of all the above. The rope can also be ordered to wrap itself around a target. The rope cannot move more than one foot by itself so it may need to be thrown near the target.

**Duration:** 10 seconds

**Base Cost:** 3 to cast, 2 to maintain. A rope can permanently enchanted with this spell for 50 points.

**Prerequisites:** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 75 points.

### ***Conceal Illusion***

### ***Regular, resisted by Spell.***

Causes an illusion or phantom to be immune to Detect Illusion spells.

**Duration:** 1 minute (or as long as illusion lasts)

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Detect Illusion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Confusing Fog***

### ***Area***

This spell is identical to the Fog spell except that in addition to obscuring vision light and sound are distorted within the area. Anyone within the area of effect is at -4 to Hearing and Vision rolls, and they must make an



IQ roll to successfully interpret anything that they see or hear. Otherwise, sounds become muffled screeches and friends appear to be shadowy monsters.

**Base Cost:** 3, same to maintain

**Duration:** 1 minute

**Time to Cast:** 3 seconds

**Prerequisites** Magery, Fog, Shape Air

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Create Army**

### **Area**

Creates Warriors as per Create Warrior, but creates one in each hex within a given area.

Once created the warriors will individual or unit commands if the mage spends the time to command them.

Otherwise they fight on their own

Warriors are under the GM's control unless the mage specifically concentrates to make them function as a unit.

Ambiguous commands will be ignored or will result in the entire unit becoming confused and hesitating until they receive better orders. For example, "Attack the mage." is a legitimate command but "attack" might leave them puzzled.

When the spell is renewed, the mage has the option of canceling some or all of the spell. However, if he cancels some of the spell, the warriors to be dismissed must be selected by some general criteria, such as "All of the wounded ones." or "All the warriors on the far side of the stream."

**Duration:** 1 Minute.

**Base Cost:** 4 to cast, 2 to maintain. For Brute Warrior, 6 to cast, 4 to maintain. Minimum Area 2 hexes.

**Time to Cast:** 8 Seconds.

**Prerequisites** Magery, Create Warrior, 10 Illusion and Creation spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

### **Create Artisan**

### **Regular**

Similar to the Servant spell, but the servant created is capable of doing complex tasks. The craftsman has ST 10, DX 12, HT 9, IQ 12 and a Skill level of 12 in one skill known to the mage at level 12 or better. The craftsman will do any non-combat task desired by the mage, but will otherwise behave like a normal Servant.

Craftsmen must be provided with tools and materials suitable for their trade and the job the caster wants them to do. If the caster wants them to produce new goods then he must give them detailed instructions as to what he wants. The craftsman is a simple tradesman, not an artist. Any goods made by a Craftsman will be plain and uninspired.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Create Servant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Create Caltrops**

### **Area**

The spell creates an area of caltrops (approximately 6 caltrops per hex). The caltrops are normal devices of their type and do normal damage to creatures which step on them. They vanish when the spell ends or when they are picked up.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain. An area can be made so that it permanently has caltrops in it for 20 times the Base Cost.

**Time to Cast:** 3 seconds

**Prerequisites** 2 other Creation spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Create Dancing Weapon****Regular**

This spell creates a melee weapon of the caster's choice which will fight for the caster like a Dancing Weapon would.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain (double cost for a two-handed melee weapon)

**Prerequisite:** Dancing Weapon, Create Object

**Create Furniture****Regular**

This spell creates ordinary home furnishings and household goods which can be used for whatever purpose the caster desires. Stools, chairs, desks, beds, thrones, tables, lanterns and so forth can all be created.

Each piece of furniture comes with all the accessories one would expect. Beds come with pillows, blankets, and mattresses, desks come with a drawer full of paper, pens, and ink. Tables come with plates and silverware, stoves come with pots and pans and so forth.

These furnishings are servicable but plain. They will vanish if damaged or if the caster moves more than 100 yards away from them. They will also vanish at the end of the spell's Duration. These furnishings (and their accessories) can be used as components in other spells, but vanish if damaged or when the shorter-lived of the two spells expires.

Items created with materials created with the furniture will remain and can be made permanent if the mage is willing to pay 2 points extra before the spell ends. However, only up to 1 lb. of materials can be made permanent, and they must have been used to repair a real item, or combined into a new item by the mage's own hand. For example, if the mage were to write a letter using the pen and ink supplied with a magically created writing desk, he could make the letter permanent. However, if he were to merely pocket the pen and ink he could not make them permanent.

Each type of item created is a different spell. Common types of furniture created are beds, chairs, dressing tables (with cosmetics and toilet kit), kitchen counters (with bowls and utensils), stoves (with pots and pans), tables (with tableware), desks (with abacus, paper, pens, and ink), and workbench (with common woodworking tools). Some mages have version of this spell which will create specialized workbenches (for Jewelry., leatherwork, or blacksmithing, for example), barroom fixtures, or large pieces of torture equipment. An extremely common variant of this spell is the Create Privy spell (see below).

**Duration:** 1 hour

**Base Cost:** 2, plus 1 per 20 pounds of material and furniture created, half to maintain. Materials up to 1 lb. can be made permanent for 2 points

**Time to Cast:** 10 seconds

**Prerequisite:** Magic Tool

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Create Giant Servant****Regular**

Creates a Giant Servant, as per the Servant spell. The Giant Servant has ST 30, DX 9, IQ 9, HT 9/15. Alternately, the caster can create a Brute giant servant with a ST 60 or a craftsman giant with one non-combat physical skill 16.

**Duration:** 1 minute

**Base Cost:** 6, 3 to maintain, 12, 6 to maintain for a Brute, 8, 4 to maintain for a Craftsman

**Prerequisite:** Create Servant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Create Giant Warrior****Regular**

Identical to the Create Warrior spell, except that a Giant with ST: 30, DX 12, IQ 9 HT 12/20 and one weapon skill at 16 is created. Armor and weapons provided for the giant must fit a 9 foot tall humanoid.

**Duration:** 1 minute

**Base Cost:** 12, 6 to maintain

**Prerequisite:** Create Giant, Create Warrior

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Create Grease****Area**

Coats an object or substance with a fatty, greasy substance. Game effects are as per the ice slick spell.

**Duration:** 10 minutes

**Base Cost:** 3 to cast, same to maintain. An area can be made permanently greasy for 10 times the **Base Cost**.

**Prerequisites** 1 other create spell

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Create Herd****Area**

Like the Create Animal spell, but this spell allows you to create multiple animals (of the same sort) within the area of effect. Created animals appear one per hex (or the closest distance apart that they can be spaced). Once created the animals can follow simple commands to the best of their intelligence if the mage spends the time to command each animal (or individual groups of animals). If the mage does not specifically command the animals they are under the GM's control unless the mage specifically concentrates to make the herd function as a unit.

Alternately, the herd can follow "instinctive" behavior patterns (like a wolf pack sending a few members around behind to "drive" victims towards the pack) without being ordered to do so by the mage. Complex commands will be ignored or will result in the entire herd becoming confused and hesitating until they receive better orders. For example, "Attack the man in the checked shirt" might be a legitimate command to give to a herd of buffalo, but "Attack the mage." would leave them puzzled.

When the spell is renewed, the mage has the option of cancelling some or all of the spell. However, if he cancels some of the spell, the animals to be dismissed must be selected by some general criteria, such as "All of the wounded ones." or "All the animals on the far side of the stream."

**Base Cost:** 2 per hex per 100 lb. of animal, half to maintain.

**Duration:** 1 minute.

**Time to Cast:** Equal to cost in seconds.

**Prerequisites** Magery, Create Animal, 10 Illusion and Creation spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Create Intelligent Servant****Regular**

Creates a servant with normal Servant stats, but IQ 13, a skill of 15 in one physical skill (including combat skills) and "common knowledge" about the caster, the world, and his surroundings.

When faced with danger or questioned it will react in a level headed manner, alerting its master or dealing with the crisis according to its abilities. It will perform hazardous or unpleasant tasks, but will seek to avoid danger or discomfort if possible. It can't be expected to perform feats of heroism.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Create Servant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Create Magic Chariot****Regular**

Creates a vehicle pulled by trained draft animals. The type of vehicle and draft animals is up to caster, and many special abilities are available. The draft animals can't attack. A chariot can hold the caster and up to three other people (up to 1000 lbs. of weight) and the sides of the chariot provide PD 1, DR 3 for the lower portion of a standing man. Extra space, armor, and speed can be bought as follows:

- **Extra Capacity** - 1 point per extra passenger or 250 lbs.
- **Extra PD** - 2 points of energy per 1 PD.
- **Extra DR** - 1 point of energy per 1 DR. Increase cost of armor by 50% if 75% protection, double cost for complete protection.
- **Extra move** - 1 point per 1 point of Move.

Common special abilities are:

- **Dazzling Appearance** - The chariot is so brilliant and shiny that it Dazzles (as per the spell) those who look at it. (Dazzle) (2 points extra)
- **Fearful** - Those viewing the chariot must make a Fright Check (Fear) (2 points extra)
- **Improved Mobility** - Pass over sandy, muddy or even swampy ground without difficulty. (2 points extra)
- **Move on Water** - The ability to pass over water as if it were firm dry land. (Walk On Water) or float on water like a boat. (3 points extra)
- **Move on Air** - The ability to run on air as if it were firm land. However, the chariot cannot change altitude, so it can only run along a single altitude. (Walk On Air) (4 points extra)
- **Flying** - The ability to fly at a Move of 24. (Flight) (6 points extra)
- **Submersible** - The ability to submerge underwater. This option includes a globe of breathable air and one level of Pressure Support for all passengers. (Create Air, Swim) (6 points extra)
- **Flaming** - Flames surround the chariot, doing no damage to those that the caster specifies, but doing 1 point per turn to objects vulnerable to fire damage and possibly setting flammable items on fire. (Create Fire) (4 points extra)

The type of creatures and the appearance of the chariot are up to the caster and must be specified when the spell is cast. Types of magic chariots found in mythology are boat-like chariots drawn by swans, huge scallop shells drawn by sea horses, and flaming, brilliant, flying chariots drawn by fiery horses. Casters of this spell could create anything from a rickety farm wagon drawn by an old mule to a flaming, flying coach wreathed in eerie blue light drawn by skeletal horses.

**Duration:** 12 hours

**Base Cost:** 6 plus the cost of each special ability, half to maintain.

**Prerequisites** Create Animal, as listed for each special ability.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Statuette or Jewelry. When a command word is spoken it turns into a set type of Magic Chariot. Energy Cost: 250 points.

### **Create Material (VH)**

### **Regular**

The caster can create raw or semi-processed material of a single type with which he is familiar. The material must be an element or a relatively homogeneous material which can be described in a simple phrase (e.g. "iron ingots", "two by four pine boards"). Cost to cast and the amount of material created depends on the inherent rarity and value of the material being created.

**Duration:** Permanent

**Base Cost:** 1/10 per lb. of material

**Base Cost** of the spell depends on rarity, local value and processing of the material created, each "step" up a given scale doubles the Base Cost of the spell (so two steps would quadruple the cost, three steps would multiply it by 8, etc.). Each step down the scale halves the cost. The baseline for a given scale is the second entry on each scale, e.g. Common, Bulk, Semi-processed. Round point costs up to the nearest tenth of a point, with a minimum of 1 point. Precious and Semi-precious materials can't be created.

- **Rarity** -Extremely Common (Dirt), Common (Iron Ore, Timber), Uncommon/Valuable (Iron, Fine Hardwoods), Rare (Ebony, Crystal), Very Rare (Gunpowder, specialized plastics in a modern setting)
- **Local Value** - Worthless, Bulk Commodity (pennies a ton), Commodity (pennies a pound), Valuable (dollars a pound). Precious and Semi-precious materials can't be created.
- **Processing** - Raw (ore, raw timber), Semi-processed (crushed ore, dressed timber), Processed (refined ore, rough boards), Highly Processed (ingots of metal, planed boards).

Examples:

Dressed timber suitable for a palisade - Rarity: Common (in most areas), Local Value: Bulk, Processing: Semi. No steps up, modifier: x1, Energy cost per lb. = .1 points

Lead shot for a sling: Rarity: Uncommon, Value: Commodity, Processing: High. Four steps up, Modifier: x8, Energy cost per lb.: .8 points.

Black Powder: Rarity: Very Rare, Value: Valuable. Processing: High. Seven steps up, Modifier: x 128, Energy cost per lb.: 12.8 (In this example, the mage would have to be familiar with gunpowder and the GM would rule that he would have to have at least 1 point in the Chemistry, Alchemy, and/or Armory: Black Powder Weapons before he could create gunpowder with magic.)

**Time to Cast:** 1 minute.

**Prerequisite:** Magery 3, Create Object

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### **Create Monster**

### **Regular**

When the mage casts this spell, he can summon a specific sort of non-human creature (anything from a kobold, to a lion, to a dragon) which will do his bidding. In other respects this spell is like the Create Warrior spell.

There are many variants of this spell and it is up to the GM as to which variants he will allow in his campaign. It is also up to the GM to set the energy cost to cast a particular variant of this spell. As a rule of thumb, all Create Monster spells have a Base Cost of 2, plus 1 mana point for every 25 points of skills, attributes and advantage which are useful in combat.

**Duration:** 1 minute

**Base Cost:** 2, plus 1 mana point for every 25 points of combat skills, attributes and advantages.

**Time to Cast:** 1 second per every 3 points of **Base Cost**.

**Prerequisite:** Magery, Create Warrior.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost is 100 times the Base Cost of the spell.

### **Create Person**

### **Regular**

This spell allows the caster to create a new person from magical flowers (oak, broom and meadowsweet) or other magical ingredients. The person has free will and is a 50-point adult with his own advantages and disadvantages (chosen by the caster) but he must be taught all skills, including basics such as speech. The created person has an apparent age of 18 and a normal life expectancy from that point.

### **Create Privy**

### **Regular**

This unglamorous but handy spell creates a small outhouse which can be used for the obvious purposes. The exterior of the privy is determined by the caster's whim. It can be as unobtrusive or as ostentatious as the caster wishes. It is furnished with a comfortable seat, a small wad of toilet-paper (or the local equivalent), and a counter with a large pitcher of warm water, a basin, a bar of soap and a towel (or the equivalent hygiene features).

Any bodily-wastes left behind when the spell ends vanish along with all the materials that were brought into the being with the outhouse. The privy itself is merely a combination of illusions, minor creations, and thin walls of force. The caster can hide in or behind the privy (which will make the first attack effectively blind, -10 to hit) but any attack will pass through the walls and end the spell.

**Duration:** 10 minutes

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Create Furniture

**Magic Item:** Jewelry or Statuette. Energy Cost: 50 points.

### **Create Servants**

### **Area**

Creates Servants as per Create Servant, but creates one in each hex within a given area. Servants can be commanded to perform individual tasks or they can be commanded to work as a unit or several sub-units. Complex or ambiguous commands will result in them hesitating or misinterpreting their orders.

**Base Cost:** 3 to cast, 1 to maintain, For skilled, 4 to cast, 2 to maintain. For Brute, 6 to cast, 3 to maintain. Minimum Area 2.

**Duration:** 1 Minute.

**Time to Cast:** 6 seconds per hex of range.

**Prerequisites** Magery, Create Servant, 10 Illusion and Creation spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Demi-Shadow Magic****Special**

Functions as per the spell shadow magic but the phantasms created have 40% normal effect.

**Base Cost:** 5 to cast, half that to maintain

**Prerequisites:** Shadow Magic

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Demi-Shadow Monsters****Area; Resisted by IQ**

Functions as the Shadow Monsters spell except the monsters conjured have 40% normal Hit Points and do 40% normal damage if resisted.

**Duration:** 1 minute

**Base Cost:** 8 per creature, multiply cost by number of hexes creature fills, cannot be maintained

**Prerequisites:** Shadow Monsters

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Destroy (VH)****Area**

Destroys all animate and inanimate objects within the area of effect, leaving behind only dust. All creatures and objects within the area of effect take 1d6 points of damage per turn until they are utterly obliterated.

**Duration:** 1 second

**Base Cost:** 10 per hex, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, 10 Creation spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Dispell Phantom****Regular**

This spell will dispell Shadow, Demi- Shadows, or Phantoms.

**Duration:** Instantaneous

**Base Cost:** 2 per hex of phantom to be dispelled.

**Prerequisite:** Phantom, Shadow Magic

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Distort Distance****Area**

Things seen through the area of effect seem to be up to ten times farther away or ten times nearer than they really are.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain. An area can have this spell cast on it permanently for 10 times the **Base Cost**.

**Prerequisite:** Complex Illusion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

**Dual Image (VH)****Regular**

This spell allows the mage to create a temporary "clone" of himself which can move and act indepently of the mage, even at a distance. The duplicate can move, use skills, fight or cast spells just like the mage, however, the two images share Hit Points and Fatigue, and wounds taken by the duplicate and vice-versa. Also, only the mage can regain Fatigue.

When the spell ends, any experiences and memories the duplicate might have had are magically transferred to the mage's memory. This process can be quite jarring. The mage must roll vs. IQ when the spell ends or temporarily go insane for 10 times as long as the spell lasted. Multiply the amount by which the mage missed his die roll by -10 to determine the points of mental disadvantages that the mage must deal with. It is up to the GM to determine the type of insanity, Split Personality, Delusions, Severe Phobias, Paranoia, and Schizophr enia are typical. On a critical failure, the disadvantages are permanent!

**Base Cost:** 10, half to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites** Magery 3, Split Mind, Mirror Image, Effigy, 10 Illusion and Creation Spells, 5 Metaspells.

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 5,000 points.

### ***Enchanted Rope***

### ***Regular; resisted by DX***

This spell creates a magic rope which automatically attempts to entangle and bind any person it strikes. The rope is a Fine quality weapon with the Dancing Weapon spells cast on it. Whip skill is used to aim the rope in combat. If the rope hits it does no damage, but will attempt to Entangle the victim, starting with the body location it hit. Treat the attempt to entangle as a contest between the victim's DX and the rope's Entangling skill of 12. If the rope tangles its initial hit location, it will then magically start to bind the victim. Treat this as another contest of DX (or Escape skill) vs. Entangle, with a -1 cumulative modifier to the victim for each contest the rope has won so far. This penalty applies not only to contests of skill, but the victim's Move, Active Defenses, and DX-based skills. When the victim's DX penalty exceeds his DX, he is bound fast. Only if the victim rolls a critical success or wins three consecutive contests of skill does he shake off the rope. While fighting the rope, the victim can do nothing else. If the victim or an ally attempts to cut or attack the rope, the rope has PD 1, DR 3, HP 10, and is at -4 to target. In addition, the rope has a Dodge of 5 (including PD).

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Dancing Weapon, 3 Creation spells

**Magic Item:** Magic Rope. Energy Cost: 100 points.

### ***False Magic Aura***

### ***Regular/Area***

Creates a false magic aura around a non- magical item or an area. This will fool Magic Sense or Magery, or the Detect Magic spell.

**Duration:** 12 hours

**Base Cost:** 1 point for up to 2 lbs of material, 2 points for up to 10 lbs., plus 1 point for every additional 10 lbs. or 3 points per hex, half to maintain (minimum 1 point). This spell can be made permanent for 10 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Fearful Face***

### ***Regular***

The caster's face seems to be horrible and monstrous, causing anyone who looks at it to make a Fright Check at -4.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain, each doubling of energy doubles the Fright Check penalty.

**Prerequisite:** Simple Illusion

**Magic Item:** Staff, Mask or Jewelry. Energy Cost: 150 points.

### ***Frightful Fantasy***

### ***Regular, resisted by Will***

This spell searches the subject's subconscious to find out what he fears most and then produces a horrifying illusion based on those fears. This causes the subject to take a Fright Check at -15. If the Fright Check is failed by 20 points or more, the subject takes 1d6 points of damage in addition to the other bad effects of the Fright Check. If the illusion pursues or attacks the subject, the subject must make another Fright Check every 10 seconds.

**Duration:** 1 minute

**Base Cost:** 8, 6 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Perfect Illusion, Fear, 5 Mind Control spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Frisky Chest**

### **Regular**

This odd spell makes a chest or other object grow feet and skitter away from anyone who tries to interfere with it. However, until it is bothered, it looks absolutely normal

The object will have an Move of 7 and DX 13, -1 per 100 lbs. the object weighs. It will have ST 6 +1 per 100 lbs. the object weighs. It has its normal HT and HP and 0 IQ.

It has no combat skills and will not attack. It will, however, maneuver "intelligently" to avoid obstacles and to avoid being cornered. It will also use its DX and ST to break free if anyone attempts to grapple it.

The exact behavior which will animate the chest must be specified by the mage when the spell is cast. The instructions can be fairly complex. ('Run away from anyone except tall black men with one eye who clap their hands three times quickly after taking three steps sideways to the left.') but can't be changed once given.

**Duration:** 1 hour.

**Base Cost:** 2, plus 1 per 50 lbs. of material, half to maintain. An object can have this spell placed on it permanently for 25 times the **Base Cost**.

**Prerequisite:** Create Animal

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Glowing Eyes**

### **Regular**

Makes caster's eyes glow with a lambent red, green, yellow or blue light. It is a neat effect, which might cause a Fright Check (at +2) to anyone who sees them in darkness.

This is also a Light and Darkness spell.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Mask or Hood. Works for wearer only. Some versions are Always On. Energy Cost: 75 points.

### **Glue**

### **Area**

Covers an area with sticky glue. Any creature who touches the glue must roll vs. DX or be glued fast to the surface. Glued creatures must roll vs. ST-2 to break free. They may do this once per turn, but each failed ST roll gives a -1 cumulative ST penalty to subsequent checks until the victim is so bogged down he is completely helpless. The glue can be removed with large amounts of oil (+6 to ST to break loose).

**Duration:** 10 minutes

**Base Cost:** 3, same to maintain. An area can be permanently glued for 20 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Glue Ball**

### **Missile**

Allows the caster to throw a sticky blob of goo which sticks to any object it hits and which might glue things together. The blob has SS 13, Acc 11, 1/2D 15, Max 30. If it hits a living creature, the target must roll vs. DX to keep from having one or more limbs glued fast to its body. (A failure by 1 to 2 means an arm glued to the body. A failure by 3 or 4 means both legs glued together or both arms glued to the body. A critical failure or failure by 5 or more means all the limbs are glued together.)

Alternately, the glue can be thrown against a surface like a doorknob or a floor where it will sit until some creature touches it. Any creature who touches the glue must roll vs. DX or be glued fast to the surface.

Glued creatures must roll vs. ST-2 to break free. They may do this once per turn, but each failed ST roll gives a -1 cumulative ST penalty to subsequent checks until the victim is so bogged down he is completely helpless.

The glue can be removed with large amounts of oil (+6 to ST to break loose).



**Duration:** 1 minute  
**Base Cost:** 3, can't be maintained  
**Time to Cast:** 3 seconds  
**Prerequisite:** Glue  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Great Polymorph (VH)***

***Regular***

This spell is identical to the Polymorph spell, except that the caster can change himself into any concrete thing whether animal, vegetable or mineral. If the caster would be harmed by being changed to something else in that environment he takes damage (i.e. being changed to a fish on land or a block of salt in water)

**Duration:** 1 hour  
**Base Cost:** 10 points, half to maintain  
**Prerequisite:** Magery, 5 Polymorph spells  
**Magic Item:** Jewelry or Clothing. Energy Cost: 1,500 points. Mage Only.

### ***Great Polymorph Other***

***Special; Resisted by IQ***

As the Polymorph Other spell but the caster can cast it on others.

**Duration:** 1 hour  
**Base Cost:** 10 points, half to maintain  
**Prerequisite:** Great Polymorph, 5 Polymorph Other spells  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### ***Hallucinatory Landscape***

***Area***

The landscape in the area of effect seems to become a strange, constantly shifting alien landscape. This gives -4 to Navigation in the affected area, and characters must roll vs. IQ every minute or become lost. Rigid, unimaginative creatures might have to make a Fright Check.

**Duration:** 1 minute  
**Base Cost:** 6, 3 to maintain. An area can have this spell placed upon it permanently for 10 times the **Base Cost**.  
**Prerequisite:** Complex Illusion  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Illusion Cloak***

***Area, resisted by IQ***

To outside observers, the subject appears to be doing some routine, unremarkable activity. However, this is actually a preprogrammed illusion. While under the cloak of this spell, the mage can do whatever he wishes. However, those within the Illusion Cloak are not fooled by it. For example, to viewers a mage could appear to be talking peaceably with another character, while actually the mage was attacking him! The victim would not be fooled by this, however, and could defend normally.

The mage must pay for each hex that he wishes to cloak. If he, or one of the subjects within the cloak steps outside of the cloaked area, the spell is automatically broken. Those outside of the Cloak get a roll vs. IQ to resist the spell's effects when it is first cast and a subsequent roll vs. IQ whenever an object leaves the cloaked area (such as thrown weapons) or whenever there is a loud noise (such as the sounds of combat).

**Base Cost:** 2 per hex, same to maintain (minimum of 2 hexes)  
**Duration:** 30 seconds  
**Time to Cast:** 3 seconds  
**Prerequisite:** Magery, Illusionary Terrain  
**Magic Item:** Wand, Staff, or Jewelry. Energy Cost: 500 points.

### ***Illusionary Script***

***Regular, resisted by Will***

Enables the caster to write instructions or other information on paper, parchment etc. The illusionary script appears to be some form of foreign writing and can only be read by the intended recipient. If an unauthorized creature looks at the script they are affected as by the Suggestion spell.

The Suggestion is defined when the spell is cast.

**Duration:** 1 day

**Base Cost:** 5 to cast, 2 to maintain

**Prerequisite:** Suggestion, Simple Illusion

**Magic Item:** Pen or other writing implement. Energy Cost: 150 points.

### ***Image***

### ***Regular***

The mage creates a small, mobile illusion which he can move about as he wishes. The image will seem to interact "naturally" with its surroundings, but has no weight or substance (PD 0, DR 1) and leaves no trace of its passing unless the mage creates another illusion or uses the Illusion Shell to add verisimilitude.

For double cost the sense of hearing can be fooled as well as sight. For triple cost all senses but touch can be fooled, and for quadruple cost all senses can be fooled.

An illusion of a small creature or object can be made for the cost to fill half a hex with illusion (minimum 1 point). An illusion of a man-sized creature or object can be made for the cost to fill one hex with an illusion (minimum 1 point). An illusion of a horse-sized or bear-sized can be created for the cost of filling two hexes with illusion. Such illusions can be moved about at will and can be made to seem to interact with their environment, but they leave no trace of their passing unless the mage casts another illusion.

**Duration:** 1 minute

**Base Cost:** 2 per hex, same to maintain.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Improved Image***

### ***Regular***

As the Image spell but creations leave behind illusionary traces of their passing. They can seem to inflict "real" wounds or leave "real" footprints.

**Duration:** 1 minute

**Base Cost:** 3 per hex, same to maintain

**Prerequisite:** Image

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Invisible Ink***

### ***Regular***

This spell turns up to 1 pint of ink into a clear, colorless liquid. The ink remains clear and colourless until it dries, at which time it reverts to its normal state. Alternately, up to a pint of water can be turned into an inky liquid of any color that evaporates like water, leaving no trace when it dries. The dried ink will come out of cloth and other materials if the Clean spell is used or if the item is soaked in water.

**Duration:** Permanent

**Base Cost:** 1 point

**Magic Item:** Bottle. Energy Cost: 25 points.

### ***Jacuzzi***

### ***Area***

Creates a magical hot tub. It will comfortably seat one person per two hexes of area. The temperature may be set between 95 and 120 degrees F.

Alternately, the mage can create a large bathtub (design of his choosing) which is filled with hot water and all the accessories needed for a hot bath.

**Duration:** 1 hour

**Base Cost:** 3 per hex, same to maintain

**Time to Cast:** 3 seconds

**Magic Item:** Jewelry or Statuette. Energy Cost: 50 points.

**Ledgerdemain****Regular**

Allows all sorts of minor "stage magic" tricks to be performed, but no sleight of hand is involved, all the tricks involve real magic. A real mage can do stage magic with boxing gloves on.

Each trick is a separate spell. Common tricks are Create Dove, Create Rabbit, Create Bunch of Flowers, Create Silk Handkerchief, Create Coin, Arrange Cards, Mend Cut Cord, Mend Torn Card, Hide Small Object In Subject's Clothing, Make Liquid Change Color, Saw a lady in half and Put her back together, etc.

**Duration:** Permanent

**Base Cost:** 1 to 5 points depending on the difficulty and impressiveness of the effect

**Time to Cast:** 1 second per point of energy expended

**Magic Item:** (a) Wand, Hat, Chest, Deck of Cards or Cabinet. Allows the mage to perform one or more tricks suitable for that object. Energy Cost: 25 to 125 points (25 times the **Base Cost**). (b) Wand. Allows mage to cast any version of this spell he can think of. Energy Cost: 250.

**Light Bender****Regular**

This spell bends light waves to make an object or person appear up to 10 feet away from its actual location. If the object or person attacks, the illusion is broken. If the Illusion is disbelieved, the spell ends. All melee attacks on the illusionary object or person miss the real subject, and all ranged attacks are at -10 to hit if the GM rules that the real person can be hit at all. This spell will not fool radar, sonar or smell, only sight. However, any sounds the subject makes will appear to come from the illusion.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Complex Illusion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points.

**Magic Tool****Regular**

Summons a common hand tool which the mage is familiar with, such as a chisel, axe, crowbar, plane, adze, hammer, pick, shovel, handsaw, crosscut saw, file, or awl. Unlike a created object, the tools need not be in continual contact with a living person. They hold a perpetual edge.

**Duration:** 10 minutes

**Base Cost:** 3, 1 to maintain

**Magic Item:** (a) Rod or Jewelry. Energy Cost: 100 points.

**Magic Weapon****Regular**

A weapon with this spell cast on it is not changed in any way, except that it is considered to be "magical" when determining if it can strike creatures only affected by magic or magic weapons. If the weapon leaves its user's hand, it will revert to its normal state after 10 seconds.

**Duration:** 1 minute.

**Base Cost:** 2, plus 1 per lb. of weapon to be converted, 2 to maintain

**Prerequisite:** Change Aura

**Magic Item:** (a) Jewelry or Gloves. Energy Cost: 100 points. (b) Weapon. Turns to a Magic Weapon on a command word. Energy Cost: 50 points.

**Melt****Regular, resisted by HT**

This wicked spell causes the victim's body to melt like wax and flow away, ultimately killing the subject. If the spell is successful, the victim takes 1d6 points of damage per turn until his body is utterly destroyed.

**Duration:** 1 minute

**Base Cost:** 10 points, can't be maintained

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Complex Illusion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Mirror Image****Regular**

The spell causes exact duplicates of the subject to appear in adjacent hexes that mimic the subject's actions. There is also a distortion and blurring such that it is impossible to locate the real person among the illusions. If an image is struck for more than 1 point of damage it vanishes and the spell must be recast to get that image back.

**Duration:** 1 minute**Base Cost:** 3 per image, 5 images maximum**Time to Cast:** 2 second**Prerequisite:** Complex Illusion, Blur, Hide**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500**Opponent****Regular**

Creates an illusionary sparring partner for the subject. The opponent has the same attributes, advantages and disadvantages as the subject, but it only has skill in two weapon skills and is "unintelligent" and mute except in combat. Its outward appearance is up to the caster, though it must always be a roughly man-sized humanoid (unless the subject is something other than a man-sized humanoid).

The opponent will have whatever weapons and armor the subject is wearing, and will attack and defend in an "intelligent" manner, though it will fight to the "death" and will only attack the subject. Any damage done by the partner is Stunning damage though the effects of its damage are "real" for the Duration of the spell (i.e. if the Opponent would have crippled an arm in real life, the subject's arm is crippled until the spell ends).

The subject maintains some degree of control over the Opponent. He can stop the foe at any time, (though the foe will attack if sneak attacked), ask it to perform a certain maneuver, or dispell it entirely at Will. If the partner "wins" the fight, it automatically disappears. If the foe vanishes or is dispelled, any "damage" it did is immediately "healed".

Optionally, the caster can improve weapon skill, maneuvers, attributes, PD, DR, advantages or disadvantages by up to 150% of the subject's score or reduce them to 75% of the subject's total. This costs no extra energy but must be specified by the caster before he starts the spell. If the caster wishes to recreate a specific person as a foe, he must have detailed knowledge of that person's combat abilities and fighting style, and make a successful IQ roll to get the effect right.

**Duration:** 1 minute**Base Cost:** 3, 2 to maintain**Prerequisite:** Complex Illusion, Create Warrior**Magic Item:** Jewelry or Statuette. Energy Cost: 100 points.**Permanent Create Object (VH)****Regular**

Identical to the Create Object spell, but allows objects created are permanent. In order to fabricate the item, the caster must have the raw materials or component parts of the object to be created and must have at least Skill level 12, in the relevant craft skill. The attractiveness and functionality of the item created depends on the caster's skill. Living creatures and magical items can't be created. No tools are needed.

**Duration:** Permanent**Base Cost:** 20 per pound of the item to be created.**Time to Cast:** 1 hour**Prerequisite:** Create Object**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points. Mage Only.**Phantasmagoria****Regular, resisted by Will**

This spell creates rapidly moving images which make the subject think that he is running, flying, swimming or falling through some weird landscape at a high rate of speed. Creatures who fail their Will Check will react appropriately. They will become oblivious to their surrounding and will flail and move randomly unless restrained.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Complex Illusion  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Phantom Object (VH)***

***Regular***

This spell allows phantom objects to be created. In other respects it is like the Phantom spell.

**Duration:** 1 minute  
**Base Cost:** 2 for small objects, 4 for larger objects (up to 10 pounds of real object), 8 per hex for larger objects.  
**Prerequisite:** Phantom  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. Mage Only.

***Phantom Steed***

***Regular***

Creates a quasi-real horse-like creature. A phantom steed has a black head and body, grey mane and tail and smoke-coloured, insubstantial hooves. It will not fight, but all normal animals will shun it. It is identical to a war horse except that it has a move of 20.

It may also have the following special abilities if the mage has the appropriate spells (Prerequisite spells are listed in parentheses):

- **Improved Mobility** - Pass over sandy, muddy or even swampy ground without difficulty.
- **Walk on Water** - The ability to pass over water as if it were firm dry land. (Walk On Water)
- **Walk on Air** - The ability to run on air as if it were firm land. However, the steed cannot change altitude, so it can only run along a single altitude. (Walk On Air)
- **Flying** - The ability to fly at a Move of 24. (Flight).

**Duration:** 10 hours  
**Base Cost:** 6 plus 2 per special ability. Each ability must be purchased in order (so, for example the ability to run on water couldn't be purchased without the ability to pass over uneven terrain), half to maintain.  
**Prerequisites** Create animal, as listed for each special ability.  
**Magic Item:** Riding Crop, Horse Tack or Statuette. Energy Cost: 250 points.

***Phantom Terrain (VH)***

***Area***

This spell allows terrain to be created that seems real in all respects but which is actually a phantom. Objects in the area can be 'detached' from the larger area without vanishing.

**Duration:** 1 minute  
**Base Cost:** 3, same to maintain  
**Prerequisite:** Phantom  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. Mage Only.

***Poison Hands***

***Regular, resisted by HT***

This spell covers the caster's hands with a powerful contact poison. If the caster touches bare flesh with his hands, the victim must roll vs. HT or take 1d6 points of venom damage. The caster is not affected by his own poison.

**Duration:** 10 seconds  
**Base Cost:** 4, 2 to maintain  
**Time to Cast:** 3 seconds  
**Prerequisite:** Complex Illusion  
**Magic Item:** Jewelry or Gloves. Energy Cost: 350 points.

***Polymorph***

***Special***

Enables the caster to transform into one specific creature. Each creature must be learnt as a separate Polymorph spell. Unlike the spell shapeshifting, the alternate forms are not limited to normal animals.

**Duration:** 1 hour

**Base Cost:** Varies depending on form, (at least 5 points), same to maintain.

**Prerequisite:** 5 shapeshifting spells

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350. Some versions are hexed so that they are Always On and Can't Be Removed.

### ***Polymorph Other***

***Special; Resisted by IQ***

Enables the caster to transform the subject into one specific creature. Each creature must be learnt as a separate Polymorph spell. Unlike the spell shapeshifting, the alternate forms are not limited to normal animals.

**Duration:** 1 hour

**Base Cost:** Varies depending on form (at least 5 points), same to maintain.

**Prerequisite:** 5 Shapeshift Other spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Projected Image***

***Regular***

This spell allows the caster to project an image of whatever creature or object he wishes to anyplace that he is familiar with and then uses it to sense, speak and cast spells. The caster must be familiar with the location that he is sending the image to. Long range modifiers apply.

The image may have any or all of the following abilities:

- **Speech** - The caster can speak through the image. (1 point)
- **Sensing** - The caster can see, hear, smell and taste, through the image's eyes (1 point)
- **Spell Casting** - The caster can cast spells through the image. (4 points) Spells cast through the Image are at -1 to skill (due to the difficulty of "remote" spellcasting.)
- **Mobility** - The image can move about at the same speed as the caster could.

The image can't be disbelieved, even if it is obviously an image, since it is a conduit for real spells.

**Duration:** 1 minute

**Base Cost:** 3, plus cost of special abilities, half to maintain

**Prerequisite:** Perfect Illusion, 5 knowledge spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Protect Creation***

***Regular***

Makes an illusion, phantom or creation immune to being disbelieved and resistant to dispell spells. In order to dispel a creation protected by this spell, the mage must win a contest of skills, at -4 to his own skill.

**Duration:** 1 minute (or until creation vanishes)

**Base Cost:** 2 points, 1 to maintain

**Prerequisite:** Complex Illusion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 00 points.

### ***Rainbow Pattern***

***Regular, resisted by Will***

Creates a swirling rainbow pattern which will hypnotize anyone who looks at it. Characters who look at the pattern must roll vs. Will or stand motionless and oblivious, entranced by the patterns for the **Duration** of the spell.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Simple Illusion.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Random Polymorph Other****Special**

Causes the subject to randomly transform into one of a variety of small harmless animals for the Duration of the spell. Typical forms are Frogs, Toads, Mice, Rats, Gerbils, Rabbits, Lizards, small Non-Poisonous Snakes, Worms and Beetles though the GM can come up other suitably innocuous forms.

**Duration:** 1 hour

**Base Cost:** 10, same to maintain.

**Prerequisite:** 5 shapeshifting spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Rope Trick****Regular**

Causes a piece of rope up to 50 feet long to rise into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The caster and up to seven others can climb up the rope and disappear into this place of safety where no other creature can find them.

The rope can be taken into the extradimensional space if fewer than eight persons have climbed it, otherwise it simply remains hanging in the air. Spells cannot be cast across the extra-dimensional interface, nor do area effects affect it.

Those in the extradimensional space can see out of it as if there were a 3' x 5' window centred on the rope. If the persons in the extradimensional space do not leave it before the spell expires they will simply be dropped from where the entrance to the space was. Also note that taking existing extra-dimensional spaces (e.g. from the hideaway spell into this extradimensional space can be hazardous.

**Duration:** 20 minutes

**Base Cost:** 8 to cast, 4 to maintain

**Prerequisites** Hideaway, Command Rope

**Magic Item:** Rope or Jewelry. Energy Cost: 350 points.

**Secret Page****Regular**

Alters the actual contents of a page so they appear to be something different (defined by the caster). The apparent contents of the page can be altered back and forth by the utterance of the correct password (defined by the caster).

This is also a Communication and Empathy spell.

**Duration:** 1 week

**Base Cost:** 5 points, same to maintain.

**Time to Cast:** 1 minute

**Prerequisites** Simple Illusion

**Magic Item:** Pen or other writing implement. Energy Cost: 250 points.

**Sepia Snake Sigil****Regular**

Causes a small written symbol to appear in the text of any written work. When read, it brings a huge, dark brown snake-like creature into being which immediately attacks the nearest living creature with a skill of 18. (Though the mage and those he specifies when the spell is cast are immune.) Victims may attempt to Dodge or Block the snake, but they cannot parry its strike.

If the snake strikes successfully, the victim must roll vs. Will-6 or he will be put into Suspended Animation. While in stasis he is engulfed in a shimmering amber field of force (equivalent to a Force Dome) which can only be dispelled by the Dispel Magic spell.

If the sepia snake misses its target it dissipates in a flash of brown light, with a loud noise and a puff of dun-coloured smoke that is 10 feet in diameter. The cloud acts as the Fog spell and lasts for one minute, the other effects are only special effects, though they might alert nearby guardians.

**Duration:** 1 month or until activated, the effects of the spell last for a minimum of 1 day.

**Base Cost:** 6, plus 2 per day of suspended animation, same to maintain. Can be made permanent (until triggered) for 25 points.

**Prerequisites** Magery, Create Animal, Fog, 2 Creation Spells.

**Magic Item:** Pen or other writing implement. Energy Cost: 250 points.

### **Shades**

### **Regular**

Functions as the Shadow Monsters except the monsters conjured have 40% normal Hit Points and do 40% normal damage if resisted.

**Duration:** 1 minute

**Base Cost:** 12 per creature, multiply cost by number of hexes creature fills, cannot be maintained

**Prerequisites** Demi-shadow Monsters

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Shadow Magic**

### **Special**

Creates a phantasmal version of any spell the caster has seen in effect. Any spell mimicked via Shadow Magic has 20% normal effect for the spell duplicated and may not cause permanent effects. Also, the spell being duplicated must have real, physical effects which can be perceived with the external senses. Mind and Body Control spells and other spells with similar effects can't be duplicated with this spell.

Anyone who appears to have been killed by shadow magic may make an HT roll every hour to awake. They may also make a normal resistance roll as if they were resisting the 'real' version of the spell.

**Duration:** 1 minute or the **Duration** of the spell being mimicked, whichever is less.

**Base Cost:** 5 to cast, half that to maintain

**Prerequisites:** Perfect Illusion

**Magic Item:** (a) Staff, Wand or Jewelry. Creates a Shadow version of one spell. Energy Cost: 150 points. (b) Staff, Wand or Jewelry. Creates a Shadow version of any spell the mage can imagine.

Energy Cost: 350 points.

### **Shadow Monsters**

### **Area; Resisted by IQ**

Creates semi-real creatures using material from the plane of shadow. The caster can create phantasms of any creature he has studied in detail (must be firsthand - secondhand information or drawings are not sufficient). The phantasms function as per the original except they possess only 20% of the original's hit points. The phantasms deal real damage!

Those subjects who successfully resisted the spell (or were not in the area of effect) see the shadow monsters as transparent images superimposed over shadowy figures. To these people the shadow monsters do only 20% of normal damage. Special attacks of the creatures emulated (energy drain, petrification etc.) do not take effect, but the target of the effects will believe they did and they will affect them as though real until the Shadow Monsters are destroyed.

**Duration:** 1 minute

**Base Cost:** 5 per creature, multiply cost by number of hexes creature fills, cannot be maintained

**Prerequisites** Phantasmal Warrior

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Shifted Image**

### **Regular**

This spell is identical to the Sidestep spell except that the mage's image can appear in any random hex up to 10 hexes away from the mage.

**Base Cost:** 5,4 to maintain

**Duration:** 1 minute

**Time to Cast:** 5 seconds

**Prerequisites** Magery 2, Sidestep

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

### **Sidestep**

### **Regular**



The subject's image always appears in a random adjacent hex to the hex that he is actually in. If this is not possible, the image will either temporarily vanish (revealing the subject's true location) or behave in an unrealistic fashion, whichever the mage specifies. In other respects, the image will conform to "reality". If the image takes damage, it will appear to bleed. If it gets wet, it will appear to drip water.

The image will take as many Hit Points of damage as the mage has before vanishing.

Ranged or thrusting attacks will automatically miss the mage since they are targeted on the image. Swinging attacks might hit the mage if the GM rules that he could be in the path of the weapon, these are treated as Wild Swings. If an opponent attempts to strike at where the mage "really" is, he must guess at the correct hex and strike as if his foe were invisible (-10 to hit, maximum chance to hit 9 or less).

If the mage attacks his foe, spells and weapon attacks "originate" from the image and are defended against normally.

Spells which allow the subject to see or dispell invisible or to detect illusions will counter this spell, otherwise the image cannot be disbelieved.

**Base Cost:** 4,3 to maintain

**Duration:** 1 minute

**Time to Cast:** 5 seconds

**Prerequisites** Magery, Perfect Illusion, Invisibility.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 450 points.

### **Silver Weapon**

### **Regular**

Any weapon affected by this spell is covered with a thick coating of silver for the Duration of the spell. This allows "normal" weapons to affect creatures which are only harmed by silver weapons.

Unlike normal silver weapons, weapons turned to silver by this spell don't have their quality changed in any way.

If the weapon leaves its user's hand, it will revert to its normal state after 10 seconds. (This allows missile weapons to be enchanted, but prevents the mage from pawning off bogus hoards of silver.)

**Duration:** 1 minute.

**Base Cost:** 2, plus 1 per lb. of weapon to be converted, 2 to maintain

**Prerequisite:** False Coins

**Magic Item:** (a) Jewelry or Gloves. Energy Cost: 100 points. (b) Weapon. Turns to a Silver Weapon on a command word. Energy Cost: 50 points.

### **Slippery Body**

### **Regular**

The subject's body and clothing become incredibly slippery, allowing the subject to wriggle out of bonds, Glue, Webs, and Grappling holds. The subject gets +6 to avoid being grappled, +4 to wriggle out of fetters, and +10 to wriggle out of webs, glue, and ropes.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Glue Spray

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Jewelry or Clothing. Works for Wearer only. Always On. Energy Cost: 100 points.

### **Snare Wire**

### **Regular, resisted by DX**

This spell creates a thin metal wire which is stretched between two points which can only be spotted by making a Vision roll. When a creature moves into a hex occupied by the wire they must roll vs. DX or become tangled in the wire. The wire will then wrap itself around the legs of the victim reducing Move, DX and DX based skills by -2. If the victim is attempting to move quickly, they must roll vs. DX each turn or stumble. If the victim struggles while entrapped by the wire, they take 1d6-4 points of damage per minute of struggling.

Alternately, the wire can be stretched at head level. If the victim fails a DX roll, the snare wraps around their neck (or their arms if they were tripped a snare above them). Damage is the same, except that if the victim is trapped by the neck and they begin to struggle or fall, the noose is pulled tight and they begin to Suffocate.

Untangling the wire requires that the victim remain still and calm while untangling the wire. The person attempting to remove the snare must roll concentrate on removing the wire and vs. DX every 30 seconds to do so. Unintelligent creatures (IQ 5 or less) must roll vs. Will or panic, possibly doing damage to themselves.

**Duration:** 1 hour

**Base Cost:** 3, plus 1 per each hex the "wire" occupies, same to maintain. An area can be permanently "snared" for 20 times the Base Cost.

**Time to Cast:** 10 seconds

**Prerequisite:** Web

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### **Spare Arm**

### **Regular**

This spell allows the subject to grow an extra arm and gives him the ability to use it for routine tasks. It has the same PD, DR, and HP as his non-magical arms and takes damage accordingly. However, if it is crippled or severely wounded, so that it becomes a danger to its owner, the spell will end and it will disappear, cancelling any damage effects if might have caused. Note that an extra arm will interfere with the use of most clothing or armor.

Non-combat use of the arm gives +1 to skills where an extra arm would be useful. In combat, the extra arm gives +1 to Grapple. There is no benefit beyond that unless the mage pays extra for a fully-coordinated arm. A fully-coordinated arm allows the mage to make an extra attack or defense and gives +1 to some combat skills.

This spell can also be used to create an extra leg. A spare leg gives the mage +1 per leg to DX rolls to keep his feet. It also increases his Speed by 10% per leg, up to 20% maximum. See the Extra Limbs section in GURPS Compendium I for further details.

**Duration:** 1 minute.

**Base Cost:** 3, 2 to maintain. For double cost the mage can have an arm with Full Coordination.

**Prerequisite:** Magery, Complex Illusion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Tentacles**

### **Area**

When this spell is cast, the affected area begins to grow huge suction-cup tipped tentacles which will grapple and squeeze anything they encounter in the area.

Each hex will grow three tentacles, each with ST 12, DX 10, and a Reach of 2. They have PD 1, DR 1 and 6 HP. When they are created, they will immediately wrap themselves around anything solid that isn't another tentacle and will begin to squeeze, never releasing their target. If there is nothing available to squeeze, they will writhe randomly until a target presents itself.

Anyone in the area must win a contest of DX each turn to avoid being grappled by a tentacle. For each tentacle which has already wrapped itself around the character he rolls at an additional -2 to DX. Roll randomly for hit location.

Anyone grabbed by a tentacle win a contest of ST to break free. If the victim loses the contest by 5 or more, he is held motionless that turn and takes 1 point of crushing damage for every 5 points that he lost the contest. Rigid armor protects with its full DR. Non-rigid armor (like cloth or mail) protects for the first turn only.

The tentacles can be attacked normally but are impervious to crushing damage. It is also possible to neutralize the tentacles by getting them to wrap around an inanimate object.

**Duration:** 1 minute.

**Base Cost:** 3, 2 to maintain. Each extra point of energy gives +2 to ST (up to 25), +1 to DX (up to 15), or +1 to HP (up to 16).

**Prerequisite:** Shrink Object

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Tight Rope**

### **Regular**

This spell makes a rope straight and stiff, so that it can be used like a pole or placed over a gap like a board. The rope can support its normal weight, but will not bend as long as the spell is in effect.

**Duration:** 1 minute

**Base Cost:** 2 per 50' of rope, 1 to maintain (minimum 2, 1 to maintain).

**Prerequisite:** Rope Trick

**Magic Item:** Rope or Jewelry. Energy Cost: 100 points.

### ***Touch of Lead (VH)***

***Regular; resisted by Will***

For the Duration of the spell anything valuable that the subject touches becomes worthless - gems turn to glass, precious metals turn to brass and lead, bank notes turn to scrap paper, and so forth. Valuable items worn by the subject are unaffected unless the subject actually consciously touches them. Valuable items made of non-precious materials (like fine armor or weapons) are not affected by this spell.

After the first transformation, the subject gets an IQ roll to realize what is going on, and can limit the damage he does by deliberately not touching anything valuable for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 5, 4 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Create Material

**Magic Item:** Jewelry or Clothing. Works for wearer only. Always on. Cannot be removed. Energy Cost: 250 points.

### ***Transmutation (VH)***

***Regular***

This spell allows a quantity of one material to be converted into another material, based on the similarity in nature and quality between the existing material and the desired material.

The caster can transmute matter only between forms with which he is familiar, and both the transmuted material and the material it is to be transmuted to must be relatively homogeneous. (For example, flesh could be turned to iron, but it couldn't be turned into a robot, even if the caster knew how to build a robot.) A good rule of thumb is that the desired material must be describable in a single short phrase, like "black granite", "soft rubber" or "burled maple".

**Base Cost** to cast and the amount of material created depends on the inherent rarity and value of the material being created.

**Duration:** Permanent

**Base Cost:** 1/10 per lb. of material; Base Cost of the spell depends on the difference in rarity, phase change, degree of transformation, local value and processing of the material created between the two materials. Each "step" up a given scale doubles the Base Cost of the spell (so two steps would quadruple the cost, three steps would multiply it by 8, etc.). Each step down the scale halves the cost. The baseline for a given scale is the second entry on each scale, e.g. Common, Bulk, Semi-processed. Round point costs up to the nearest tenth of a point, with a minimum of 1 point. Precious and Semi-precious materials can't be created.

- **Phase Change:** Gas, Plasma, Liquid, Solid
- **Degree of Transformation:** Non-Organic, Organic, Living
- **Rarity** -Extremely Common (Dirt), Common (Iron Ore, Timber), Uncommon/Valuable (Iron, Fine Hardwoods), Rare (Ebony, Crystal), Very Rare (Gunpowder, specialized plastics in a modern setting)
- **Local Value** - Worthless, Bulk Commodity (pennies a ton), Commodity (pennies a pound), Valuable (dollars a pound). Precious and Semi-precious materials can't be created.
- **Processing** - Raw (ore, raw timber), Semi-processed (crushed ore, dressed timber), Processed (refined ore, rough boards), Highly Processed (ingots of metal, planed boards).

Examples

Flesh to Salt - Phase Change: Solid to Solid, Degree: Living to Non-Organic, Rarity: Uncommon to Common, Local Value: Commodity, Processing: Raw to Raw = .1 points per lb.

Wood to Iron - Phase Change: Solid to Solid, Degree: Organic to Non-Organic, Rarity: Common to Uncommon, Local Value: Bulk to Commodity, Processing: Semi-Processed to Processed = .4 points per lb.

**Time to Cast:** 1 minute.

**Prerequisite:** Create Material

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### **Tranparency**

### **Regular**

This peculiar spell makes the subject transparent, but not invisible. While the spell is in effect, people looking at the character can see through him (seeing things behind him at no penalty) but can't see into him. He looks like an animate statue of glass. In some situations, this makes him harder to see, -4 to Vision rolls to see him in dim light.

This is also a Light and Darkness spell.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Prerequisite:** Shape Light, Darkness

**Magic Item:** Wand, Staff, or Jewelry. Energy Cost: 350 points.

### **Weapon Hand**

### **Regular, resisted by HT**

When this spell is cast, the subject's hand turns into a (one-handed) weapon of the mage's choice. Though the subject can't use the transformed hand for anything else, he does get the benefit of a weapon that can't be lost and won't turn in his hand. Unwilling subjects roll vs. HT to resist.

The weapon is normal in all respects. However, since it is melded to the user's body, it can't be lost or knocked away. If it breaks, the spell ends and the subject takes no damage. However, the user's hand (below the point where it melds with the weapon) is vulnerable to damage.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Complex Illusion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Bracers. Works for wearer only. Energy Cost: 150 points. This Magic Item commonly has other enchantments placed on it to improve the quality of the created weapons.

### **Web**

### **Missile**

Allows the caster to throw a sticky blob of goo which will explode on contact to engulf the hex it hits and all adjacent hexes, possibly trapping any creature caught in the web. The web has SS 13, Acc +1, 1/2D 15, Max 30.

If it hits a living creature, the target must roll vs. DX-2 or be trapped, helpless in the web. Creatures in adjacent hexes must roll vs. DX to avoid being trapped. A "near miss" (DX check failed by 1 or 2 means that the creature is only partially trapped and has one or more limbs immobilized by the web.

Alternately, the web can be thrown across a narrow area (like between two trees in a forest, or across a corridor in a building) to act as a trap. Any creature attempting to move through the Webbed area must roll vs. DX or become stuck.

Webbed creatures must roll vs. ST-4 to break free. They may do this once per turn, but each failed ST roll gives a -1 cumulative ST penalty to subsequent checks until the victim is so bogged down he is completely helpless. The web can be removed with large amounts of oil (+6 to ST to break loose). A standard web will hold up to 500 lbs. Heavier creatures get +1 to their ST rolls to break free for every 100 lbs. of extra weight.

**Duration:** instantaneous, effects last for 1 hour

**Base Cost:** 5, can't be maintained. The strength of the web can be doubled (1000 lbs., ST-8 to break free) for every doubling of cost. Webs can also be made flammable (doing 1d6 points of fire damage to all trapped creatures if ignited) for 2 extra points. If a web is set on fire, it is immediately destroyed.

**Time to Cast:** 5 seconds

**Prerequisite:** Glue Spray

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

# Knowledge Spells

## Changes to Spells from GURPS Magic

**Tell Time** - the mage will also know the "local" time for anyplace that he has heard of or has seen even if he has never been there. Two applications of this spell will allow the mage to determine the difference in the rate at which time passes in his current location and his "home". **Magic Item:** (b) Jewelry which will always give the correct time for a location set by the mage when the time is cast. Cost to Create: 100. (c) Jewelry. Allows user to cast this spell. Cost to Create: 300.

**Alarm** - The caster determines the nature of the alarm when the spell is cast. In any event only the subject will respond to the alarm. For double cost the alarm can be set up to a month in advance. For triple cost it can be set for up to a year in advance. **Magic Item** (b) Jewelry. Allows subject to cast this spell. Alarm type is set by the enchanter. Cost to Create: 100.

**Find Direction** - The mage will also know which way is "up" should that be important to know. Alternately, the mage can determine a direction other than north and/or up. For double cost this spell can also be used to point the direction to a place which the mage has visited or with which he is familiar. If that place doesn't exist or if the mage gives ambiguous instructions, then the spell will return confusing results. For example, an Islamic mage could use this spell to know in which direction Mecca lies, but unless he specifies the proper Mecca, he could get some little town named Mecca instead.

If the place the mage wants to find directions to doesn't exist on the mage's world then this spell will give an "up" or "down" result if it is on another planet, or a confused result if it is on another plane.

**Aura** - For triple cost "secret" traits such as possession or undead status can be known.

**Measurement** - This spell can also be used to give an accurate count of a group of identical (or similar objects).

**Seeker** - If this spell is cast on an unwilling subject they get a resistance roll vs. Will to shake off the spell.

**Trace** - If this spell is cast on an unwilling subject they get a resistance roll vs. Will to shake off the spell.

This spell can be made permanent for 100 points plus 5 points per pound of object. It is common for valuables, keys, eyeglasses, livestock and pets to be enchanted with this spell to keep them from being lost or stolen. The spell interprets the "owner" as the person to whom the spell is keyed when the spell is cast. If the item is sold or given away or the owner dies, the item senses this and the spell ends.

**Pathfinder** - The mage can exclude known routes to his destination if he specifies them before casting this spell. For double cost the mage can ask for a certain type of path - the most scenic, the easiest, the most direct, the least travelled, etc. If the criteria he asks for doesn't exist or two or more routes are equally acceptable he will know this fact.

If Detect Danger is cast immediately before this spell is cast the mage will know if a given route is dangerous and if so, how dangerous it is. The exact nature of the danger is not known. The mage can also use these spells to choose the least dangerous route or the most dangerous route. If Detect Foes or Divination is cast immediately afterwards, the mage can use that spell to get some insight as to the nature of the danger (i.e. bad roads, blizzards, motorcycle gangs, Jehovah's Witnesses, etc.)

**History** - The G.M. should lower costs for this spell. 2 for 1 day's history, 4 for a week's history, 6 for a month's history, and 8 for 3 month's worth of history. If the mage pays double costs he can get a detailed history, including a detailed portrait of the owner's personality, but names are still kept secret. A detailed history takes at least double the normal Time to Cast and could take hours.

**Ancient History** - The G.M. should lower costs for this spell. 2 for a year's history, 4 for 10 years, 6 for 100 years, 8 for 500 years, and 10 for 1,000 years. Each millenium beyond that costs 2 extra points. If the mage pays double costs he can get a detailed history, including a detailed insights into the item's previous owners, but names are still kept secret. A detailed history takes at least double the normal Time to Cast and could take hours.

**See Secrets** - If the mage pays double cost accidently or naturally hidden items can be seen.

**Mage Sight** - For double costs the mage can know rough details - the college of magic a spell is from, its "aura" and its approximate power.

**Identify Spell** - For double cost the mage can know details - the college of magic a spell is from, its general effects, and the approximate amount of power that went into the spell. This applies even to completely unknown spells.

**Analyze Magic** - If the G.M. is feeling merciful, he can allow attempts to crack Name or Password spells once a year or even once a month. Only a critical failure or a very powerful item should keep the mage from trying again.

**Glass Wall** - Each multiple of cost multiplies the distance the mage can see. For example, doubling cost doubles the distance he can see. Each doubling of cost also allows the mage to look through another distinct barrier. These costs are cumulative. So, for example, if the mage wanted to look through two eight foot thick walls, he would have to pay eight times the normal cost!

### **Changes to Spells from GURPS Grimoire**

**Test Area** - This spell can be used to determine how much force or energy a given object or area can stand before it fails. It can determine maximum amperage a fuse can take, how much force is needed to break a wall, and so forth.

**Memorize** - This spell can be extended for the same cost as it took to cast the spell. For double **Base Cost** the time until the memory starts to fade can be doubled.

**Seek Magic** - The mage can also search for a specific type of object (i.e. items from a specific college of magic, one sort of magical creature, etc.). If the mage is searching for a specific **Magic Item** or magical creature, he is at -5 to cast this spell.

### **Spells from GURPS Magic**

Alarm Analyze Magic Ancient History Aura Detect Magic Divination Find Direction Glass Wall History Identify Spell Invisible Wizard Eye Mage Sense Mage Sight Measurement Pathfinder See Secrets Seeker Tell Time Trace Wizard Eye

### **Spells from GURPS Grimoire**

Tell Position Know Location Test Area Know True Shape Memorize Recall Remember Path Know Recipe Divination (Additions) Seek Magic Astral Vision (VH) Far-Feeling Projection Far-Tasting Wizard Mouth Wizard Nose Wizard Hand Images of the Past Echoes of the Past Scents of the Past Air Vision Plant Vision Small Vision Character Study - See Communication and Empathy spells Earth Vision - Earth Stone Tell - See Earth Spells Air Vision - Air Following Wind - See Air Spells Fire Vision - Fire Fire Tell - See Fire Spells Ice Vision - Water Water Vision - Water Diagnosis - See Healing Spells Detect Disease - See Healing Spells Far Hearing - Sound Wizard Ear - Sound

### **New Spells**

#### ***Alert***

#### ***Regular***

Allows caster to know when a specific event has occurred in a particular place designated by the mage. The mage must specify the event and must be in the location where he wants to place the alert when he casts the spell.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain. An area can be permanently enchanted with this spell for 25 times the

**Base Cost.**

**Prerequisite:** Alarm

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

#### ***Appraise***

#### ***Information***

Allows the caster to judge the quality and value of a given item to within 10% of its actual value.

**Duration:** 1 minute

**Base Cost:** 5 points

**Time to Cast:** 3 seconds

**Prerequisite:** See Secrets, History

**Magic Item:** Jeweller's Loupe. Energy Cost: 300 points.

**Association**

**Information**

This spell allows the mage to know if two inanimate objects were ever in contact. For example, a mage could know if an arrow was ever fired from a specific bow or if a gem was ever in a specific chest. If the items were ever strongly linked, for example, if two pieces of armor were both parts of a custom-made suit of armor, then the GM can give a bonus to the die roll.

**Duration:** Permanent

**Base Cost:** 2

**Prerequisite:** Divination

**Magic Item:** Wand or Jewelry. Energy Cost: 250 points.

**Biography**

**Information, resisted by Will**

This spell will give a capsule biography of a person. This biography will give only publically known Information, with vague hints at private or secret Information. Basically, this spell gives the sort of Information you'd get from an entry in Who's Who or by talking with a friend of the subject.

Unlike the Character Study spell, the subject need not be present when this spell is cast and it doesn't give personal Information.

**Base Cost:** 2

**Time to Cast:** 10 seconds

**Prerequisite:** History

**Magic Item:** Book. Energy Cost: 100 points.

**Calculate Odds**

**Information**

Allows the subject to know the exact probability that he will be able to perform a specific task and why. In game terms, this means the GM must reveal any die roll modifiers which affect a specific die roll and tell the player what number he needs to roll for the character to succeed.

Gives +2 to gambling skill, or +6 to fixed games (since the character knows the probable winner).

**Base Cost:** 2 points

**Prerequisite:** Divination

**Magic Item:** Jewelry. Energy Cost: 250 points.

**Calculation**

**Regular**

Grants the subject the Lightning Calculator advantage and gives them Mathematics 11 (if they don't have that skill at level 12 or better) for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** 3 Other Knowledge spells.

**Magic Item:** Pen, Clothing or Jewelry. Energy Cost: 250 points.

**Clairsentience**

**Regular**

Allows the caster's consciousness to be transported to the place that he wishes to view while his body lies in a trance. While in the trance the caster can see and hear everything he could normally see and hear in the location he is observing. He remains aware of his body, however, and can return to it at any time before the spell ends. If he cancels the spell, though, he must roll vs. IQ or be Mentally Stunned when he returns to his body.

The caster can move up to 10 hexes from the center of his location at the point he is observing at his normal Move. His "consciousness" remains invisible while it is observing, but if detected with a spell, it will appear as a rough image of the caster's face.

**Duration:** 1 minute

**Base Cost:** 5 points, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Wizard Eye, Wizard Ear.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Concentrate***

### ***Regular***

Allows the caster to concentrate on a specific task, ignoring all distractions, including pain, heat, cold or damage. This gives +4 to Will to ignore distractions which might disrupt concentration or spoil spells.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Magic Item:** Jewelry or Clothing. Energy Cost: 250 points.

### ***Confirmed Pact***

### ***Regular***

This spell is cast on two or more creatures that have just reached an agreement of any sort. All subjects must be willing to be affected by the spell or else it fails in an obvious way.

For the Duration of the spell either subject and the mage will be instantly aware if either member of the pact breaks it. They also learn if this action was made willingly or not (i.e.: if under a charm or the like).

The spell deals with the spirit and not the letter of the agreement. For example, the parties to a peace agreement would know if one of the parties was planning a sneak attack even before the attack was launched.

**Duration:** Permanent (until pact is broken or ended)

**Base Cost:** 5, plus 1 per extra person beyond the three.

**Time to Cast:** 1 minute

**Prerequisite:** Alert

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Contact Different Plane***

### ***Regular***

Allows the caster to contact a being on a different plane who can answer pertinent questions put to it. Simple questions take approximately 10 seconds to phrase and reply to. More complex questions take longer to answer. At the end of each question the GM must make a reaction roll for the creature contacted. On a result worse than Neutral, the creature breaks off contact, ending the spell.

Note that the creature might not know the answer to a given question, nor will its answers necessarily be accurate or truthful. The creature might also have its own agenda and might even seek to harm the caster.

Each plane is a different specialization of this skill. The first contact with a given plane is at -5 to skill. This penalty is worked off at -1 per subsequent contact until the base skill level is reached. It is assumed that the mage "knows" planes equal to 1/3 his skill level with this spell.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, 5 Spells from the Colleges of Communication and Empathy, Knowledge or Necromancy

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Contact Higher Being***

### ***Regular***

Similar to the Contact Different Plane spell, but this spell allows the mage to commune with a saint, god or other omnipotent or nearly omnipotent being. The willingness of the being to speak is up to the G.M. and the mage might get far more than he reckoned for if he attempts to commune with the wrong higher being.



The caster can ask one question of the higher being. The being will answer to the best of its ability, but the answer could be very well be "I don't know." or "I don't care." Immediately after the question is asked, the higher being must make a reaction roll to the caster, if the result is worse than neutral the higher being might attempt to harrass the caster in some way, unless the character is especially attuned to the ethics and goals of that particular being.

**Duration:** 1 minute

**Base Cost:** 10 points, can't be maintained

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Contact Different Plane

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 550 points.

### ***Correlate***

### ***Information***

This spell allow the caster to find statistical correlations and trends within a body of data. This gives +1 to Academic or Scientific skills where such an ability would be useful. It also gives +1 to Intelligence Analysis, Cryptanalysis and Research skills in some cases.

This spell also has other uses since it allows the subject to see a pattern in seemingly random parts of a puzzle or unrelated events (assuming there is a pattern to be discerned). For example, an adventurer could see the shape of a pot from looking at its fragments, or he could see pattern in an otherwise random series of bandit raids.

(This spell is designed to be the magical equivalent of a statistics program on a computer.)

**Base Cost:** 3 points

**Time to Cast:** 10 seconds

**Prerequisite:** Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Death Detection***

### ***Information***

This spell will detect dead bodies, undead creatures, or the site of a recent death (within 1 month) within 10 hexes of the caster.

This is also a Necromantic spell.

**Base Cost:** 3 points

**Time to Cast:** 10 seconds

**Prerequisite:** Detect Danger

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Delude***

### ***Regular; Resisted by HT***

Causes the caster's aura and ethics to appear to be the same as that of the spell's subject. The magic upon the caster will be detected by a Mage Sight spell, but only if that spell is cast by the subject of the spell.

**Base Cost:** 4

**Prerequisite:** Aura

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Jewelry or Clothing. Works for wearer only. Always on. Energy Cost: 50 points.

### ***Detailed History***

### ***Information***

Similar to the History spell, but this spell lets the caster learn the same sort of Information about the item that he would get from the Biography spell cast on a person. Names, dates of ownership, general usage, etc. can all be gained from this spell.

**Duration:** 1 minute

**Base Cost:** 6 points

**Time to Cast:** 10 seconds

**Prerequisite:** History

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Detect Anti-Scrying****Information**

This spell will detect the presence of spells designed to thwart magical observation (Misdirect Scrying, Scrying Guardian, etc.), though it won't tell what type of spells are in place unless the caster of the Detect spell can win a Quick Contest with the caster of the anti-scrying spell.

**Base Cost:** 3 points

**Time to Cast:** 3 seconds

**Prerequisite:** See Secrets

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Detect Casting****Area**

This spell immediately informs the mage whenever any spell is cast in the area of effect, unless the opposing spellcaster wins a contest of Spell skill vs. the Detect Casting spell. If a spell must be hidden in order to remain effective (such as Protection and Warning spells or magical traps), the caster of this spell must first win a Contest of his spell skill against the spell skill of the mage who cast the hidden spell.

**Base Cost:** ½, same to maintain

**Duration:** 1 minute

**Prerequisite:** Detect Magic

**Magic Item:** a) An area can have this spell permanently cast on it for 50 times the base energy cost per hex, b) Wand, Staff, or Jewelry. Energy Cost: 500 points.

**Detect Change****Information, resisted by Will**

Allows caster to determine what physical changes have been made to the subject (person, place or thing) since he last saw it, even if they aren't visible to the naked eye.

**Duration:** 1 minute

**Base Cost:** 3

**Time to Cast:** 3 seconds

**Prerequisite:** Detect Danger

**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 100 points.

**Detect Curse****Information**

This spell will allow the mage to detect detrimental Magic Items and curses on people, places and things. A critical success will let the mage know the nature of the curse.

**Base Cost:** 3 points

**Time to Cast:** 1 minute

**Prerequisite:** Detect Magic

**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 100 points.

**Detect Demons****Information, resisted by Will**

This spell will detect the presence or influence of demons, devils or any other malevolent extraplanar entity within 10 hexes of the caster.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Magic Item:** Holy Symbol, Jewelry or Lense. Energy Cost: 250 points.

**Detect Destiny****Information**

Tells caster the ultimate destiny or fate of the subject. Also allows past lives to be detected and general details to be revealed. In game terms this spell will detect Karmic Ties, Destiny, and other similar advantages or disadvantages. One advantage or past life can be detected per minute. The caster can exclude known advantages or past lives that the subject has if he specifies them before casting begins.

**Duration:** 1 minute  
**Base Cost:** 5, 3 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** See Invisible, History  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 100 points.

### ***Detect Invisible***

### ***Information, resisted by Will or Spell***

This spell will allow the caster to detect astral, ethereal, and invisible creatures as well as creatures on other planes which are watching the caster. Beings on this plane are detected at a range of 10 hexes. Creatures on other planes where the location corresponds to a location within 10 hexes of the caster on the caster's plane can also be seen.

**Duration:** 1 minute  
**Base Cost:** 4, 2 to maintain  
**Time to Cast:** 3 seconds  
**Prerequisite:** Mage Sight  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 250 points.

### ***Detect Motives***

### ***Information, resisted by IQ***

This spell allows the mage to know the motivations that led the subject to perform a specific act or to hold a certain political position. If the subject had conflicting motives when he performed the act (or took the position) this spell will reveal them. The subject needs to be present (but not necessarily aware of the casting) when the spell is cast, but he gets an IQ roll to resist the spell in any event.

This spell is also a Communication and Empathy spell.

Note: This spell has the potential to short- circuit some sorts of adventures. If the GM feels that this spell could be abused or interfere with his campaign, he can ban it entirely or make it much more difficult to learn or to cast.

**Base Cost:** 3  
**Time to Cast:** 1 minute  
**Prerequisites:** Divination, 3 Communication and Empathy or Knowledge spells  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Detect Passage***

### ***Information***

Allows the caster to know whether or not a certain person or type of person passed within 10 hexes of a given location within a time period set by the caster. There is a -1 penalty to skill for every hour since the person passed, and -1 to skill for every person or creature of the that type which passed by that point if the caster is looking for a specific person of that type.

**Base Cost:** 3 points  
**Time to Cast:** 3 seconds  
**Prerequisite:** Trace  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 250 points.

### ***Detect Poison***

### ***Information***

Detects any poison sources within 3 hexes of the caster and their general nature and dangerousness. If he specifies before casting, the caster can exclude known sources of poison or exclude toxic substances below a certain threshold.

Poisonous materials will glow with a blue light which varies in intensity based on the intensity of the poison

**Duration:** 1 minute  
**Base Cost:** 3 to cast, 1 to maintain  
**Prerequisite:** Detect Danger  
**Magic Item:** Staff, Wand or Jewelry. Energy  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 250 points.

**Detect Possession****Information, resisted by Spell**

Detects whether the subject is possessed, under the effects of Exchange Bodies, or any similar enchantment.

**Base Cost:** 1 point

**Time to Cast:** 10 seconds

**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 150 points.

**Detect Shelter****Information**

This spell allows the caster to detect the nearest suitable shelter from the elements. The caster can exclude known shelters if he specifies them before he begins casting the spell.

**Base Cost:** 3 points

**Time to Cast:** 3 seconds

**Magic Item:** Wand, Jewelry or Compass. Energy Cost: 150 points.

**Detect Undead****Information, resisted by Will**

Detects any undead within 10 hexes of the caster. The caster can exclude known sorts of undead if he specifies them before casting begins.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 1 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Detect Danger

**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 250 points.

**Detect Written Lies****Regular**

Upon casting this spell, the caster will know whether or not the author of the subject page wrote something that he knew was untrue. The caster may also select a specific sentence as the subject. Note that this spell will be resisted by a page protected by a Mage Seal.

**Duration:** Instantaneous.

**Base Cost:** 3.

**Time to Cast:** 5 seconds.

**Prerequisites:** Truthsayer and Mage Writing.

**Magic Item:** Any lens. Always on. When script is read through the lens, lies will become obvious to the reader. Energy cost to create: 2,000.

**Determine Guilt****Information, resisted by Will**

Allows the caster to know the subject's level of involvement in a specific incident.

**Duration:** 1 minute

**Base Cost:** 5

**Time to Cast:** 10 seconds

**Prerequisite:** Truthsayer, Detect Danger

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Determine Owner****Information, resisted by IQ**

This spell allows the mage to know who the most recent owner of an object or creature is.

If the owner wishes to hide his association with the item or creature, or if the subject of the spell is an intelligent creature who wishes to hide its association with its owner (like a slave who is attempting to run away), treat the attempt as a contest between the owner's (or subject's) IQ and the caster's skill level.

If the item or creature is abandoned (i.e. the former owner is dead, missing, or doesn't want it anymore) successful use of this spell will determine this fact.

**Base Cost:** 3 points

**Time to Cast:** 1 minute  
**Prerequisite:** Divination  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Determine Planar Origin***

### ***Information***

This spell allows the mage to determine the plane, dimension, or parallel world that a creature is from.

**Base Cost:** 2 points  
**Time to Cast:** 10 seconds  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 100 points.

### ***Efficiency***

### ***Information***

Allows caster to know the quickest way of achieving a specific goal. Knowing the most efficient way to solve a problem doesn't necessarily give the mage the ability to implement a solution though!

**Duration:** 1 minute  
**Base Cost:** 4 points  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 250 points.

### ***Enhance Skill (VH)***

### ***Regular***

This spell allows a temporary increase in one skill specified by the caster. In order to increase a skill the caster must have invested at least 1/2 point in the skill and the skill to be increased can't be increased beyond the level at which the Enhance Skill spell is known.

**Duration:** 1 minute  
**Base Cost:** 10 per +1 increase, can't be maintained.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery 2, Lend Skill, 10 Knowledge spells.  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 5,000 points. Mage Only.

### ***False Image***

### ***Area; resisted by Spell***

This spell will present a false scene to scrying spells. The scene is entirely up to the caster, but any image presented must show a relatively simple and repetitious scene in order to be believable for very long or else the caster must pay a greatly increased energy cost.

Simple scenes can be made to have enough variation in them to seem realistic unless observed for quite a long time. For example, a scene of a battle couldn't be sustained for more than a few minutes before the combatants started to repeat themselves. But, a scene of an empty room could be made to change as the light from a nearby window changed throughout the day.

Some randomness is built into the false images. For example, a false image of the mage working at his desk would show him shifting his seat, leaning forward, making notes, and turning pages in a book he was reading on a seemingly random basis.

If the caster of the scrying spell has a reason to be suspicious, he can attempt a Contest of skills between his skill with the Detection and the skill of the False Image spell to penetrate the false image.

**Duration:** 1 hour  
**Base Cost:** 2, double for scenes of simple repetitive movement, triple for scenes with complex repetitive movement, quadruple costs for complex, random movement, half to maintain. An area can be permanently warded for 25 times the **Base Cost**.  
**Time to Cast:** 1 minute  
**Prerequisite:** Misdirect Scrying  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Far-Seeing***

### ***Regular***

This spell allows the mage to enchant two identical objects to act as a transmitter and a receiver of images. The objects must weigh at least 1 pound each and they both must have at least one flat surface at least 6" square, to act as a "view screen" and a "lense" respectively.

The lense will transmit any image that the mage (or anyone else) can see to the view screen. The maximum range between the transmitter and the receiver depends on the energy used to power the spell. The "field of view" of the lense is about 60 degrees in angle and is static, unless someone physically moves it.

This spell can be used in a number of ways. The transmitter can be hidden, and the mage (or someone else) can retain the receiver, allowing him to eavesdrop on conversations or detect enemies at a distance. Or, the mage can retain the transmitter and give the receiver to someone else, allowing the mage to communicate (one way) with that person at a distance.

Four identical objects and two castings of this spell will allow two-way communication.

This spell can be combined with the Far Speaker spell to allow sound and vision to be combined.

**Duration:** 1 minute

**Base Cost:** 2 points for 100 hex range (every doubling of cost doubles range). The objects can be permanently enchanted for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Wizard Eye, Far Speaker

**Magic Item:** Two identical screens of crystal. Energy Cost: 750 points.

### ***Follow Tracks***

### ***Information***

Lets the caster know where a person or creature ended its journey (or where it is now if it is still moving) if the caster can examine a reasonably fresh trail left by the creature. The caster is at -1 to skill for every hour since the creature left the tracks.

**Base Cost:** 3 points

**Time to Cast:** 10 seconds

**Prerequisite:** Trace

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Geneology***

### ***Information, resisted by Will***

This spell allows the mage to know who the subject's parents are (either biological or adoptive, the mage decides when the spell is cast). Each subsequent casting allows the mage to know the next "branching" in the subject's family tree, so the second casting would give the subject's grandparents, the third his great-grandparents, and so forth. The subject must be present when the mage casts the spell, but he need not be willing. Unwilling subjects resist with Will.

If the subject's ancestors are still alive, the mage will mentally know their common name and will get a detailed mental image of what they look like when the spell is cast. If they are dead, he will know their names and will get a mental image of them as they appeared in their prime. If the subject's parents have no names (like in the case of most animals) then the mage will just get a mental image of the parents' appearance.

At TL 6+, this spell becomes much more powerful. Each casting allows the mage to determine one genetic trait in the subject (or all the members of a previous generation). It is up to the mage to correctly interpret this Information (using the Genetics skill).

**Base Cost:** 4

**Time to Cast:** 1 minute

**Prerequisite:** Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### ***Gossiping Pen***

### ***Information***

To use this spell, the wizard needs an ordinary quill pen and a piece of blank paper. When the spell is cast, the pen will write down any local rumors or bits of "common knowledge" about topics specified by the mage when he begins the casting the spell, at the rate of one piece of Information per minute. The accuracy of this material cannot be determined by any magical means, but it is a good reflection of what (or who) people are talking about, even if their Information is erroneous.

**Duration:** 1 minute  
**Base Cost:** 2, 1 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Divination, Wizard Ear  
**Magic Item:** Pen or other writing implement. Energy Cost: 200 points.

***Guardian***

***Regular, resisted by Will***

When this spell is cast on the subject, the mage will know when the subject is in danger, as if the mage was in the subject's position and had the Danger Sense advantage.

This is also a Protection and Warning spell.

**Duration:** 1 hour  
**Base Cost:** 4, 3 to maintain.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery, Seeker  
**Magic Item:** (a) Wand, Staff or Jewelry. Energy Cost: 250 points.

***Hero Pointer***

***Area***

The figure with the highest character point total is limned with a visible ruddy glow. The caster can exclude certain people or types of people from the spell's calculation if he specifies them before he begins casting the spell.

**Duration:** 1 minute  
**Base Cost:** 1/4 point per hex, for double cost per hex, the caster can get a "ranking" of most powerful to least powerful character in the area of effect.  
**Prerequisite:** 3 Knowledge spells  
**Magic Item:** Wand or Jewelry. Energy Cost: 100 points.

***Honest Witness***

***Regular***

This spell makes the subject remember a specific event exactly as their senses perceived it, without judgement, imagination, or desire to be helpful coloring their account. The spell doesn't keep the witness from deliberately lying about what they know though.

**Duration:** 1 minute  
**Base Cost:** 4, 2 to maintain  
**Time to Cast:** 3 seconds  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Furniture. Works for wearer only. Always on. Energy Cost: 100 points.

***Idea***

***Information***

This spell allows the subject to remember a fact or gain an insight that they previously didn't know. In game terms this means that the player can ask the GM a question or prompt him for a useful fact or bit of advice about the adventure.

**Base Cost:** 3  
**Time to Cast:** 10 seconds  
**Prerequisite:** Insight  
**Magic Item:** Jewelry or Clothing. Works for wearer only. Energy Cost: 500 points.

***Insight***

***Information***

This spell gives the subject a new insight into how he might solve a problem that has previously stumped him.

The game effect is to allow the subject another skill roll at a single task which he had previously failed but where the nature of the task hasn't changed and where a second attempt is feasible.

This spell can also be used when the subject has successfully completed a task, but wants further improvement, but if the second die roll is worse than the first, then the subject is bound by the results of the second roll in most cases, unless the subject has a reason to set the first attempt aside in favor of the second attempt.

In either case, the subject must take just as much time at the second attempt as the first, making this spell pointless for some skills.

For example, if a burglar can't pick a lock (due to a failed skill roll), then this spell would allow the burglar another attempt to pick the lock, even if he wouldn't normally be allowed to do so. However, the burglar wouldn't get a second chance to hit a foe with a sword or fast-talk his way past a guard, since the nature of the task has changed (i.e. the foe has moved, the guard is suspicious). It would be silly to cast the spell to help the PC with his Wilderness Survival rolls, since each survival roll covers a different task or a different time period. However, the spell would be useful if it were used to give the character a second Vision roll to spot a carefully hidden cache of supplies, if he was actively searching for it.

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Remembrance

**Magic Item:** Jewelry or Clothing. Energy Cost: 150 points.

### ***Instant Learning (VH)***

### ***Regular***

Like the Learning spell, but the Information to be learned can be instantly assimilated. In order to permanently improve a skill level, the subject must have character points available to spend to improve the skill. Otherwise any knowledge learned is "cramming" and is quickly forgotten. Up to one hour of material can be learned in this manner.

**Duration:** 1 day

**Base Cost:** 10, can't be maintained

**Time to Cast:** 10 minutes, can only be cast on a given subject once per day.

**Prerequisite:** Magery 2, Learning, 10 Knowledge spells.

**Magic Item:** Altar, Throne, or Baptismal Font. Energy Cost: 10,000 points or more. Mage Only. Such items are only rumored to exist, and if they exist at all they will be highly coveted.

### ***Invisible Wizard Ear***

### ***Regular***

Creates a Wizard Ear that cannot be seen without the See Invisible spell. Anyone who guesses what hex it is in may still attack -but they can only hit on a critical success!

Also a Knowledge spell.

**Duration:** 1 minute.

**Base Cost:** 4 to cast, 2 to maintain.

**Time to Cast:** 4 seconds.

**Prerequisites:** Wizard Nose and Invisibility.

**Magic Item:** (a) Wand, staff, or jewelry. Cost to create: 750 energy and \$750 worth of exotic, aromatic wood. (b) Any glass depiction of a human ear (same items as Regular Wizard Ear)

### ***Invisible Wizard Face***

### ***Regular***

This spell combines Invisible Wizard Eye, Invisible Wizard Ear and Invisible Wizard Nose allowing superior long-range viewing.

**Duration:** 1 minute

**Base Cost:** 7, 5 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Invisible Wizard Eye, Invisible Wizard Ear, Invisible Wizard Nose

**Magic Item:** A glass head. Requires \$750 in rare materials related to all five senses. Energy Cost: 750 points.

### ***Invisible Wizard Hand***

### ***Regular***



Creates a Wizard Ear that cannot be seen without the See Invisible spell. Anyone who guesses what hex it is in may still attack -but they can only hit on a critical success!  
Also a Knowledge spell.

**Duration:** 1 minute.

**Base Cost:** 5 to cast, 3 to maintain.

**Time to Cast:** 4 seconds.

**Prerequisites** Wizard Nose and Invisibility.

**Magic Item:** (a) Wand, staff, or jewelry. Cost to create: 750 energy and \$750 worth of exotic, aromatic wood. (b) Any glass depiction of a human hand (same items as Regular Wizard Hand)

### ***Invisible Wizard Mouth***

### ***Regular***

Creates a Wizard Mouth that cannot be seen without the See Invisible spell. Anyone who guesses what hex it is in may still attack - but they can only hit on a critical success!  
Also a Knowledge and a Sound spell.

**Duration:** 1 minute.

**Base Cost:** 5 to cast, 3 to maintain.

**Time to Cast:** 4 seconds.

**Prerequisites** Wizard Mouth and Invisibility.

**Magic Item:** (a) Wand, staff, or jewelry. Cost to create: 975 energy and \$600 worth of ivory. (b) Glass depiction of a human mouth (same items as Regular Wizard Mouth)

### ***Invisible Wizard Nose***

### ***Regular***

Creates a Wizard Nose that cannot be seen without the See Invisible spell. Anyone who guesses what hex it is in may still attack -but they can only hit on a critical success!  
Also a Knowledge spell.

**Duration:** 1 minute.

**Base Cost:** 4 to cast, 2 to maintain.

**Time to Cast:** 4 seconds.

**Prerequisites** Wizard Nose and Invisibility.

**Magic Item:** (a) Wand, staff, or jewelry. Cost to create: 750 energy and \$750 worth of exotic, aromatic wood. (b) Any glass depiction of a human nose (same items as Regular Wizard Nose)

### ***Know Age***

### ***Information, resisted by Will***

Allows the mage to know the true age of a person or object.

**Base Cost:** 1 point

**Time to Cast:** 5 seconds

**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 50 points.

### ***Know Maker***

### ***Information, resisted by IQ***

This spell allows the mage to know who made an object. In order for the spell to work, the mage must touch the item. If the maker wishes to hide his identity, he gets a roll vs. IQ to resist this spell.  
This is also a Making and Breaking spell.

**Base Cost:** 1

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Last Image***

### ***Information***

When the wizard casts this spell on a recently dead corpse, he sees whatever the person saw in the moments before he died.

Depending on the circumstances, this could give the mage vital information or an unchanging picture of the victim's surroundings. This spell is at -1 for every 3 days that the victim has been dead and is at a further -2 to skill if the victim's eyes or head have been removed. If the victim was blindfolded or blinded before he died, this spell is at an additional -4 to skill.

If the victim died in a particularly horrible way, the GM might decide that the wizard has to take a Fright Check as if he had the Death Vision spell cast on him. If the victim was killed by a gaze attack (like that of a medusa) then the mage must roll vs. HT+4 or suffer the same effect as the victim suffered.

**Duration:** 1 minute

**Base Cost:** 3 points, each doubling of cost doubles the Duration of the spell (doubling the amount of time the mage looks through the corpse's eyes).

**Time to Cast:** 10 seconds

**Prerequisite:** Mute Witness

**Magic Item:** Jewelry or Lense. Energy Cost: 100 points.

### ***Learning (VH)***

### ***Regular***

Allows Information on a single topic to be learned or assimilated in half the normal time. In order to permanently improve a skill level, the subject must have character points available to spend to improve the skill. Otherwise any knowledge learned is "cramming" and is quickly forgotten.

**Duration:** 1 hour

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Rememberance, 5 knowledge spells.

**Magic Item:** Clothing or Jewelry. Energy Cost: 5,000 points.

### ***Librarian***

### ***Information***

This spell will allow the mage to magically search for books and references on a specific topic, returning a list of known references on a magically inscribed piece of paper.

Of course, it is up to the wizard to actually get ahold of the references found by the librarian spell. This spell gives +4 to Research skill rolls. If the wizard doesn't have that skill, this spell has a "default" Research skill of 10. For long-term projects, repeated uses of this spell can greatly increase the pace of research, as determined by the GM.

**Base Cost:** 4 points

**Time to Cast:** 1 minute

**Prerequisite:** Text Origin

**Magic Item:** Book. Energy Cost: 500 points.

### ***Listening Walls***

### ***Area***

This spell allows sound to be transmitted from the spell area to another area specified by the mage. This allows a person in one area to hear what is said in the other area. Two castings will allow two-way communication.

The mage need only be physically present in one location when the spell is cast. However, he must be extremely familiar with the other location and must have visited that place himself within the previous month. The mage also determines which location is the transmitter and which location is the receiver. Multiple castings allow multiple transmitters and/or receivers on the same "network".

It is similar to the Talking Horn spell except that no material components are required and an area is enchanted, not an object.

This is also a Sound spell and a Communication and Empathy spell.

**Duration:** 10 minutes.

**Base Cost:** 4, 3 to maintain. An area can be permanently enchanted with this spell for 25 times the Base Cost.

**Time to Cast:** 3 seconds

**Prerequisite:** Talking Horn

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

**Locate Danger****Information**

An improved version of the Sense Danger spell. Not only will the caster know when there is danger in the area, but he will also know its rough location and type, even if it is not an immediate danger. Furthermore, this spell lasts longer than the Sense Danger spell, so the mage temporarily has the Danger Sense advantage..

**Duration:** 1 minute

**Base Cost:** 5, 4 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Sense Danger

**Magic Item:** Jewelry or Clothing. Energy Cost: 500 points.

**Locator****Information**

This spell allows the mage to accurately find his position or the location of another person on a map. If the mage cannot see the person, he must have previously cast either the Tracker or Seeker spell on that person. If the map is inaccurate, this spell will give the mage's approximate location. If the subject isn't at a location on the map, the spell will fail but the mage will know why it failed.

**Base Cost:** 2 points

**Time to Cast:** 10 seconds

**Prerequisites:** Divination, Seeker

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Magic Map****Information**

Gives the mage a map of all major geographical features in his area. Very small or hidden features will not appear on the map unless the mage already knows about them.

**Base Cost:** 5 per half mile of radius from the mage's position.

**Time to Cast:** 10 minutes

**Prerequisite:** Know Location

**Magic Item:** Pen or other writing implement. Energy Cost: 500 points.

**Mind Blank****Regular**

This spell hides the presence of the caster's mind making it virtually impossible to "lock on" to. The caster can be detected by other means, but his mind is immune as a target for hostile psionics or spells which affect the mind as long as the caster concentrates on the spell. If someone does attempt to influence the caster's mind, he gets +6 to Will or IQ to resist the effects of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** 5 Knowledge spells

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 300 points.

**Mind Track****Regular**

The mage is able to see the location of any object he could see (or perceive) normally in a "map" in his mind, allowing him to judge the relative location of various creatures and vehicles. This gives the effect of 360 Degree Vision.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain.

**Prerequisite:** Seeker

**Magic Item:** Jewelry or Clothing. Energy Cost: 250 points.

**Misdirect Detection****Area; resisted by Spell**

Makes detection spells in the area covered by the spell return false, contradictory or ambiguous Information. If the caster of the Information spell has a reason to be suspicious, he can attempt a Contest of skills between his skill with the Detection spell and the skill of the Misdirect Detection spell.

**Duration:** 1 hour

**Base Cost:** 3, half to maintain. An area can be permanently enchanted for 20 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** 3 Detection or Scrying spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Misdirect Scrying***

### ***Area; resisted by Spell***

Magically "displaces" any scrying spell so that it views an area adjacent to the protected area. If the scrying spell can still see into the protected area from the adjacent area, the protected area is made to appear black and silent to the scryer.

If the caster of the Information spell has a reason to be suspicious, he can attempt a Contest of skills between his skill with the scrying spell and the skill of the Misdirect Scrying spell.

**Duration:** 1 hour

**Base Cost:** 4 points, half to maintain. An area can be permanently enchanted for 20 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Misdirect Detection

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Misdirection***

### ***Regular***

Causes any detection, seeking etc. spells cast upon the subject to indicate the wrong area, creature or the opposite of the truth.

**Duration:** 10 hours

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisites:** Scryguard

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points. Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### ***Moment***

### ***Information***

The Moment spell allows the mage to determine the ideal moment for a single important action - when to attack, when to make a proposal, and so forth. It gives the mage +1 skill to launch any single action, except an attack or defense in melee.

**Duration:** 1 minute

**Base Cost:** 6 can't be maintained

**Time to Cast:** 10 seconds

**Prerequisite:** History

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Monitor***

### ***Regular***

This is an improved version of the Trace spell. The mage always knows the exact location of the subject without having to concentrate, in the same way that he would know where the subject was if he was in the same room as the caster.

Furthermore, even if the mage is otherwise occupied or distracted, he will know if the subject has moved to a certain location (or locations) specified by the caster before casting.

This spell is commonly used by wizards to make sure that apprentices stay out of trouble when they are out of the wizard's sight.

**Duration:** 1 hour

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Trace, Alert

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 450 points. (b) Clothing or Jewelry. Casts this spell upon the wearer (the monitor is either the person who places the item on the wearer's body or someone else specified by the mage when the item is created). Always on. Can't be removed.  
Energy Cost: 150 points.

### **Mute Witness**

### **Regular, resisted by Will**

Makes an object, place, or creature replay an exact account of events that happened within 10 hexes of it at a certain time specified by the caster. When the spell is cast, the events will be "replayed" by slightly transparent, but identifiable, images, allowing anyone looking on the scene to see what happened.

If the object or creature moved a long distance away from the location it was in when the events occurred, there will be no "context" as to where it was since only figures of animate creatures (and their clothing and the tools they hold) will be shown. If the subject did move, the observers will get the sense that the subject moved from the scene and might get a general impression of the surroundings from the "props" that the images hold.

For example, if this spell is cast on a dead body which was killed in a bar and subsequently dragged away from the scene, a replay of the time of death would show people sitting at tables and drinking, but the walls of the tavern wouldn't be visible, and a murderer creeping down a flight of stairs to stab the victim would appear to hang in midair as he descended the stairs.

If cast on a living creature who wishes to resist the spell, he resists with Will.

**Duration:** 1 minute (maintaining the spell allows longer periods of time to be viewed).

**Base Cost:** 8, 6 to maintain. For double cost everything within 20 hexes of the object can be seen.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, 10 Knowledge spells

**Magic Item:** Wand, Jewelry, or Lens. Energy Cost: 500 points.

### **Omen**

### **Information**

This spell predicts the subject's luck for a certain day or the outcome of an anticipated venture. The GM can either answer based on his assessment of the situation, or else he can roll on the following table, if he hasn't thought the matter through or he considers it to be trivial.

2 Auspicious (The subject temporarily gets the Very Lucky advantage usable for 1 day)

3 Lucky (as the Luck advantage)

4 Favorable (as the Luck advantage but can only be used once)

5-9 Neutral

10 Unfavorable (Minor bad luck, delays, hassles, etc.)

11 Unlucky (as the Unlucky Disadvantage)

12 Calamitous (as the Cursed disadvantage)

The power of the omen only lasts until a lucky (for a good omen) or unlucky (for a bad omen) event occurs or until the future outlined by the GM occurs, then the "prophecy" of the spell is fulfilled and the spell is over.

**Duration:** Variable

**Base Cost:** 4

**Time to Cast:** 1 minute

**Prerequisite:** Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Orientation**

### **Information**

An improved version of the Find Direction spell. Not only does the caster know which way is north, he also knows which way is up, where he is in relation to landmarks in his field of vision and where he is in relation to both his home and the place to which he wishes to go.

If the caster has a map, the spell also magically marks his location on the map, assuming the map is reasonably accurate. This spell gives +6 to Orientation or Navigation skills and gives any character an IQ roll to reorient themselves if they get lost.

**Base Cost:** 4

**Time to Cast:** 1 minute  
**Prerequisite:** Find Direction  
**Magic Item:** Compass. Energy Cost: 250 points.

### ***Past Life***

### ***Information***

Allows the mage to determine what form the subject occupied in his former life (or lives). If the subject was a sentient creature in a previous life, the mage will know something of that creature's life, personality, social status, etc.

A second application of this spell will reveal important events in the life of that person. Multiple castings will reveal multiple past lives, if the subject had more than one.

Past lives will always be revealed from most recent to most ancient and each new mage must start with the most recent past life. However, there is no time or distance penalty to cast this spell to reveal an ancient past life.

In order to cast this spell, the subject must be present and willing to cooperate with the mage for the Duration of the spell.

**Base Cost:** 5 points  
**Time to Cast:** 1 hour  
**Prerequisites:** Divination  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Percieve Illusions***

### ***Regular***

This spell gives the subject +4 to IQ to percieve and disbelieve Illusions and similar spells.

**Duration:** 1 minute  
**Base Cost:** 6 can't be maintained  
**Time to Cast:** 10 seconds  
**Prerequisite:** History  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Plane Vision (VH)***

### ***Regular***

This spell is exactly like the Astral Vision spell except that the subject can look into any one plane of the mage's choice.

The mage can shift the plane he (or the subject) sees by spending an extra point of energy while the spell is still in effect.

In other respects this spell is exactly like the Astral Vision spell.

This spell is also a Gate spell.

**Duration:** 1 minute.  
**Base Cost:** 3 points, same to maintain. For 1 point, the mage can shift the plane he is looking at.  
**Prerequisite:** Magery, Astral Vision.  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Portent***

### ***Information***

This spell allows the caster to know the fate of one action in his near future. The fate the caster wishes to know must be no more than one hour into the future and must relate to one task that the caster knows that he or his subject is likely to do. If the spell is successful, the caster knows roughly how well that task will go and can take precautions accordingly.

In game terms, this spell allows the subject to know 1 die roll, for a single skill, up to 1 hour before the character performs the action. If the die roll is just one of many, then the die roll in question will happen 1d6 die rolls into a given activity. The GM rolls the dice for the roll in question and gives the caster a general description of the results (i.e. "excellent", "good", "average", "mediocre", "bad", "terrible").

Note that this spell does not tell if a die roll will result in success! Even a very good die roll might miss in a tricky situation, or a poor die roll might succeed in an easy situation. Also, the context of the die roll is not known. One good die roll might not salvage a hopeless situation! Also, once the portent is cast, the

character is committed to a given course of action and they cannot renige on a given die roll. A character can't avoid a "general" die roll, by say, practicing a skill or making a number of trivial skill rolls.

For example, if a mage who knew that in the next hour he had to use the Diplomacy skill to influence an ambassador could use the portent spell to determine the outcome of his Diplomacy roll in advance. The GM rolls the dice and comes up with a 14 which he says is "bad". What the player doesn't know is that the ambassador is quite friendly and virtually any result short of a critical failure will cause a productive result. As a result, the character might take all sorts of precautions that he need not have taken because he anticipates failure.

If the mage had used the portent spell before he went into combat, he'd know that one of his combat die rolls would be quite poor, but he wouldn't know if it was a roll to hit with a weapon, to block a blow, to grapple a foe, or to leap a chasm to safety.

**Duration:** 1 hour

**Base Cost:** 3

**Time to Cast:** 1 minute

**Prerequisite:** Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Premonition***

### ***Information***

The subject will "know" whether an action he is about to perform will result in good or bad results. In some cases, this will allow him to alter his behavior accordingly. In game terms, the GM must tell the player what the GM thinks the outcome of the character's action will be, rolling the dice for the player if the character was about to make a skill roll.

For example, if a character is about to challenge the king's champion to a duel and casts the Premonition spell, the GM could compare the effective combat abilities of the champion and the character to determine the likely winner. If the character is likely to win, he will recieve a "good" premonition. If the result is uncertain he would get a "neutral" or "uncertain" premonition. If the champion is likely to win, the character would get a "bad" premonition, and might be able to back down before he commits himself.

**Base Cost:** 3 points

**Prerequisite:** Omen

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Psi Sniffer***

### ***Information, resisted by IQ***

This spell allows the mage to detect the presence of psi powers in any person he can see. On a critical success the mage also gets some idea as to the psi's power. This spell can also detect the active use of psi powers on a person or object in the mage's line of sight even if he can't see the psi responsible for the activity.

**Base Cost:** 3 to cast, 1 to maintain.

**Time to Cast:** 5 Seconds.

**Duration:** 10 Seconds.

**Prerequisites** Truthsayer or Seek Magic

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Read Gem***

### ***Information***

This spell allows the mage to read or see any Information stored in a gem using the Gem Storage spell.

**Duration:** 10 minutes

**Base Cost:** 1, 1 to maintain

**Magic Item:** Wand or Jewelry. Energy Cost: 100 points.

### ***Remember***

### ***Information***

Allows 1 paragraph or 1 minute of forgotten Information to be recalled. Works against Forgetfulness spells.

**Duration:** 1 paragraph or 1 minute of Information

**Base Cost:** 2 per minute or paragraph recalled.

**Time to Cast:** 10 seconds  
**Prerequisite:** 5 Knowledge spells  
**Magic Item:** Jewelry or Clothing. Energy Cost: 150 points.

### ***Retrace Path***

### ***Information***

Allows a willing subject to retrace his steps, and repeat his actions along the way even if he doesn't remember the path he followed, or doesn't remember the trip. The caster is at -6 to skill if the subject was unconscious when he took the path, -4 if the subject couldn't see the path, -2 if the subject wasn't paying attention or was lost when he took the path, and -1 for every day which has passed since the subject took the path.

In order for this spell to work, the subject must be willing and able to accompany the caster as he retraces the path, and the subject must remain conscious and within 3 hexes of the caster for the entire spell.

**Duration:** 1 hour  
**Base Cost:** 4 points, 3 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Follow Tracks  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Safe Path***

### ***Information***

This spell leads the caster along the route that is safest and/or has the fewest enemies as the mage directs. Note that the safest route isn't the most direct or easiest route. The caster can exclude known routes if he specifies them before he casts the spell.

**Duration:** 1 hour  
**Base Cost:** 4, 3 to maintain  
**Time to Cast:** 1 minute  
**Prerequisite:** Sense Foes  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Scry Beacon***

### ***Regular, resisted by Will***

This spell "marks" the subject making him much more easy to detect with other scrying spells such as Trace, Seeker, Aura, and so forth.

Unless the subject makes a roll vs. Will when the spell is first cast, any mage attempting to cast an Information spell on him gets +6 to his skill roll.

**Duration:** 1 hour  
**Base Cost:** 3, 2 to maintain.  
**Prerequisite:** Seeker  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always On. Energy Cost: 100 points. Some versions are enchanted so that they Can't Be Removed.

### ***Scry Blast***

### ***Area; resisted by HT***

This spell creates a "psychic backlash" against anyone attempting to view the area protected by this spell. Whenever a scrying spell is used to observe the protected area, this spell detects it, "locks on" to the scryer, and uses the link formed by the observation spell to blast the spying mage.

A mage hit by this spell must roll vs. HT or take 1d6-1 points of general damage. In addition, he must roll vs. IQ or be Mentally Stunned for 3d6 seconds, and he must roll vs. HT or lose the use of the sense(s) he was using to spy with for 1d6 minutes.

If the mage is aware of this spell, he can try to counter it by winning a Quick Contest of Skills. If he wins, he can observe the area without setting off the spell.

**Duration:** 1 hour  
**Base Cost:** 3, same to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.



**Time to Cast:** 10 seconds

**Prerequisite:** False Image, 2 Missile spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Scry Guardian**

### **Area; resisted by spell**

This spell allows a guardian within the protected area to observe magical eavesdroppers and then teleport to their location (using the link created by the spell) to attack them. This spell is automatically linked to either a real person or creature in the area of the spell, or a magical creature summoned or created by a spell. The cost of the guardian creature is NOT included in the cost of this spell, but must be added for the spell to work.

On the first turn that the scrying spell is in the area, the guardian is alerted to the presence of the scryer. At this point, if the scryer realizes what is happening, he can cancel his spell immediately. If he rolls under his spell skill to break the link, he shuts down the spell before the guardian can teleport. If he fails his roll, on the next turn the guardian can teleport to the mage's location and begin to attack the mage.

If the guardian must be magically summoned or created, the Summoning or Creation is Linked to the Guardian, and takes another second to activate, which gives the scrying mage another second to break the link.

If the guardian creature teleports, it will appear within 3 hexes of the mage, facing the mage, and prepared for combat. It will fight the mage until it or the mage is destroyed. Then, if it is still alive, it can be teleported "home", at the option of the mage who cast the Guardian spell.

**Duration:** 1 hour

**Base Cost:** 3 points, half to maintain, plus the cost of the Summoned or Created creature (if any), if a real creature is used and the mage wishes for it to be able to teleport "home", add 4 points.

**Time to Cast:** 1 minute, plus time to Create or Summon creature (if any).

**Prerequisite:** Magery, Scry Blast, Teleport, See Observer, Link

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### **Scry Maze**

### **Area; resisted by IQ**

Any mage who uses a scrying spell in the area protected by this spell, must roll vs. IQ be trapped in a "mental maze". While trapped, the mage is Mentally Stunned and can do nothing but "wander" trying to "get out" of the maze. The mage can roll vs. IQ every minute to overcome his mental stun and "escape".

**Duration:** 1 hour

**Base Cost:** 3 points per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Misdirect Scrying

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

### **See Future**

### **Information**

When cast on a place this spell allows the caster to have a vision of its possible future. The farther into the future the caster wishes to see, the hazier the vision will become and the more difficult the spell is to cast. The caster can see about 10 hexes from the "center" of the spell. Modifiers to skill are as follows:

| Time      | Difficulty Modifier |
|-----------|---------------------|
| < 1 min   | -0                  |
| < 10 min  | -1                  |
| < 1 hour  | -2                  |
| < 10 hour | -3                  |
| < 4 days  | -4                  |
| < 40 days | -5                  |
| < 1 yr    | -6                  |
| < 10 yr   | -7                  |
| < 100 yr  | -8                  |

**Base Cost:** 5 points

**Time to Cast:** 10 seconds

**Prerequisite:** Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**See Observer**

**Information; resisted by Spell**

This spell allows the caster to see an image of the person or creature who has him under magical observation. This spell will only allow the caster to see what his observer looks like, no other information can be gathered from this spell.

**Base Cost:** 2 points

**Time to Cast:** 2 seconds

**Prerequisite:** See Secrets

**Magic Item:** Wand, Jewelry, or Lense. Energy Cost: 500 points.

**See Magic**

**Area**

This spell makes any Magic Item or magic spell in the area glow brightly and hum very slightly, allowing anything with eyes or ears to detect Magic Items or objects with magic spells on them. If a character with Mage Sense can make an IQ roll, he can detect the College of magic that has been cast, as long as he is familiar with that spell.

If a spell must be hidden in order to remain effective (such as Protection and Warning spells or magical traps), the caster of this spell must first win a Contest of his spell skill against the spell skill of the mage who cast the hidden spell.

**Base Cost:** ½, same to maintain

**Duration:** 1 minute

**Prerequisite:** Detect Magic, Analyze Magic

**Magic Item:** a) An area can have this spell permanently cast on it for 50 times the base energy cost per hex, b) Wand, Staff, or Jewelry. Energy Cost: 500 points.

**See Person**

**Information, resisted by IQ**

When the mage casts this spell, he gets a mental image of the subject and the hexes immediately adjacent to them. Long distance modifiers apply.

This mental image is fleeting, lasting no more than 3 seconds and the subject cannot see or hear the mage. If the subject is unwilling, he may resist this spell with IQ. The spell is also foiled by spells that prevent scrying.

**Base Cost:** 3 points

**Duration:** 3 seconds

**Time to Cast:** 10 seconds

**Prerequisites:** Wizard Eye

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Seek Treasure**

**Regular**

Allows the character to find any sort of valuable within 10 hexes of his location. The caster may exclude known types of valuables or valuables below a certain threshold if he specifies his conditions before he starts casting the spell.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Seek Earth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Sense Link**

**Information**

Caster can sense links between two or more objects or people. Can be used to determine if persons associated with individual are hidden nearby, relationships between people, or if two objects are associated with each other and, if so, how they are related.

**Base Cost:** 3

**Time to Cast:** 10 seconds

**Prerequisite:** Sense Foes, 3 Knowledge Spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Sort**

### **Information**

### **Information**

This spell allows the caster to sort known Information by any criteria he chooses and then magically copy the Information in its new form to paper.

(This spell was designed to be the magical equivalent of a computer database.)

**Duration:** 3 seconds (copied pages are permanent)

**Base Cost:** 3 points, plus 1 point per page of copying.

**Time to Cast:** 10 seconds

**Prerequisite:** Divination

**Magic Item:** Pen or other writing implement. Energy Cost: 150 points.

### **Spying Eyes**

### **Regular**

This spell creates half a dozen wizard eyes which will move about on their own requiring no mental control from the mage.

The eyes will "explore" on their own, cooperating to cover an area in the most efficient manner. The eyse will move up to 200' from the location where the spell was cast, recording everything they see. When the spell ends they will return to the mage's hand. The mage can then "read" the Information recorded by each eye by grasping it and concentrating on what the eye saw. Once an eye is "read" or if the mage's concentration is broken the eye and the images it recorded vanishes.

The mage can will any unread eyes to vanish at any time, but he can't retrieve them once he wills them to be gone. The mage must also read all the returning eyes within 10 minutes of the spell ending, otherwise they vanish of their own accord.

In other respects, this spell is like the Wizard Eye spell.

**Duration:** 1 minute, plus 1 minute to "read" each eye once the spell ends.

**Base Cost:** 5, 2 to maintain

**Prerequisites** Wizard Eye

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### **Switch Aura**

### **Regular, resisted by Will**

This spell allows the mage to switch his aura with that of another person. The subject is allowed a Will roll to resist. Only on a Critical Success on the Aura spell will the mage notice that there is something "funny" about the switched aura, unless he is specifically looking for an altered Aura. Then, roll a contest of the scrying mage's Aura spell skill vs. the mage's Switch Aura spell skill

Of course, if the mage had previously cast the Aura spell on the subject, he would notice any radical changes in the subject's Aura once it was switched.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Prerequisite:** Aura

**Magic Item:** Wand, Staff, or Jewelry. Energy Cost: 500 points.

### **Teleport Tracer**

### **Information**

When cast in the location from which a person teleported, time-travelled, or plane-jumped a successful use of this spell can tell the caster where and/or when the subject went.

If cast on a person who just appeared after using a teleportation, time-travel, or plane-jumping, this spell will tell the mage where and/or when they came from.

For each minute which elapse since the jump occurred, there is a -1 penalty to this spell. If the subject is unwilling, roll a contest between the Teleporter's Teleport skill and the mage's Teleport Tracer skill.

**Base Cost:** 4 points

**Prerequisite:** Trace

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Text Origin***

### ***Information***

Allows the mage to know the date that a book was written, where it was written, where it was published and who published it. If the book is a translation, the caster will know what language the book was originally written in, who translated it, when they translated it, and if the book has been translated more than once before it was translated in the language that it appears in. Finally, this spell allows the mage to know if the book has been edited or abridged, and if there are any portions of the original text missing. It does NOT allow the mage to know what the missing Information is.

**Base Cost:** 4 points

**Time to Cast:** 10 seconds

**Prerequisite:** History

**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 250 points.

### ***Theft Warning***

### ***Regular***

Alerts the caster whenever an object is touched or moved without his permission. If the caster is asleep, this spell will wake him without stunning if the item is touched.

In addition, the spell will cause the item to produce a shrill, ear-piercing screech which will last until the spell ends or the caster commands the noise to cease. The noise is not actually harmful, but it is highly irritating. Anything with a sense of hearing must roll vs. Will to remain within earshot of the device for more than a minute.

If the caster knows the Dye spell from the Making and Breaking College he can make the object start to spray bright red dye 3d6 seconds after it is put into a container or is picked up. This dye will stain anything it touches (except the item which emits it) and can't be removed by normal means.

**Duration:** 12 hours

**Base Cost:** 1 for a small object (up to 3 lbs.), 2 for an object up to 50 lbs., 3 points per hex of larger object, add 2 points for the Dye option)

**Time to Cast:** 1 minute

**Prerequisite:** Watchdog (optionally Dye).

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Tracing Trance***

### ***Divination***

This spell allows the wizard to mimic the actions that the subject performed in a given place, provided the actions occurred within 12 hours before the spell was cast and the subject was. Each additional 12 hours gives -1 to the skill roll. This die roll is at an additional -2 if the caster was only slightly familiar with the subject he is attempting to mimic, and is at -4 if the subject was a stranger. The mage must also be touching some item which belonged to the subject.

If the spell is successful, the mage falls into a trance and begins to enact the words and actions that the subject creature did during time period the mage is attempting to reenact. If the subject wasn't in the place where the mage is attempting to reconstruct events or if the object didn't belong to the subject, the spell automatically fails, but the mage will know the reason why the spell failed.

If the mage does successfully place the subject at a given place at a given time, when the mage goes into a trance, the will "become" that person, acting as that person did to other people present and performing whatever actions the subject did. The mage can be interrupted from this trance at any time if he is subjected to a shock (such as cold water, shaking, or a slap) or if a bystander utters a "safeword". When the trance is broken the spell is over, but the mage remembers his actions.

This spell is typically used in judicial inquiries in the presence of witnesses and possibly the suspect. It can also be used to discover passwords or divine the actions of people the mage is tracking.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain  
**Time to Cast:** 3 seconds  
**Prerequisite:** Trance, Tracker  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 350 points.

**Tracker**

**Information**

This spell will allow the caster to follow the exact route taken by a known person or creature. At the mage's option, the creature's footsteps (or path through air or water for a flying or swimming creature) will glow with a pale red light allowing the mage, or people designated by the mage to follow the trail without having to use the Tracking skill.

**Duration:** 10 minutes  
**Base Cost:** 3, 2 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Pathfinder  
**Prerequisite:**  
**Magic Item:** Wand, Jewelry or Lense. Energy Cost: 450 points.

**Trance**

**Regular**

Allows the caster to enter a deep trance. Generally this is used as a means of divination, but it can be used for other purposes.

**Duration:** 10 minutes  
**Base Cost:** 2, 1 to maintain  
**Magic Item:** Clothing or Jewelry. Energy Cost: 50 points.

**True Seeing**

**Regular; Resisted by target spell**

Bestows upon the subject the ability to see all things as they truly are. All illusions and phantasms appear as faint ghostly images.

The true form of a subject under the shapeshifting spell will appear as a ghostly image (that only the subject of this spell can see) around the shapeshifted being. Non-magical or magical camouflage and disguises are negated.

The spell will also reveal shapeshifters in their other form(s), demonic possession, and undead who are passing for human.

Gives subject +4 to IQ to detect disguises, disbelieve illusions, and generally see things as they really are.

**Duration:** 1 minute  
**Base Cost:** 3, 1 to maintain  
**Prerequisites:** Sense Foes, See Secrets  
**Magic Item:** Jewel, Clothing or Lense. Energy Cost: 1,000 points.

**Wizard Face**

**Regular**

This spell conjures up a ghostly image of the mage's head which he can move about at will. The mage can use the senses of this projection as well as he can use his own senses and he can even cast spells through it if he knows a spell well enough to cast it verbally.

**Duration:** 1 minute  
**Base Cost:** 6, 4 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery, Wizard Eye, Wizard Ear, Wizard Nose  
**Magic Item:** A stone head. Requires \$750 in rare materials related to all five senses. Energy Cost: 750 points.

**Wound Image**

**Information, resisted by IQ**

If the mage can touch (or place his hand very near to) a wound on another person the mage will get a brief image of who, or what caused the wound from the victim's perspective.

This vision will consist of 2 to 10 seconds of "memories" which replay the events leading up to the wound and its immediate aftermath. It is quite possible that this spell will yield false Information or no Information at all if the victim didn't see what hit him. It is also possible that the mage might have to take a Fright Check if whatever wounded the subject was particularly terrifying.

This spell can be cast on a dead body as long as it is sufficiently complete that the mage can identify a distinct wound on the body. If a wound was made after death, the mage won't get a vision from the subject's view but will still get a brief mental impression of what caused the wound.

If the person or creature that caused the wound has some reason to hide their involvement, they get a roll vs. IQ to resist this spell, assuming they were trying to hide their identity when they caused the wound.

This is also a Knowledge spell.

**Base Cost:** 2 points.

**Time to Cast:** 1 minute

**Prerequisites** Divination, Diagnosis

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

# Light and Darkness Spells

## Changes to Spells from GURPS Magic

**Light** - This spell can also be cast on an area for the same cost per hex as it would cost to affect a single object. A 3-point light spell (see below) will counter an equal area of Darkness (and vice-versa). For 2 points the mage can produce light equivalent to a campfire, for 3 points the light can be made so bright as to be painful at close range (roughly equivalent to a 100 watt lightbulb). Same cost to maintain. **Magic Item:** Wand, Staff or Jewelry. Allows the user to cast this spell. Cost to Create: 100 points.

**Continual Light** - If the G.M. doesn't want to bother with the die roll, he can arbitrarily set the **Duration** as 1 week. This spell can be maintained for half the cost it took to originally cast it. A hex can be filled with continual light at the same price per hex as it would cost to affect a single object. Continual light will dispel Darkness, but Darkness will dispel Continual Light for the **Duration** of the Darkness spell. **Base Costs** to enchant objects with Continual Light should be reduced in a high magic game. The cost should be 20 times the **Base Cost** (or 20 times the **Base Cost** per hex for an area) rather than 100 times.

**Light Jet** - For half cost the jet can be a low-powered beam which is incapable of blinding and which only has an effective range of 5 yards. For double cost the beam can be made incredibly intense so that it has a range of 80 yards and can blind foes within 25 yards as if they were hit with the Flash spell. The mage must still target the face and can only attack one foe per turn.

**Flash** - Darkness nullifies the effects of a Flash spell.

**Darkness** - Darkness temporarily dispels Continual Light and it permanently dispels Light of any intensity if it is cast "over" a light area. Darkness is dispelled by either of those spells at the most powerful level. Darkness cancels the effects of a Flash spell, but a Flash spell has no effects on Darkness.

**Hide** - This spell also gives a bonus to Stealth and Camouflage skills in contests of Vision vs. those skills.

**Invisibility** - Invisible characters will be visible in areas of dust, smoke, or water since they will appear as a clear area. This halves penalties to see or to hit them. Paint, liquid, or powder poured over invisible characters will make them visible for a moment until the paint sinks into the subject's clothes or the liquid or powder runs (or rubs) off. Invisible characters will be visible for 1d6 seconds if made visible in this way.

## Changes to Spells from GURPS Grimoire

**Glow** - The Faerie Fire spell can be cast on a person or object.

Sunbolt - See also Laser.

**Magelight and Continual Magelight** - The mage can specify those people who he wishes to be able to see the light in addition to himself. However, anyone with the Magery advantage will be able to take advantage of Magelight.

## Spells from GURPS Magic

Blur Colors Continual Light Dark Vision Darknes s Flash Hawk Vision Hide Infravision Invisibility Light Light Jet Night Vision See Invisible Shape Darkness

## Spells from GURPS Grimoire

Remove Shadow Remove Reflection Shape Light Glow Gloom Mage Light Continual Mage Light Sunlight Continual Sunlight Wall of Light Small Vision Bright Vision Mirror Sunbolt Body of Shadow (VH) Images of the Past

## New Spells

**Alter Reflection**

**Regular, resisted by Will**

This spell makes the subject's reflection in mirrors, or his image on film or videotape look different from his normal appearance.

The altered appearance can be anything that the caster can imagine, however, if the caster is trying to make the subject's reflection look like a specific creature or a specific person, the caster must make a Disguise roll for the subject, at -6 if the caster doesn't have a good likeness of that person or creature (or the person to be imitated himself) at hand to focus on. Note that the subject's appearance to living creatures appears to be normal, even if he is undead or is otherwise not alive.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Blur

**Magic Item:** Clothing or Jewelry. Energy Cost:250 points.

### ***Beacon***

### ***Regular***

This spell fills a hex with a 6' high circular "pillar" of blinding light equivalent to that of a searchlight or lighthouse beacon. The beacon illuminates the area around it for 100 hexes with light equivalent to daylight and gives more diffuse light sufficient to see by out to 500 hexes (1500'). In ideal atmospheric conditions it can be seen for up to 5 miles in the day, and an effectively unlimited distance at night.

Characters who look directly at the beacon must roll vs. HT each turn or be Dazzled as the spell.

**Duration:** 1 minute

**Base Cost:** 12 points, 10 to maintain, for 2 points, the light can be made directional, only shining in the directions the caster wishes. The default color of the beacon is white light. The caster can change the color of the beacon, but in this case the illumination properties of the beacon are halved. For 20 times the **Base Cost** the beacon can be made permanent.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Continual Light

**Magic Item:** Wand or Jewelry. Energy Cost: 250 points.

### ***Beam Walker***

### ***Regular***

Allows the subject to walk along a reasonably distinct beam of light like a flashlight or a laser beam, essentially walking on air.

This spell is automatically dispelled if the beam is broken or if the beam no longer becomes distinct (like a flashlight beam in the day). In addition, the subject must make a DX roll (or a roll vs. Acrobatics) every 10 seconds to keep his balance and he can't "walk" up or down a beam that is at more than a 45 degree angle.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Body of Light

**Magic Item:** Crystal Rod or Jewelry. Energy Cost: 250 points.

### ***Body of Light (VH)***

### ***Regular***

The subject's body and everything he carries turned into pure, brilliant, cohesive light for the Duration of the spell. The subjects' body will Dazzle people who look at it, just like the spell. While in body of light form, the subject is Intangible but moves at triple their normal Move where ver there is light equal to a bonfire or better.

**Duration:** 1 minute

**Base Cost:** 6, 4 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Continual Light, Blur

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Body of Shadow***

### ***Regular***



As above, but the subject's body is turned to Shadow for Duration of the spell. A character in a shadow form gets +5 to Shadowing, Stealth or Camouflage wherever there are deep shadows or when Vision penalties due to darkness exceed -2.

**Duration:** 1 minute

**Base Cost:** 6, 4 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Shape Darkness, Blur

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Cause Eclipse***

### ***Area***

This spell causes the sun or moon to be eclipsed, as seen from the mage's location. The eclipse will progress like a natural eclipse, taking about an hour to reach full effect and taking about an hour to wear off. To those outside the affected area, the sun or moon appears unchanged.

**Base Cost:** 1/2 per hex affected, can't be maintained.

**Duration:** 2 hours

**Time to Cast:** 1 minute

**Prerequisites:** Magery, Gloom, 5 other Light and Darkness spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Chameleon***

### ***Regular***

This spell allows the subject- allows the subject and any items he is carrying or wearing to blend in perfectly with his background making him extremely hard to spot. The character is at -10 to Vision rolls (or +10 to Camouflage, Shadowing, or Stealth skill) to avoid being spotted while standing still. If the character moves, this penalty drops to -5 (or +5 for skills).

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Colors

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Clear Sky***

### ***Regular***

This spell allows the caster to see the sky at his location as it would appear on a clear night, irregardless of light conditions, cloud cover, or obstructions. (Note: This spell doesn't actually affect sky conditions, it just allows the caster to visualize the sky as it would be under ideal conditions.)

**Duration:** 1 minute

**Base Cost:** 2 points, 1 to maintain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Cloak of Many Colors***

### ***Regular***

This spell wreathes the subject in a fabulous, flowing garment of light. There are several different types of cloak which can be generated by this spell, each with its own point cost.

Sun cloak: Wraps the subject in a flowing garment made of brilliant light and dazzling yellow and white jewels. Anyone looking at the cloak for the first time must roll vs. DX+2 or be Dazzled (as the spell) for a turn. The garment sheds light equivalent to a very strong (6 point) continual light spell. In addition to giving light (it can be seen for miles away at night), a suncloak can also warm its wearer by up to 10 degrees if he so wishes. (6 points). The cloak gives +1 to reaction rolls.

Rainbow cloak: Creates a cloak or robe of constantly moving, sparkling, brilliantly colored light. In addition to naturally emitting light equivalent to that generated by a campfire, the cloak can be seen for miles away because of its sparkling and reflective qualities. The beauty of the garment is sure to impress even the most jaded fop. In situations where it is an advantageous to appear rich, powerful, and well-dressed, the Cloak gives +1 to reactions. (4 points)

**Mooncloak:** A thin flowing garment made of silvery, sparkling light . The cloak is impressive, but doesn't Dazzle, provide visibility (beyond a dim light) or generate heat. It will cool the ambient temperature for the wearer up to 10 degrees if the wearer desires it. The cloak gives +1 to all reactions. (2 points)

**Starcloak:** A rich, flowing cape or robe made of inky darkness sudded with twinkling stars In other respects it is like the mooncloak. (2 points)

**Duration:** 1 minute

**Base Cost:** 6,4 or 2 points, half to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Continual Light

**Magic Item:** Clothing or Jewelry. Energy Cost: 100 points if only one form of cloak can be created, 500 if all the forms can be created.

### ***Cold Light***

### ***Regular***

Makes a light source burn without generating heat.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain (if cast on an area 3 per hex, 2 to maintain), double costs for very hot lights like fires, triple costs for very hot light sources like magnesium flares.

"Wild" sources of heat like uncontrolled fires or nuclear explosions can't be controlled with this spell. For 10 times normal cost this spell can be made permanent (at least until the fire burns out).

**Prerequisite:** Shape Light

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Cold Shadow***

### ***Area***

Creates a hex of shadow that not only destroys light within its confines, but heat as well. Creatures within the Cold Shadow area must roll vs. HT each turn or take 1 point of Fatigue. Once Fatigue reach half the original score, the creature starts losing HT instead.

Areas outside the shadows are unaffected.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Color Spray***

### ***Regular; Resisted by IQ-4***

Causes a vivid, fan-shaped spray of clashing colors to spring forth from the caster's hand. Up to six creatures within the mage's line of sight can be affected by this spell. The target(s) of this spell must roll vs. IQ-4 or be mentally stunned and they must roll vs IQ-4 each turn to recover. The victims of the spell do not have to see the color spray to be affected by it, though this spell doesn't work on creatures that don't have eyes.

**Duration:** Instantaneous

**Base Cost:** 2 per target (maximum of 12 points)

**Prerequisite:** Mental Stun, Light Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Concentrate Light***

### ***Area***

This spell concentrates ambient light into one point. In deep shadows, this spell will make the entire area dark except for one point with brightness equivalent to a candle. In shaded areas, it will make an area intensely bright while making the rest of the area gloomy. In bright areas it will make one area painfully bright while making the rest of the area seem overcast.

The bright area is 1/4 the radius of the area affected. For visibility rolls, modifiers for Darkness in the "concentrated" area are reduced by 3/4 while the modifiers for the rest of the area are doubled. For example,

in an area where there was an overall -4 to Vision due to darkness, people in the bright area would only be at -1 to see things in that area, while anyone outside of the area would be at -8 to see.

If there are no penalties due to darkness, the brightness of the light is increased by 4 while the rest of the area is reduced by half. For example, an area of bright sunshine could be made 4 times as bright while the rest of the area becomes half as bright. The bright light area would be intensely painful to look at, perhaps having the same effects as the Flash spell.

This spell will create odd light effects. To those outside of the area of effect the spell looks like a circle of shadow with a brighter light in the center. However, the bright light doesn't seem to shed light into the shadowed area.

**Base Cost:** 1 per hex, half to maintain (minimum of 2 hexes)      **Duration:** 1 minute

**Time to Cast:** 3 seconds

**Prerequisites:** Shape Light, Gloom, Light

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Continual Darkness**

### **Area**

This is the opposite of Continual Light. An area cloaked in Continual Darkness blocks all light into or through the area, except for Continual Light or Continual Magelight which cancels this spell (and vice-versa).

Continual Darkness will last for 1d6+6 days.

**Duration:** 1d6+6 days.

**Base Cost:** 2, 1 to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisite:** Darkness.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Dancing Lights**

### **Regular**

Creates, at the caster's option from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by Will 'O Wisps), or one faintly glowing, vaguely man-like shape, somewhat similar to that of a creature from the elemental plane of fire.

The dancing lights move as the spellcaster desires without concentration (although the dancing lights still count as an "on" spell). This spell winks out if it travels more than 75 yards (25 hexes) from the caster.

**Duration:** 1 minute

**Base Cost:** 2 to cast, 1 to maintain. Each doubling of cost doubles range.

**Prerequisite:** Light, Simple Illusion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Darkbolt**

### **Missile**

Darkbolt is the of the Sunbolt spell. It creates a beam of icy cold pure darkness. It does +1 damage per die to creatures of light or fire.

**Duration:** Instantaneous

**Base Cost:** 2 per die, up to 6 points (3d6+3 damage). Each energy point does 1d+1.

**Time to Cast:** 1 second per die of damage.

**Prerequisite:** Darkness, 5 other Light and Darkness spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Darkcloak**

### **Regular**

This spell creates a flowing cape made of pure darkness. The cloak gives the wearer +4 to Stealth, Shadowing, and Camouflage whenever there are deep shadows to hide in (Vision penalty due to darkness - 2 or more) and gives -1 to all attacks made against the wearer, since the cloak obscures the wearer's body.

The cloak helps keep the subject cool and free of sunburn since it destroys any sunshine or firelight which touches it. Heat will still get through, but fire damage is halved for the first turn that it strikes the cloak.

In situations where it is an asset to appear powerful, mysterious, or dramatic, the Cloak gives +1 to reactions.

**Duration:** 1 minute  
**Base Cost:** 4, 2 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Continual Light  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***Darklight***

***Area***

Covers one or more hexes in pitch darkness as per Darkness. The caster is granted Dark Vision in the area of the spell only.

**Duration:** 1 minute.  
**Base Cost:** 5 to cast; 2 to maintain.  
**Prerequisites** Dark Vision, Darkness.  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

Designer: D. Barrett

***Dazzle***

***Missile, resisted by HT***

Shoots a brilliant bolt of light at the subject. The effects of a successful hit are identical to those of the Flash spell, but the spell only affects one target.

The missile doesn't have to be aimed at the head, but a successful hit to the head gives the subject -6 to his HT roll. Dazzle has SS 13, Acc 0, Max 40.

**Duration:** Instantaneous  
**Base Cost:** 1 point, can't be maintained  
**Prerequisites** Light Jet.  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

***Diffuse Light***

***Area***

Causes the light from a single source to be evenly diffused over a large area so the light seems to radiate equally from everything in area rather than from one single point. This completely eliminates shadows and allows light to be more evenly distributed. It's generally used as to allow a single strong source of light (like a fire) to better illuminate a room.

**Duration:** 1 hour  
**Base Cost:** 2, same to maintain.  
**Prerequisite:** Shape Light  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

***Eye Light***

***Area***

This spell is almost identical to the Light Jet spell, except that beams of light emanate from caster's eyes, illuminating the area where the caster looks and keeping his hands free. The effect is quite eerie, and unsuspecting creatures might have to make a Fright Check the first time they see the caster use this spell.

**Duration:** 1 minute  
**Base Cost:** 2, 1 to maintain  
**Prerequisite:** Light Jet  
**Magic Item:** Jewelry or Clothing. Energy Cost: 100 points.

***Faerie Fire***

***Regular, Resisted by HT***

Coats the subject in a halo of light. This completely eliminates penalties to hit due to darkness. The darker it is, the easier it is to see the subject.

The spell will also negate invisibility if cast on a foe in a dark area. It also makes it impossible to use Stealth skill in dark areas.

In bright light, this spell gives no benefits at all, except to outline invisible foes. In bright light, make a Vision roll at -2 to -5 (depending on the brightness of the light) to spot an invisible opponent outlined by Faerie Fire.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Continual Light

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 250.

### ***False Signature***

### ***Regular***

This spell completely changes the subject's Infra-Red and Ultra-Violet emissions making them look like something else or nothing at all to someone with IR or UV vision.

When fighting someone who is relying completely on Infra-Red or Ultravision this spell makes the subject effectively invisible (-10 to hit). However, a person with IR or UV who is looking for the character might be able to get a hazy outline (-5 to hit) if he can make a roll vs. Vision-3.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Shape Light

**Magic Item:** Jewelry or Clothing. Energy Cost: 250.

### ***Flashcone***

### ***Regular***

Flashcone works exactly like the Flash spell, except that the caster can cover just part of the 360 degree arc around him as long as the area can be described as a simple line, cone, partial circle. All hexes in this described area are affected equally. For example, the mage could affect just the hexes to his front and his side, but not to his rear. However, he could not affect his front and side hexes except for the hexes immediately adjacent to his hex.

**Base Cost:** 4

**Time to Cast:** 2 Seconds.

**Prerequisites:** Magery, Flash,

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

### ***Glitterdust***

### ***Area***

Fills the subject area with sparkling golden particles of light that stick to everything. The particles have no mass, being composed entirely of light and are impossible to remove except by use of Dispel Magic or Counterspell. However, like any other dust, they can be carried or tracked beyond the original area they occupied.

The dust will reveal invisible creatures, and is also useful for marking thieves, intruders and the like. Stealth skill is impossible for characters who are coated in glitterdust.

Glitterdust also slightly obscures vision. Vision rolls are at -1 for every hex of glitterdust between the viewer and the subject.

**Duration:** 10 seconds

**Base Cost:** 1, same to maintain. An area of glitterdust can be made permanent for 10 times the normal cost. In this case, roll vs. the mage's spell skill each day for the glitterdust to fade on marked individuals.

**Prerequisites:** Colors, Shape Light.

**Magic Item:** (a) Staff, Wand, or Jewelry. Energy Cost: 100 points. (b) Rug with a permanent cloud of glitterdust above it. Energy Cost: 25 per hex.

### ***Glitterspray***

### ***Regular, resisted by DX***

This spell creates a jet of glitterdust that extends from the mage's fingertip and fills a line of hexes up to 12 hexes away from the mage.

Everyone in the affected hexes must roll vs. DX or be covered with Glitterdust. Those who fail their DX roll must also roll vs. HT or be mentally stunned for 1 turn due to the dazzling particles.

This spell is useful to “illuminate” foes while not marking friends. It is also useful as a signaling device and a party trick.

**Duration:** 1 second

**Base Cost:** 1, same to maintain.

**Prerequisites** Glitterdust

**Magic Item:** Wand, or Jewelry. Energy Cost: 75 points.

### ***Global Vision***

### ***Regular***

This spell allows the mage to bend light so that subject gains the 360 Degree Vision advantage.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain.

**Prerequisites** Peripheral Vision

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Lenses or hood. Works for wearer only. Energy Cost: 300 points.

### ***Guiding Light***

### ***Information***

This spell creates a strong light visible up to 10 miles away (on a clear night) over the location where the caster wishes to travel to. As long as the caster can see the light, he can't get lost. This light is invisible to other people.

**Duration:** 1 hour

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Continual Light, Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Heat Flash***

### ***Regular, resisted by HT***

Similar to the Flash spell, Heat Flash blinds Infravision or Ultravision while leaving normal vision unaffected. When this spell goes off, any creature within 10 hexes who is facing the mage that has Infravision or Ultravision must roll vs. HT-4 or be mentally stunned. Creatures who are 10 hexes away roll vs. HT-2. Creatures out to 20 hexes away must roll vs. HT. Creatures beyond 20 hexes are unaffected. Creatures which are stunned must roll vs. HT each turn to recover from mental stun, and they must roll vs. HT-4 (irregardless of the original HT roll) to regain the use of their IR or UV vision. Mechanical devices recover normally, though their operators still have to roll vs. HT or be blinded and stunned. Creatures without dark vision are completely unaffected by this spell (unless they are using artificial vision aids).

### ***Intensify Light***

### ***Regular***

Causes light from a given light source to be increased or decreased in intensity according to the caster's wishes. Exceptionally bright lights might Dazzle viewers (as the spell).

**Duration:** 1 minute

**Base Cost:** 2 points, 1 to maintain for a 50% increase or decrease in intensity. Each doubling of cost doubles or halves the intensity again.

**Prerequisite:** Light

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Invisibility Shell***

### ***Area***

Like Mass Invisibility, but this spell allows anyone within the area of effect to see other objects or people hidden by this spell, while those outside the shell can't see them. This spell can be cast on an object or person, allowing the shell to be moved.

**Duration:** 1 minute

**Base Cost:** 6 per hex (minimum 2 hexes); 4 per hex to maintain  
**Time to Cast:** 3 seconds  
**Prerequisite:** Magery, Mass Invisibility  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

***Invisible Object***

***Regular***

This spell allows a small object or creature to be made invisible. The object or creature can still be detected by other senses - smell and touch particularly.

**Duration:** 1 minute  
**Base Cost:** 2 per 10 lbs. affected up to 50 lbs. maximum, half to maintain  
**Time to Cast:** 3 seconds  
**Prerequisite:** Blur  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Kaleidoscope***

***Regular, resisted by Will***

Causes the subject to see his surroundings as though he were looking through a kaleidoscope. While this spell is normally used for its amusement value, it does have value in combat. If cast on a foe, the subject is at -4 to hit (-8 with missile weapons), and has no peripheral vision or depth perception..

**Duration:** 1 minute  
**Base Cost:** 2, 1 to maintain (double this if cast on an unwilling subject)  
**Time to Cast:** 3 seconds  
**Prerequisite:** Colors  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Kinetoscope***

***Regular, resisted by Will***

The subject switches rapidly from visibility to invisibility giving a strobe-like effect. This gives +1 to the subject's attack and defense rolls, but makes skills which rely on stealth or inconspicuousness impossible (-10 to skill). However, it makes certain performing arts more dramatic (+1 to skill). Unwilling subjects resist using Will.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Shape Light  
**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

***Laser***

***Missile***

This spell shoots a highly concentrated beam of light, or laser, at the target. The missile is like a normal, high-tech laser and normal restrictions on lasers apply. The missile has SS: 9, Acc 5, 1/2D 100 Max 200. The spell can be maintained on the target just like a jet spell, except that Laser skill defaults to Beam Weapons-2 rather than Throwing skill.

**Duration:** Instantaneous  
**Base Cost:** 1 to 3 points, 1d impaling damage per energy point.  
**Time to Cast:** 1 to 3 seconds, 1 second per energy point.  
**Prerequisite:** Magery, Light Jet, Flash  
**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 600 points.

***Light Switch***

***Area***

Allows all the sources of light in an area to be extinguished or lit on a single command. The type of command (usually a clap of the hands or a single spoken word) must be specified before casting. Additionally, the caster can exclude some light sources from this spell if he specifies them before casting. The caster must also specify which people or which sort of people the command will work for.

Note that sources of flame will continue to burn once this spell is cast, they will just burn at the slowest possible rate. Fires will subside to glowing coals and candles will burn with the tiniest possible flame. This will triple the life of a "contained" source of flame (like a lantern or fire), but can't be used on "wild" sources of flame, like forest fires.

**Duration:** 12 hours

**Base Cost:** 1 per hex, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Shape Light

**Magic Item:** Clothing or Jewelry. Energy Cost: 50 points.

### ***Light Traveller***

### ***Regular***

The subject can move at the speed of light to any point which they can see. Movement is effectively instantaneous, but can be blocked by any normal obstruction. For example, if the caster wished to move to the top of a castle tower he saw on the horizon, he couldn't move there unless he could normally get into the castle and up to the top of the tower via an open gate and open doors.

This spell has a maximum range of 24 miles or the distance to the horizon whichever is less.

This spell is of limited value in combat because while the character can move to any location he can see instantaneously, his reactions are no faster than normal and if he moves adjacent to a foe to strike, then the foe will be able to fight back.

**Duration:** Instantaneous

**Base Cost:** 10, can't be maintained.

**Prerequisite:** Magery 2, Body of Light, 10 Light and Darkness spells.

**Magic Item:** Clothing or Jewelry. Energy Cost: 500 points.

### ***Lightless Heat***

### ***Regular***

This spell causes a flame (or other heat source which also emits light) to stop producing light, even though it continues to burn. This will make a fire look like it's out when it's not really out, which can be dangerous.

**Duration:** 10 minutes

**Base Cost:** 4, 3 to maintain (double costs for very large heat sources, like bonfires)

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Lightproof***

### ***Regular***

Keeps light sensitive items from being damaged by light. For example, fabrics won't fade or rot due to long exposure to sunlight, photographic film won't be destroyed if accidentally exposed to light, etc.

**Duration:** 1 day

**Base Cost:** 2, 1 to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Box or other container.

Anything placed in it is protected by this spell. Energy Cost: 50 points.

### ***Magic Picture***

### ***Regular***

This spell allows a single scene, as seen from the subject's eyes, to be recreated as an extremely accurate color picture on a sheet of heavy paper about 3" x 5". By concentrating on a single part of a scene, the subject can create "close up" pictures. When combined with the spells Telescopic Vision, Magnify, or Ultravision this spell can be used to create pictures that take advantage of those effects.

**Duration:** 1 minute (effects are instantaneous once the subject chooses his subject, and the picture is permanent)

**Base Cost:** 2, can't be maintained

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Light, 3 Light and Darkness Spells, 3 Illusion and Creation spells.

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.



**Mass Dispel Invisible****Area, resisted by Spell**

Dispels the effects of Invisibility, Mass Invisibility, Lesser Invisibility or Minor Invisibility on anything in the target area. Each object in the area is allowed a roll against spell skill to resist the effects of this spell.

**Duration:** 1 minute

**Base Cost:** 2 per hex (minimum 2 hexes), can't be maintained.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Dispel Invisibility

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Mass Invisibility****Area**

Allows anything or anyone in the area of effect to be made invisible as specified by the mage. In other respects, this spell is like the Invisibility spell. Creatures made invisible by this spell stay invisible even after they leave the area of effect.

Note that creatures made invisible by this spell can't see other invisible objects! Casting this spell on a crowd of unsuspecting enemies might be a way to create pandemonium!

**Duration:** 1 minute

**Base Cost:** 5 per hex (minimum 2 hexes); 3 per hex to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Invisibility

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Meld with Shadows****Regular**

The subject is Invisible as long as he remains in darkness or shadow. If the subject enters a lighted area or is touched by light he will remain visible until he enters darkness again. See Invisible would still requires a normal vision roll if the subject is in a dimly lit area. A great hall with a single guttering torch would have many shadows. So would a forest at twilight. Remember, the GM decides if it is dark enough to Meld with Shadows.

**Duration:** 1 minute.

**Base Cost:** 3, 1 to maintain.

**Time to Cast:** 2 seconds.

**Prerequisite:** Blur.

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

**Minor Invisibility****Regular**

This spell turns the subject invisible, as per the Invisibility spell, but it is automatically dispelled if the subject makes any sort of attack or does anything to call attention to himself.

It is up to the GM to determine what exactly constitutes an "attack". Defensive maneuvers, stealthy attempts to filch items, and attempts to maneuver for better position are always acceptable, but direct use of physical, magical, or psionic attack by the the subject will automatically end the spell.

Destruction of inanimate, non-sentient items or indirect use of offensive magic or psionics (like triggering a preset spell from a distance) might end the spell depending on the circumstances.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 1 to maintain

**Time to Cast:** 2 seconds

**Prerequisites** Complex Illusion

**Magic Item:** Clothing or Jewelry. Energy Cost: 500 points.

**Moonbeam****Regular**

Creates a ray of faint white light, like that of bright moonlight. This reduces vision penalties due to darkness to -3 out to a range of 10 hexes. It provides light sufficient to read by at 1 hex. Unlike the Light Jet spell, it does not blind or dazzle and doesn't interfere with Night Vision. It is also much harder to see at a distance.

**Duration:** 1 minute  
**Base Cost:** 2, 1 to maintain  
**Prerequisite:** Light  
**Magic Item:** Wand or Jewelry. Energy Cost: 75 points.

### ***Moonglide***

### ***Regular***

This spell allows the subject to walk on the reflection of moonlight on snow, ice, or water. In order for this spell to work, the moonlight must be clear and relatively undiffused. The subject can't walk in areas which are shadowed, though his own shadow doesn't interfere with travel.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Beam Walker  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Moonglow***

### ***Area, resisted by DX***

This spell is similar to the Concentrate Light spell except that the mage can change the angle of the concentrated light, using it as a flashlight or floodlight. The mage can choose the hexes he wishes to illuminate as long as they roughly form a circle. He can also shine the light through darkened hexes to illuminate areas outside of the area of effect.

Bright light will have the same effect as a Flash spell, but it can only be used to affect one subject at a time. In other respects this spell is like the Concentrate Light spell. The spell gets its name from the fact that it is typically used by mages to concentrate moonlight and starlight into a soft beam of light.

**Base Cost:** 2 per hex, same to maintain (minimum of 2 hexes)  
**Duration:** 10 seconds  
**Time to Cast:** 3 seconds  
**Prerequisites:** Concentrate Light  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Move in Darkness***

### ***Regular***

When this spell is cast, the subject can move in darkness without tripping over hidden objects. However, he still can't see.

**Duration:** 1 minute  
**Base Cost:** 2 to cast, 1 to maintain  
**Magic Item:** Clothing or Jewelry. Energy Cost: 100 points.

### ***Moving Picture***

### ***Enchantment***

This spell allows moving pictures of a scene to be recorded, as with the Magic Picture spell. However, this spell requires a solid object weighing at least 8 ounces which has at least one flat surface in order to store the recorded images. When commanded to do so, the object will either project a two dimensional view of the scene on its surface or else project the scene onto any flat, vertical surface within 3 hexes.

A given object can store any number of moving pictures, and the subject can "edit" and "splice" various scenes together to get a longer "film".

**Duration:** 1 minute (the images stored are permanent, as long as the object lasts)  
**Base Cost:** 5, same to maintain  
**Time to Cast:** 3 seconds  
**Prerequisite:** Magery, Magic Picture  
**Magic Item:** A sheet of glass or crystal. Energy Cost: 350 points.

### ***Poison Light***

### ***Area, resisted by HT***

This spell makes light-filled areas poisonous to any living creature. Every 10 seconds any living creature in the light in the affected area must roll vs. HT or take 1 point of damage. Creature who hide in the shadows of the affected are aren't affected.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Shape Light, Sunbolt

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Poison Shadows***

### ***Area, resisted by HT***

This spell makes shadowy areas poisonous to any living creature lurking within them. Every 10 seconds any living creature in the shadows in the affected area must roll vs. HT or take 1 point of damage.

In addition to deterring sneak thieves, this spell is also useful for killing vermin which like to hide in shadows and crevices.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Shape Darkness, Cold Shadow

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Polarize Light***

### ***Area***

This spell polarizes the light entering or passing through an area, filtering UV light and reducing glare. People standing in an area of polarized light get +4 to avoid being Dazzled or harmed by sunlight.

**Duration:** 1 minute

**Base Cost:** 1, same to maintain

**Prerequisite:** Shape Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 75 points.

### ***Predict Eclipse***

### ***Information***

Allows the caster to know the time and location of the next eclipse of the sun or moon as well as the type (partial or full). Alternately, it can be used to predict the next eclipse of the sun or more in a given location. The caster can exclude known eclipses by specifying them before beginning the spell.

(Astronomy skill at a high enough level makes this spell useless, but it is handy for mages who don't have the astronomy skill or for mages who suddenly find themselves transported to a place or time where their astronomy skill doesn't work.)

**Base Cost:** 1 point

**Time to Cast:** 10 seconds

**Magic Item:** Book or Astronomer's Tool. Energy Cost: 150 points.

### ***Rainbow Trails***

### ***Regular, resisted by IQ***

Any object with this spell on it will leave small rainbow-like after-images as it moves., rather like the "speed lines" used to indicate motion in drawings.

If cast on stationary objects this spell will have no effect. If cast on slow -moving objects, this spell will just make them look pretty or peculiar. If cast on a fast-moving object like a running man or a swinging weapon, the rainbow lines will be extremely obvious and intense.

If cast on a weapon, the scintillating trails of light can dazzle and blind a foe in dark areas. In any situation where the darkness penalty is -3 or more, an unsuspecting foe must roll vs. IQ or be dazzled for 1 turn when a weapon with this spell on it is first used.

**Duration:** 1 minute

**Base Cost:** 3 points, 2 to maintain per hex of creature or object.

**Prerequisite:** Shape Light

**Magic Item:** (a) Wand or Jewelry. Energy Cost: 250 points. (b) Any object can be permanently enchanted with this spell for 100 points.

**Searchlight**

**Regular**

This spell is like the Beacon spell, but it sheds light over a 60 degree arc and moves in the direction which the caster points his finger. If the caster attempts to use this spell as a weapon (by Dazzling people who look at it) treat this as a contest of the caster's skill and the subject's DX. Subjects get +4 to DX if they are protecting their eyes or are wearing sunglasses.

**Duration:** 1 minute

**Base Cost:** 10 points, 8 to maintain. The default color of the beacon is white light. The caster can change the color of the beacon, but in this case the illumination properties of the beacon are halved.

**Time to Cast:** 10 seconds

**Prerequisite:** Beacon, Light Jet

**Magic Item:** Wand or Jewelry. Energy Cost: 250 points.

**Shadow Switcher**

**Regular, resisted by Will**

Allows the caster to "switch" the shadows of two or more objects making the one object cast the shadow that the other object would normally cast.

This is generally considered to be a party trick, but some mages will find a productive use for this spell.

**Duration:** 1 minute

**Base Cost:** 2 point, 1 to maintain

**Prerequisite:** Shape Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

**Shadow Sword**

**Regular**

This spell produces a sword-shaped area of inky darkness which will do cold damage.

The sword does a flat 1d6 points of cold damage if it hits. Armor protects normally. Damage is doubled for creatures which are vulnerable to cold attacks or darkness.

The sword can't be broken or parried. It can be dodged or blocked.

**Duration:** 10 seconds

**Base Cost:** 4 points, 3 to maintain

**Prerequisite:** Darkbolt

**Magic Item:** Wand or Jewelry. Energy Cost: 250 points.

**Shadowbolt**

**Missile, resisted by Will**

This spell will allow the caster to shoot a ray of darkness that will coat the subject with solid shadow, effectively blinding him but also preventing people from clearly seeing him.

If the spell is successful, the subject is caught in a shadow hex that moves with him for the Duration of the spell. He can't see, but all attacks against him are at -4 due to the obscuring effects of the darkness.

The bolt has SS 12, Acc +1, 1/2D 15, Max 30.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Darkness, Shape Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Shadowcat**

**Regular**

This spell creates a vaguely cat-like beast made out of purest shadow which will act as a scout and messenger.

The creature is completely invisible in shadows and is completely soundless, so it has a Stealth skill of 25 and a Dodge score of 10. However, it has no hit points and will vanish after the first successful attack is made on it.

It will always move through the shadows Melding With Shadows as it goes. This makes it effectively Invisible. The mage can spend an extra point to see through its eyes, and it will rove up to 60 yards from the mage.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Shape Darkness, Dark Vision

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Shadowlight***

### ***Area***

This peculiar spell makes makes light where there should be shadow and shadow where there should be light, making the area of effect look rather like a photograph negative. This spell can't be cast where there are no strong shadows, like at high noon on a cloudy day or in complete darkness.

This spell is useful for turning the tables on people who are lurking in shadows.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 2 to maintain

**Prerequisite:** Darkness, Continual Light

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Shadows Know***

### ***Information***

Allows the caster to "commune" with an area of shadow which allows the caster to learn what events took place in that shadow or what was said in that shadow.

If the shadow is particularly large or a lot of activity has happened in the shadow, then the caster will get a blur of events and a babble of voices unless the caster limits the area of shadow he wishes to commune with.

There is a penalty of -1 to success for each hour which has passed between the Information which the mage wants to know and the time when the activity occurred.

This penalty is doubled if the shadow has significantly changed in shape or size (like the shadow of a building during the day would) and automatically fails if the shadow has been completely eliminated.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Shape Darkness, Divination

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Signal Flare***

### ***Regular***

A fizzing jet flies straight up from the caster's finger. When it reaches an altitude of 400 feet, it will burst into a brilliant flare of colored light (caster's choice of color) and it will remain stationary at that altitude for the full Duration.

While the flare does not illuminate its immediate area very well (it eliminates 2 points of darkness penalty in a 100 yard radius area if the darkness penalty was more than -5 to begin with), it is visible for miles under the proper lighting conditions. The spell does no damage and may not be targeted.

**Duration:** 20 seconds

**Base Cost:** 1, can't be maintained

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Slow Light***

### ***Regular***

This spell causes light from a single artificial light source to move (or disappear) at a rate that makes it visible to the naked eye. This allows light or shadow to be made to "flow" over objects which is a neat effect that might even have practical purposes for a clever mage.

The speed of light (or speed of shadow) can be anything from nearly instantaneous, to a fraction of inch an hour. (How people can see the light before it moves over them is a puzzle that has vexed many scholars and mages. Magic is like that.)

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain (Double costs for large light sources like bonfires or kleig lights)

**Prerequisite:** Magery, Blur

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### **Solid Shadow**

### **Area, resisted by HT**

Creates a cool, thick, tangible darkness with the consistency of pudding.

This darkness slows movement to half speed and is fatiguing to move through for any length of time. It blocks light, sound, taste and smell and extinguishes all uncovered lights.

Furthermore, it covers subjects who move through it, blocking their senses even after they come out of the dark, until they spend at least 5 seconds clearing their noses, mouths, eyes and ears. Garments and goods will likewise be covered with the dark. Creatures passing through the darkness or caught in it when it is first cast must roll vs. HT every 10 seconds (or immediately after the spell is cast or they enter the spell area) to avoid having their senses blocked.

Solid shadow can be "burnt off" by exposure to light, approximately 30 seconds sunlight, 1 minute for bright light (like from a light bulb), more for less light.

Flames or magical light thrust into an area of Solid shadow will quickly be extinguished but Continual Light (or a fire equal to a campfire) will neutralize 1 area of inky black for each day of Duration it has left.

**Duration:** 1 minute

**Base Cost:** 3 per hex, half to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Shape Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Starshine**

### **Regular**

This spell can only be cast in a darkened area. When the spell is cast it creates a planetarium dome that expands to fill the room (or creates a dome 50 yards wide outdoors). This dome has no effect on vision, the elements, or combat and is dispelled if any light source brighter than a campfire is brought into its area.

The projection will mimic the stars, planets, and moons of the planet the mage is currently on and will reflect current astronomical positions (which means that a mage who casts this spell during the day could "view" stars he couldn't normally see).

Mages with the Astronomy skill at 12 or better can spend an extra point to make the sky reflect the astronomical conditions of any time, location, or planet which they can calculate (either by magic or normal means). Such hypothetical planetarium projections are only as good as the skill of the mage.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain. For 1 point extra, the mage can create hypothetical sky conditions.

(This requires Astronomy 12+).

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Darkness, Predict Eclipse or Astronomy skill 12+.

**Magic Item:** Wand or Jewelry. Energy Cost: 75 points.

### **Strobe**

### **Regular, resisted by HT**

An improved version of the Flash spell, the Strobe spell emits a blinding flash every turn!

Victims who are dazzled are affected just as if they had been affected by the Flash spell, but on recovering from blindness they must roll vs. HT to avoid being blinded again unless they cover or avert their eyes.

Mercifully, the mage can narrow the focus of this spell so that it only affects a 30 or 60 degree cone rather than the entire area surrounding him.

Since the Strobe moves with the mage it makes it impossible for the mage to use Stealth and it eliminates any darkness penalty to hit him. However, the mage can't be blinded by his own light.

**Duration:** 30 seconds

**Base Cost:** 6, same to maintain.  
**Time to Cast:** 5 seconds  
**Prerequisite:** Magery, Flash  
**Magic Item:** Wand or Jewelry. Energy Cost: 350 points.

### **Sunblock**

### **Regular**

This spell protects the subject from all the ill effects of exposure to the sun including sunburn and snowblindness. It doesn't protect against the effects of heat or magical light though.

**Duration:** 12 hours  
**Base Cost:** 1, same to maintain  
**Magic Item:** Jewelry. Energy Cost: 50 points.

### **Sunglasses**

### **Regular**

The subject has some visual protection against strong light, this gives him +4 to HT rolls to resist the succumbing to Snowblindness and eliminates any penalties for bright light. It also gives +1 to HT rolls to resist the effects of Flash spells.

**Duration:** 8 hours  
**Base Cost:** 1, same to maintain  
**Magic Items:** Jewelry. Energy Cost: 25 points.

### **Sunray**

### **Missile, resisted by DX**

This spell produces an intense, glaring ray of concentrated sunlight like that from a giant magnifying glass. This spell does heat damage to any creature it strikes and forces anyone looking at the ray to roll vs. DX or be Dazzled (as the spell). Damage is doubled for creatures which are vulnerable to sunlight. The missile has SS 12, Acc +2, 1/2D 30, Max 60.

**Duration:** Instantaneous  
**Base Cost:** 2 points per die of damage, up to 3d6 points.  
**Time to Cast:** 1 seconds per die of damage.  
**Prerequisite:** Dazzle, Sunshine  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

### **Sunshade**

### **Regular**

This spell protects against the effects of bright light and sunshine by creating a small area of shadow around the subject. He is immune to sunburn, and snowblindness and the heating effects of direct sunshine are reduced, allowing the subject to perceive heat from sunlight as if he were always in the shade. (About a 10 degree drop in ambient temperature).

This spell also gives him +4 to HT or DX to resist the effects of Flash, Strobe, Sunbolt, and Dazzle spells.

**Duration:** 1 hour  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Lightproof  
**Magic Item:** Staff or Jewelry. Energy Cost: 150 points.

### **Sunshine**

### **Area**

A more powerful variant of the Continual Light spell, the Sunshine spell illuminates the area with light equal in strength and effect to natural sunlight.

The mage controls the intensity of the sunlight which can range from anywhere from a very cloudy day to high noon on a clear day at the equator but in all cases the sunshine produced has all the effects of the real thing, like warming properties and UV damage.

This is a very handy spell for destroying undead and other creatures which take damage from light.

**Duration:** 1 minute

**Base Cost:** 5, 4 to maintain. An area of sunshine can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Continual Light

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Sword of Light***

***Regular***

This spell produces a sword-shaped area of intense, burning sunlight which can be wielded to do burn damage and dazzle onlookers.

The sword does a flat 1d6 points of burn damage if it hits and forces anyone looking at the sword to roll vs. DX or be blinded as if they had been hit by a Flash spell.

Damage is doubled for creatures which are vulnerable to sunlight. The sword can't be broken or parried. It can be dodged or blocked.

**Duration:** 10 seconds

**Base Cost:** 4 points, 3 to maintain

**Prerequisite:** Sunray

**Magic Item:** Wand or Jewelry. Energy Cost: 250 points.

### ***Telescopic Sight***

***Regular***

An improved version of Hawk Vision, but the caster doesn't suffer farsightedness while the spell is in effect.

**Duration:** 1 minute

**Base Cost:** 3 points, 2 to maintain

**Prerequisite:** Hawk Vision

**Magic Item:** Clothing or Jewelry. Energy Cost: 750 points.

### ***Transfer Light***

***Regular, Resisted by HT***

This spell allows light from one source to be "spread" to another object just like you could spread flame from a fire to a torch by holding the torch into the flames. The object that the light is transferred to will glow with exactly the same sort of light as the original object (which will keep its light as well) for the Duration of the spell.

So, for example, a glass bottle could be made to emit the flickering light of a campfire or a hat could be made to emit the glare of a neon sign.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain. Double cost for a very bright light, triple cost for a light so powerful as to be painful at close range.

**Time to Cast:** 10 seconds

**Prerequisite:** Continual Light

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Ultravision***

***Regular***

Allows the subject to see into the ultraviolet spectrum, as the advantage.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Dark Vision

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Wall of Colors***

***Area, resisted by Will.***

Creates a 8' wall of swirling opaque colors which has the same effects as the Rainbow Pattern spell.



The Colored hexes obscure vision through them and force any creature that looks at them to roll vs. DX or be mesmerized. Characters who are entranced will stand motionless and oblivious to their surrounding for the Duration of the spell.

Jostling the entranced character gives him a second saving throw. Pain (like being hit by a weapon) will immediately break the spell.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Rainbow Pattern, 2 Illusion spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Wall of Darkness***

***Area***

The reverse of Wall of Light. It is identical to that spell in most respects, except that it creates an area of darkness that is impossible to see through.

Attacks at creatures in or behind the wall of darkness are treated as if they were invisible (-10 to hit).

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Darkness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Wide Angle Vision***

***Regular***

This spell allows the mage to bend light so that subject gains the Peripheral Vision advantage.

**Base Cost:** 2 to cast, 1 to maintain.

**Duration:** 1 minute

**Prerequisites:** Shape Light, Keen Eyes

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Lenses or hood. Works for wearer only. Energy Cost: 200 points.

### ***Willful Shadow***

***Regular, resisted by Will***

This spell causes the affected person's shadow to act independently from the subject. It will appear when it shouldn't, fall in the wrong direction, disappear when it shouldn't, and move on its own, and generally behave in a peculiar manner.

Normally this spell is used as a prank, but clever mages might be able to find practical uses for it.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Shape Darkness

**Magic Item:** (a) Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for Wearer only. Always On. Can't Be Removed. Energy Cost: 50 points.

### ***X-Ray Vision***

***Regular***

The subject can see into X-ray spectrum, and can see through most objects (except metal, especially lead), including people, containers, machinery etc. This might give the subject a bonus to certain skills (like Surgery, Holdout, or Lockpicking). For game purposes, this is identical to the X-Ray Vision advantage.

**Duration:** 1 minute

**Base Cost:** 5, 4 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Hawk Vision

**Magic Item:** Wand or Jewelry. Energy Cost: 500 points

# Making and Breaking Spells

## Changes to Spells from GURPS Magic

**Weaken** - For half cost small items (such as ropes or straps) can be frayed so that they will break when weight is put on them. For triple cost this spell can do double damage.

**Reshape** - The mage can specify which objects he wants to soften.

**Shatter** - For triple cost this spell can do double damage.

**Ruin** - The effect of this spell is to age objects as if they had been left outdoors for five years in a hot, humid environment. For double cost objects can be made to age as if they had been left out for 10 years. For triple cost they can be aged 100 years and even stone and ceramics will show signs of wear.

**Disintegrate** - For triple cost this spell can do double damage.

**Dye** - For double cost patterns can be created. Their artistic merit is based on the mage's Artist skill. Dyed objects can be made permanent for 10 times the cost to cast the spell. Hair can be "permanently" dyed (until it grows out) for double normal cost.

**Rejoin** - If a single major piece of the object is missing this spell is cast at -6 to skill.

**Repair** - If a single major piece of the object is missing this spell is cast at -10 to skill.

**Repair Arrow** - This spell can be used to repair any small, semi-expendable missile like throwing stars, darts, or javelins. The G.M. can also rule that it can be used to make repairs to any small, relatively simple item.

**Shatterproof** - For double cost the item can have its DR and HT tripled, weapons go up by two quality levels to a maximum of Very Fine. For triple cost the item can have its DR and HT quadrupled and weapons go up by three quality levels to a maximum of Very Fine. Any item can be permanently shatterproofed for 100 times the base spell cost per pound of object.

**Copy** - Illustrations and maps can also be copied. For double cost colored illustrations can be copied. The quality is similar to that of a modern photocopy - copies are easily distinguished from originals.

**Sharpen** - Halve the costs to cast this spell so that 1 point of energy sharpens 12 inches of blade. Minimum cost to cast is still 1. Any edged weapon except a sword will have a foot or less of sharpened area, so things like axes, halberds, and spears can all be sharpened for 1 point. Needless to say this spell only works for cutting or impaling weapons. Crushing weapons don't get this bonus.

## Changes to Spells from GURPS Grimoire

**Toughen** - For each doubling of cost DR of the item can be doubled.

**Fasten** - See also Animate Rope

**Animate Object** - See also Animation

**Weapon Self** - For double costs equipment and carried objects transform as well.

## Spells from GURPS Magic

Clean Copy Disintegrate (VH) Dye Find Weakness Knots Rejoin Repair Repair Arrow Reshape Restore Ruin Sharpen Shatter (VH) Shatterproof Stiffen Weaken

## Spells from GURPS Grimoire

Explode (VH) Rive (VH) Soilproof Transparency Toughen Inscribe Mapmaker Mystic Mark Fasten Animate Object (VH) Weapon Self (VH) Contract Object (VH) Shrink Object (VH) Extend Object (VH) Enlarge Object (VH)

## New Spells

**Attach**

**Regular, resisted by ST**

Causes one non-living object to become permanently attached to another object until the caster wishes it to be released (or conditions specified by the caster allow the object to be released). Normal jostling or motion won't dislodge the item, but serious attempts to remove the item are treated as contests of ST vs. the skill level of the mage. For example, a key could be "permanently" held in a lock, a piece of wood could be "stuck" held onto a workbench, or a sword could be held in a crack in a stone by using this spell. The spell can also be used to permanently attach useful or valuable items to a person's body - wedding rings or artificial limbs for example.

**Duration:** 1 hour

**Base Cost:** 2 per 10 lbs. of material, same to maintain. This spell can be made permanent by paying 20 times the normal cost of the spell.

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

**Prerequisite:** Magery, Restore

### **Build**

### **Area**

Given the proper tools and an adequate supply of materials, this spell allows the mage to build, assemble, or erect any structure that he could put up with his own hands. Each 10 seconds of spell **Duration** represents about 10 minutes of work by the mage, so the mage can magically erect tents or other small structures very quickly.

**Duration:** 10 seconds

**Base Cost:** 1/2, same to maintain

**Prerequisite:** Create Craftsmen

**Magic Item:** Tool, Clothing or Jewelry. Energy Cost: 500 points.

### **Catalog Item**

### **Regular**

Creates a catalog record for an item for a predefined cataloging system. To index a journal, the spell only need to be cast once for each volume.

**Duration:** Permanent.

**Base Cost:** 1.

**Prerequisite:** Know Organization.

**Magic Item:** bookjacket. Energy cost to create: 100.

### **Catastrophic Failure (VH)**

### **Regular, resists by Will**

Makes an item fail dramatically the next time it is used, breaking the item and possibly damaging the user. Weapons must roll on the critical failure chart, other devices fail in a similarly spectacular manner decided by the GM. For example, a radio might short out and burst into flames, or a wagon might lose a wheel while it is moving at high speed.

**Duration:** Permanent

**Base Cost:** 5 per pound of material to be affected.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Sabotage, Shatter

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Clamp**

### **Regular**

This spell will hold a piece of material absolutely motionless for the **Duration** of the spell. If it matters, the clamp has ST 25 though it will hold even the most fragile material without damaging it.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Fasten

**Magic Item:** Clamp. Energy Cost: 50 points.

### **Cleanshed**

### **Regular**

This spell makes dirt, water, and other material to roll off the subject's garments as if they were completely frictionless, waterproof and stain- proof. It has no effect on stains or water already in clothing.

**Duration:** 1 hour

**Base Cost:** 1 for a single small article of clothing, 2 for a full outfit for a man-sized creature.

**Prerequisite:** Clean

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

### ***Cloud of Purification***

### ***Area***

When this spell is cast, a pure white cloud is brought into being which fills the area of effect. All dirt and debris in the area turns to fresh, pure water which quickly runs away or evaporates. Creatures composed of filth or which are notably disgusting or verminous (like maggots) take 1 point per every 10 seconds this spell is in effect.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Magery, Clean, Ruin

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Constriction***

### ***Regular, resisted by ST or by DX-4***

Like the Shrink Object spell, but objects affected by this spell won't stop shrinking if they encounter resistance and they shrink to 25% normal size. If this spell is cast on a piece of armor (or a similar object) the subject must win a contest of ST vs. the item's HT. If he fails, he takes 1 point of crushing damage to the affected area. On a critical failure, he takes 2 points of damage. On a critical success, the item breaks or tears (at a strap or seam) and the spell ends.

The victim can also roll vs. DX-4 (DX for held or carried items like shield straps or backpack straps) to attempt to shed the item before it can hurt him. If he is successful he drops the item but isn't damaged by it either.

If the constricting item wraps around the victim's throat, it will begin to Strangle the victim. Damage isn't increased, but use the special Strangling effects from the Basic Set.

**Duration:** Instantaneous. Items remain shrunken for 10 minutes.

**Base Cost:** 4, plus 1 per 10 lbs. of material affected.

**Prerequisite:** Shrink Object

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points (b) Armor, Clothing, or Jewelry.

When worn it will automatically constrict as if affected by this spell. Some versions are activated by a command word, others are activated when they are worn. Energy Cost: 150 points.

### ***Contract***

### ***Regular***

Causes an item to slightly shrink in size or contract, decreasing its total volume by about 1% to 10%. Mass is unaffected. This spell can be used to make clothing seem tight, make doors easier to open (cancels Expand spell), and so forth.

**Duration:** 1 hour

**Base Cost:** 1 per 10 lbs. of material to be affected.

**Time to Cast:** 10 seconds

**Magic Item:** Wand or Jewelry. Energy Cost: 50 points.

### ***Convert Currency***

### ***Regular***

This spell will convert currency of one nation to that of another nation with which the mage is familiar at the going exchange rate. It will not convert valuables like precious metals or gems into currency.

**Duration:** Permanent

**Base Cost:** 1 per \$100 of currency to be changed.

**Time to Cast:** 1 minute.

**Prerequisite:** Magery, Copy

**Magic Item:** Wallet, Purse, or Pouch. Energy Cost: 250 points.

**Create Art****Regular**

Turns raw materials into a work of art; must be used in conjunction with a skill roll from the caster for the appropriate art/ craft skill.

**Duration:** Permanent

**Base Cost:** 3.

**Time to Cast:** One minute.

**Prerequisites** Create Object, appropriate skill at 15+.

**Magic Item:** an easel, kiln, spinning wheel, or other appropriate tool. The item will have the skill of the enchanter. Energy cost to create: 300.

**Draw****Regular**

This spell instantly produces an accurate black and white drawing of person, place or thing on the surface of the caster's choice. The drawing will not fade, run or smudge, but it will be destroyed if the material it is on is destroyed. The drawing, while servicable, won't have any great artistic merit and can't be any larger than 1' square.

**Duration:** Permanent

**Base Cost:** 2 points (for double cost, the picture can be drawn in color)

**Magic Item:** Pen or pencil. Energy Cost: 100 points.

**Duplicate (VH)****Regular**

Creates a perfect copy of any non-living, non-magical item. In order to duplicate the item, the caster must have raw materials of equal or better quality and quantity to those used to make the original. Inferior quality materials or different materials can be used for the duplicate, but in that case the "duplicate" won't be an exact copy, but instead will be an obvious fake, possibly of inferior quality.

Finely crafted, unique, or complex items will be at a penalty to duplicate. For example, creating a duplicate of an ordinary piece of rope would be at no penalty. Creating a duplicate of a Fine quality sword would be at -3, Creating a duplicate of a world famous piece of jewelry made by the finest craftsmen would be at -10.

**Duration:** Permanent

**Base Cost:** 15 points per pound of item to be duplicated.

**Time to Cast:** 1 hour

**Prerequisite:** Magery 2, Repair, Copy, Create Object

**Magic Item:** Wand or Jewelry. Energy Cost: 1,500 points.

**Erase****Area**

Removes, without a trace, any undesired mark, stain, writing or artistry. If cast on a Magic Item or magic spell (like the Magic Mark spell) treat this as a contest of skills between the caster of the Erase spell and the caster of the other spell.

**Duration:** Permanent

**Base Cost:** 2 per hex (1 for a small area)

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

**Expand****Regular**

Causes an item to slightly increase in size or stretch, increasing its total volume by about 1% to 10%. Mass is unaffected. This spell can be used to slightly loosen tight clothing, make doors harder to open (ST roll to open), and so forth.

**Duration:** 1 hour

**Base Cost:** 1 per 10 lbs. of material to be affected.

**Time to Cast:** 10 seconds

**Magic Item:** Tool, Wand or Jewelry. Energy Cost: 50 points.

**Filth****Area**

This spell fills the affected area with piles and pools of excrement and refuse. Anyone with a nose will be able to smell the disgusting odor. Squeamish people must make a Fright Check. Most people will make pointed comments and hastily leave the area.

Anyone bold enough to enter the affected area must roll vs. DX to avoid stepping in something disgusting. A critical failure means you slip and fall. . . people react to you at -2 until you get a bath.

While this spell is mostly used as a practical joke or as a way to humiliate rivals, plant mages have discovered that magical filth makes first-rate fertilizer. It will also ruin fine fabrics, paper, and other delicate objects.

This spell counters the Clean spell and is countered in turn by the Cloud of Purification.

**Duration:** Permanent

**Base Cost:** 2. Each doubling of cost doubles the volume of material created.

**Prerequisite:** Dirty

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

**Filth Missile****Regular, resisted by DX**

This spell is the perfect way to get an enemy's attention. When the mage casts this spell, a huge ball of ordure springs into existence and hurtles towards the foe. The missile has SS 12, Acc 2, 1/2 20, Max 40. it does no damage.

If the victim fails his roll vs. DX, he is covered with filth, just as if he had slipped in an area of filth. People react to him at -2 until he gets a bath.

On a critical failure he is hit in the face. He must roll vs. HT to avoid being blinded and must make a Will roll to avoid being immobilized for 2d6 turns while he retches.

**Duration:** Instantaneous

**Base Cost:** 2

**Prerequisite:** Filth

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

**Foul****Area; resisted by Will+2**

This spell will tangle, disorganize, and dirty an area. The area will become grimy, cobwebs will grow in the corners, unlocked containers will be opened and their contents will be dumped, collections of items will be scattered, metal will tarnish, knots will be untied, ropes will be tangled and so forth. The spell won't do direct damage to any item, but it could very well allow an object to come to harm if it is removed from its container or is released from its fastenings. Also, dirt sensitive items like books or precision instruments could very well be damaged by dirt.

If this spell is cast on a person it will dirty, untie, and disorganize everything they are carrying or wearing, but they get a roll vs. Will+2 to resist the effect of the spell.

This spell is countered by the Housekeeping spell.

**Duration:** Permanent

**Base Cost:** 2 (3 points to cast on a man-sized target)

**Time to Cast:** 10 seconds

**Prerequisites:** Tangle, Dirty, Weaken

**Magic Item:** Wand or Jewelry. Energy Cost: 100 points.

**Fray****Regular**

Causes a rope, strap, seam, or other load bearing point of a small item to become weak, so they will snap when stressed. Frayed items will break on a roll of 12 or less whenever they are required to bear any weight or stress.

**Duration:** Permanent

**Base Cost:** 2 points

**Time to Cast:** 3 seconds

**Magic Item:** Wand, Clothing or Jewelry. Energy Cost: 75 points.

**Freshen****Area**

This magically airs out an area, removing minor odors and dust and destroying mildew and other minor molds. Objects in the area will be freshened as well.

**Duration:** Permanent

**Base Cost:** 1/2 per hex

**Magic Item:** Incense Burner. Energy Cost: 50 points.

**Gather****Regular**

Gathers and collects scattered items.

**Duration:** Permanent

**Base Cost:** 1 points, 2 points for a huge number of items.

**Magic Item:** Basket, Wand or Jewelry. Energy Cost: 75 points.

**Hand Tool****Regular**

Turns one of the mages hands into a tool or weapon of the mage's choosing. For all intents and purposes, the mage's hand is the tool and has the same PD, DR and HP of an ordinary weapon or tool of that type. However, if the tool is damaged or broken, the mage takes damage to his hand. Note that while the "tool" can have moving parts, any "expendable" supplies (such as nails, grinding wheels, bullets, etc.) must be supplied by the mage.

**Base Cost:** 3, 2 to maintain. Double cost for weapons or power tools. Triple cost for high-powered "industrial" tools like plasma cutters or mining drills.

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisite:** Malleable Tool

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) A glove or gauntlet. Works for wearer only. Energy Cost: 250 points, or 125 points if the item will only turn into one sort of item.

**Helping Hand****Regular**

Creates disembodied third hand which will move as the subject wishes. The hand has the same DX and ST as the caster's own hand and the mage can magically "feel" with it, but it can't be used to attack, nor can it reach any further than the mage's real arms.

The hand gives +1 or more to any task where the GM rules that a third hand would be useful. Multiple castings of this spell will allow the mage to create extra helping hands, but they won't allow the mage to work on more than one task at a time.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain

**Magic Item:** Gloves or Jewelry. Energy Cost: 150 points.

**Hold****Regular**

Makes a door or other movable part of a simple machine to become "sticky" and hard to move for the Duration of the spell. More complex machines can be temporarily jammed by this spell, but won't be harmed. Door or chests affected by this spell require a ST roll to open or close. Good for propping doors open or keeping books open to the right page in windy conditions.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Magic Item:** Wand or Jewelry. Energy Cost: 100 points.

**Housekeeping****Area**

An improved version of the Clean spell. Not only does this spell remove dirty and polish things, it also cleans up dust, debris, garbage, and assorted junk from an area, and tidies up, secures, and organizes larger items.

Items will be restored to their original order if there was some organization to them before, otherwise the spell just sorts them by some logical criteria and piles or stacks them in an appropriate, out-of-the-way spot. Alchemists and collectors should be wary of the spell's interpretation of "debris;" many alchemical ingredients could easily be regarded as loose dust.

The caster must specify any areas or items that he does not want "cleaned" when he begins casting this spell. Counters the Foul spell.

**Duration:** Permanent

**Base Cost:** 3

**Time to Cast:** 3 seconds

**Prerequisite:** Clean

**Magic Item:** Whisk Broom. Energy Cost: 100 points.

### ***Illuminate***

### ***Regular***

This spell allows the caster to illuminate one page. Illumination is the artwork that is on the border of text. The content of the illumination is not up to the caster, it is determined by the content of the text it surrounds. The skill level of the illumination is equal to the caster's skill level. Variants will exist in each culture that will do whatever is necessary to make documents presentable. Like the Paint spell, materials must be present for the spell to consume.

**Duration:** Permanent.

**Base Cost:** 6.

**Time to Cast:** 5 seconds plus 30 minutes for the spell to finish.

**Prerequisites:** Paint.

### ***Improve Quality (VH)***

### ***Regular***

This powerful spell improves the quality of an item, increasing its value or usefulness by up to 20%. Volume or mass cannot be changed, only the intrinsic value of the object can be improved. This spell can be used to temporarily improve the quality of weapons by one step, to a maximum of Very Fine Quality. Armor and shields will have their DR improved by 10% (to a maximum increase of 20%) by means of this spell. PD can't be improved.

Some objects cannot be improved in quality, just because of their nature. For example, pure gold or flawless gems can't be made any more valuable than they already are.

Objects can be

**Duration:** 10 minutes

**Base Cost:** 3 per pound of material affected for a 10% increase in value (or an improvement in weapon quality) (minimum 3), double this for a 20% increase in value. Same to maintain. Quality can be permanently improved for 50 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, 10 Making and Breaking spells.

**Magic Item:** Wand or Jewelry. Energy Cost: 1,000 points.

### ***Intelligent Fastening***

### ***Regular***

Allows the caster to make a fastening like a buckle, drawstring, or cotter pin stay in place until released by a word of command (or when certain conditions set by the mage are fulfilled). Good for setting up traps.

**Duration:** 1 hour

**Base Cost:** 2 points for small fastenings (buttons, brooches, tripwires), 4 for large or load-bearing fastenings (bolts).

**Time to Cast:** 2 seconds

**Prerequisite:** Knots

**Magic Item:** Tool, Wand or Jewelry. Energy Cost: 100 points.



**Invisible Magic Mark****Regular**

Like the Magic Mark spell, but the mark is invisible except to certain people or under certain conditions, specified by the caster when he casts the spell.

**Duration:** 1 week

**Base Cost:** 2 points

**Prerequisite:** Magic Mark

**Magic Item:** Wand or Pen. Energy Cost: 150 points.

**Jig****Regular**

This spell allows the mage to move a tool over the surface of the material he is working on in exactly the way he wants the tool to go. It also allows the mage to move the tool in an identical fashion when he switches from one piece of material to another.

This allows a mage to speed up his production by 25% over what he could do without jigs.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Clamp

**Magic Item:** Wand, Clothing, or Jewelry. Energy Cost: 150 points.

**Know Artist****Information**

Reveals the identity of the creator of a work of art to the caster.

**Duration:** Instant.

**Base Cost:** 1.

**Time to Cast:** 30 seconds.

**Prerequisite:** Trace

**Magic Item:** a pair of glasses. Energy cost to create: 200.

**Know Organization****Information**

Tells the caster what system of organization is being used for a collection of items, and how well that organization has been applied.

This is also a Knowledge spell.

**Duration:** Instant.

**Base Cost:** 1 per 100 items.

**Prerequisite:** Measurement.

**Lubricant****Regular**

This spell allows causes rusted, siezed or otherwise sticky parts to move freely and relatively quietly. It cancels the Nightingale spell.

**Duration:** Permanent

**Base Cost:** 1 for small objects (nuts and bolts), 2 for larger objects (door hinges, locks), 4 for large or complex objects (engines, bicycles)

**Magic Item:** Oil Can. Energy Cost: 50 points.

**Mage's Edge****Regular**

Mage's Edge makes a solid, non-living, non- animate, blunt object, or part of one, able to cut for one second, even though it appears blunt to all senses save touch.

One use for this spell is to make a temporary knife out of a stick when the caster needs to cut something.

Another use is to make a blunt weapon temporarily do cutting damage instead of crushing damage. And a third usage is to lay a trap for the unwary. Any object or part of an object under the effect of Mage's Edge will cut any hand that grasps it

Thus, a pencil, coin, or sword hilt could become the source of a painful and perhaps debilitating wound. If the object is grasped lightly, such as a calm person might grasp a pencil, damage will be 1d-4 to the hand, minimum of 1 for an hand with no DR. If the object is grasped hard, as any person might grasp a sword-hilt in preparation for battle, damage to the hand will be 1d-1, minimum of 1 for a hand with no DR.

A Will roll must be made not to drop the object, with a negative modifier based on the damage received. The trapped object does not have to be grasped to cut - it could be stepped on, laid on, even eaten - players and G.M.s are encouraged to use their imagination.

The mage must be able to see the target object in order to cast Mage's Edge upon it. If the target object is worn or carried by someone else, they get a roll vs. Will to resist.

**Magic Items** give their owner +1 to their Will roll to resist this spell for every 100 points of Fatigue it took to create the item.

**Base Cost:** 1 per 6" of edge. Typical costs: 2 for a pencil, sword-hilt, or boot sole, 3 for a club, 5 for a two-handed club. The caster may maintain the spell at half cost (rounded up) but only if they are holding the object. For double cost the edge does +1 damage. For triple cost it does +2 damage.

**Time to Cast:** 4 seconds.

**Duration:** 1 minute, then 1 second once triggered.

**Prerequisites** Sharpen.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points. An item can be permanently made sharp by means of this spell for 50 times the **Base Cost**.

### ***Magic Mark***

### ***Regular***

Creates an indelible mark on any surface or substance in the colors the caster wishes. The caster must draw the mark that he wishes to have appear in the air as he casts the spell, but he need not touch the surface to be marked.

If the caster wishes, the mark can glow slightly, so that it will be visible in darkness. The mark can not be erased, and will "bleed through" paint or other substances spread over it, but it can be blocked by a tapestry, sign or layer of cloth.

**Duration:** 1 week

**Base Cost:** 2 points

**Magic Item:** Wand or Pen. Energy Cost: 150 points.

### ***Magic Scissors***

### ***Regular, resisted by DX***

This spell creates a magical pair of shears which will cut through any non-living, non-magical material at the rate of 1 HP per turn.

If use to cut clothing or equipment worn by a character the victim can roll vs. DX each turn to keep the scissors at bay. The scissors are vulnerable to damage. They have PD 2, DR 3 and HP 3 and can be attacked at -4 to hit.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Ruin

**Magic Item:** Scissors. Energy Cost: 150 points.

### ***Magic Seal***

### ***Regular***

This spell creates a magical seal on an object which cannot be broken or repaired without the mage who cast the spell noticing. While the spell is in effect, nothing but destroying the container or speaking a counterspell or the magic word of opening (known by the caster) will allow the container to be opened without damage.

In order to break the seal, the user must first make a successful ST roll. Then, in order to replace the seal, he must win a contest of skills of his Repair skill at -4 vs. the mage's Magic Seal skill. No other spell can repair the damage to the seal.

**Duration:** Permanent

**Base Cost:** 2

**Prerequisite:** Seal

**Magic Item:** Seal. Energy Cost: 100 points.

**Maintenance**

**Regular**

Performs routine maintenance required to keep an animal, piece of machinery or other item in good working order, tells the caster if more serious repairs need to be made. Appropriate materials must be provided for the maintenance.

**Duration:** Permanent

**Base Cost:** 1 for simple maintainance (changing a light bulb), 2 for more complex maintainance (grooming, feeding and watering an animal, oiling and sharpening a sword), 4 for complex maintainance (oil change and lube job for a car, removing the dents from armor and replacing all the straps).

**Prerequisite:** Repair

**Magic Item:** Tool. Energy Cost: 250 points.

**Malleable Tool**

**Regular**

Allows the mage to shape a tool as if it were made out of clay and then "freeze" it in the changed position. He can also use a tool as an extension of his own hand, making it flexible when he wishes it, in the way he wishes it, as long as he keeps a hold of it while the change is taking place.

At the end of the spell, the tool either keeps its new shape, or returns to its old shape as the mage desires.

**Base Cost:** 3, 2 to maintain. Double cost to "freeze" a tool when the spell **Duration** ends.

**Duration:** 1 minute

**Prerequisite:** Magery, 3 Making and Breaking spells.

**Magic Item:** Any tool can be permanently enchanted with this spell for 20 times the **Base Cost**.

**Manual**

**Regular**

Gives the caster access to detailed knowledge about a complex machine or system similar to the information you might find in a well-written repair manual. At the GM's option, this will give +1 to skill rolls where a manual would be handy. Note that "secret" information unique to that machine or system won't be included in the manual. For example, having the operator's manual for a top secret code machine won't tell you what codes are currently being used.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Magic Item:** Book. Energy Cost: 150 points.

**Map**

**Regular**

This spell is cast upon a writing implement. The implement is then placed upon a person. For the Duration of the spell, the implement will be magically recording everything withing eyesight of its host as he travels. At the end of the spell, the implement will then, when placed upon a writing surface, draw map of the area travelled. Note that the map will be of a scale so as to perfectly fit on the page provided.

**Duration:** 10 minutes.

**Base Cost:** 5 to cast; 2 to maintain.

**Prerequisites**

**Magic Item:** (a) Cast on a pencil or other expendible implement. No cost to user once created.

Energy cost to create: 150. (b) Cast on a pen or other refillable item. No cost to user once created.

Energy cost to create: 450.

**Map**

**Regular**

Magically creates a map of the subject's surroundings which will update itself as the subject travels as long as there are materials available for mapping. The map can be of any "scale" the subject wishes it to be, but will be scaled so that it will perfectlyfit on the page provide. Te map will only chart things that the subject can

see and the quality of the map will only be as good as the subject could create for himself. If the character is lost or has been fooled by magic, then the map will reflect his confusion rather than being accurate. If the subject already has a map, this spell will magically mark his path on the map based on where the character thinks he is. If the character's navigation is faulty or the map is wrong then the spell will give false information.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisites:** Draw, Know Direction (Knowledge spells)

**Magic Item:** Pen. Energy Cost: 250 points.

### ***Meld With Object***

### ***Regular***

This spell allows the mage to meld with one small, moveable object which weighs no more than 10 lbs. While melded, the mage can move the object about at Move 5 or his normal Move, whichever is more. The mage has the natural PD and DR of the item while melded and can Dodge, but he cannot block or parry, unless the item he is melded with is naturally capable of doing these things. If the mage can block or parry, he does so with his normal skill.

If the item is destroyed, the mage appears, Stunned, in the hex where the item is broken.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisite:** Weapon Self

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Any Item. When the spell is cast the mage merges with it. Bucket or other container. Energy Cost: 150 to create.

### ***Muse***

### ***Regular***

This spell stirs the creative muse within the subject giving him +1 one roll to any artistic or creative skill and motivating him to create. Great for getting rid of writers block.

No matter how much the players may beg, combat skills, social skills, and thief/spy skills are NOT creative skills for purposes of this spell. Original Scientific and Academic research is creative, as are most of the Craft and Artistic skills, but most other skills aren't.

**Duration:** Instantaneous

**Base Cost:** 3 points

**Prerequisite:** 3 Mind Control and 3 Making and Breaking spells.

**Magic Item:** Statuette. Energy Cost: 250 points.

### ***Open***

### ***Regular***

Causes a door or other container to be magically opened. This spell automatically counters a Seal and Hold spells. Magelock spells are defeated if the mage can win a contest of skills.

**Duration:** Permanent (1 minute vs. permanently locked or sealed items)

**Base Cost:** 3 points

**Time to Cast:** 3 seconds

**Prerequisite:** Magelock

**Magic Item:** Key. Energy Cost: 75 points.

### ***Organize***

### ***Area***

An improved version of the Gather spell. This spell will gather scattered items together and then organize or sort them according to the caster's criteria. If there is a container within 3 hexes of the items to be organized, the mage can specify that the objects be packed into the container.

Objects that are Organized are neatly arranged and placed in such a way as to not impair the use of the object (for example, shirts will be folded so they don't wrinkle, rope will be stored so it won't tangle) but this spell won't package, repair, or clean the item. (For example, a dirty shirt might be folded and put in a suitcase using this spell, but it will still be dirty.)

**Duration:** Permanent  
**Base Cost:** 3 per hex (or objects occupying part of a hex.)  
**Time to Cast:** 1 minute  
**Prerequisite:** Gather, 3 Making and Breaking spells.  
**Magic Item:** Box or Basket. Energy Cost: 150 points.

### ***Pack***

### ***Area***

Similar to the Organize spell, but this spell will prepare an item for travel, shipment or storage if the proper packing materials are at hand. Some cleaning and repair is allowed with this spell. For example, a tent could be dried and cleaned before it was folded and put into its bag.

**Duration:** Permanent  
**Base Cost:** 4 per hex (3 for small items)  
**Prerequisite:** Magery, Organize, Clean, Repair  
**Magic Item:** Suitcase, Chest, or Pack. Energy Cost: 75 points.

### ***Paint***

### ***Regular***

Similar to Sketch, but creating a color painting of a scene when cast upon a brush. The paints must be supplied by the caster. The skill level of painting is that of the caster's Paint skill, but the style (eg. impressionist, etc.) may be dictated by the caster.

**Duration:** Permanent.  
**Time to Cast:** 5 seconds plus 30 minutes to complete the painting.  
**Prerequisites:** Sketch.  
**Magic Item:** A paint brush, which will at no cost, paint a scene on command from paint supplied by the user, but always in the same style, specified during creation. Energy cost to create: 1,000.

### ***Patch***

### ***Area***

This spell will allow large amounts of missing material to temporarily be replaced, allowing things like torn sails, breached vehicle armor, or holes in walls to be made as good as new for the Duration of the spell. In order for this spell to work, at least 25% of the original material must remain and the square yardage of any given breach cannot exceed double the caster's base skill. (This means that a mage with a skill of 12 in this spell could patch a gap 24 square yards in area, approximately 4 3/4 yards or 14 1/2' square.)

**Base Cost** of the spell depends on the number of hexes affected (treat each hex as a square yard) and the DR of the material to be patched.  
**Duration:** 10 minutes  
**Base Cost:** 2 per hex, plus 1/2 overall DR of material to be patched (minimum 3), same to maintain.  
**Prerequisites:** Magery, Rejoin  
**Magic Item:** Tool. Energy Cost: 250 points.

### ***Pattern***

### ***Area***

This is a more complex version of the Dye spell which allows drawings or patterns in two or more colors to be created. The quality of the pattern depends on the mage's artistic ability.

**Duration:** Permanent  
**Base Cost:** 3 points per hex (2 for a small area)  
**Prerequisite:** Dye  
**Magic Item:** Dye Vat. Energy Cost: 250 points.

### ***Pliable Magic***

### ***Regular***

Creates a volume of barely visible, magical, "plastic" putty. The caster (and any designee with an additional cost of 1 pt per designee) may mold it freely into any desired shape. The caster may cause the substance to

harden at will into a material of high tensile strength; hardened Plyable Magic cannot revert to a pliant form. The hardened material has a DR of 1 per quarter inch thickness.

**Duration:** 10 minutes

**Base Cost:** 1 point per pound of material, 1 to maintain

**Prerequisite:** 4 Making and Breaking spells

**Magic Item:** Container of putty. Energy Cost: 250 points.

### ***Prepare Campsite***

***Area***

This useful casting clears rocks and other debris, flattens grass and other minor vegetation, sets up a suitable campfire (complete with fuel if such is available locally), makes beds from straw or other soft vegetation (if available), and digs small trenches around the area to divert water.

This is also an Earth and a Plant spell.

**Duration:** Permanent

**Base Cost:** 1

**Magic Item:** Tool. Energy Cost: 100 points.

### ***Preserve***

***Regular/***

***Area***

This spell prevents non-living objects (excluding things which rapidly decay, like flesh or food) from decaying or wearing out due to age or normal usage. Items with this spell on them can still be destroyed by things to which they are vulnerable. Each casting of this spell nullifies one casting of the Ruin spell.

**Duration:** 10 years

**Base Cost:** 3 per hex or 10 lbs. of material to be preserved. (Each additional casting adds 10 more years to the **Duration** of the spell)

**Prerequisite:** Repair

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

### ***Pulley***

***Regular***

This spell halves the amount of ST it takes to move, lift, push or pull an object using a rope. In order to use this spell, there has to be a place where a pulley could be placed, even if there isn't an obvious anchor point. Any rope used with this spell will seem to pass through an invisible pulley.

**Duration:** 1 hour

**Base Cost:** 3. The **Base Cost** doubles the mechanical advantage. For 1 extra point the advantage can be tripled, for 2 extra points the advantage can be quadrupled and so on. Half **Base Cost** to maintain.

**Prerequisite:** Jig

**Magic Item:** Wand, or Jewelry. Energy Cost: 100 points.

### ***Reconstruct (VH)***

***Regular***

This spell will rejoin and rejuvenate an item that was shattered, burnt, or disintegrated even if only a few particles of dust are left.

**Duration:** 1 minute

**Base Cost:** 5, plus 1 per pound of object to be restored. Objects can be permanently reconstructed for 50 points plus 10 points per pound of object to be restored.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Ruin, Restore

**Magic Item:** Wand or Jewelry. Energy Cost: 1,000 points.

### ***Reduce Quality***

***Regular, resisted by Will***

This spell reduces the quality of an item, decreasing its value or usefulness by up to 80%. Volume or mass cannot be changed, only the intrinsic value of the object can be improved. This spell can be used to

temporarily reduce the quality of weapons by one step, to a minimum of Very Cheap Quality. Armor and shields will have their DR reduced by 10% (to a maximum decrease of 20%) by means of this spell. PD can't be reduced.

Other items are reduced in quality as the GM sees fit, most goods will have their materials and workmanship reduced. Precious metals will be filled with dross and jewels will develop flaws.

If this spell is cast on an object that is being held or worn by another person, they get a Will roll to resist the effects of this spell.

**Duration:** 10 minutes

**Base Cost:** 2 per pound of material affected for each 20% decrease in value (or a reduction of weapon quality) (minimum 2). Same to maintain. Quality can be permanently reduced for 50 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, 5 Making and Breaking spells.

**Magic Item:** Wand or Jewelry. Energy Cost: 1,000 points.

### **Rejuvenate**

### **Regular**

Causes non-living things to be returned to their original, new, condition, removing the effects of age and wear. This spell cancels previously cast Reshape or Warp spells and currently running Ruin spells.

**Duration:** Permanent

**Base Cost:** 4 points per 2 lbs. of material

**Prerequisite:** Mend

**Magic Item:** Polishing Cloth. Energy Cost: 250 points.

### **Reloader**

### **Regular**

This spell will reload ammunition, cast shot, or make arrows, depending on the mage's whim and the type of supplies available.

The spell will produce 1 arrow, quarrel or javelin, 6 sling bullets, or 6 modern bullets from prepared materials before the spell needs to be renewed.

**Duration:** 5 minutes (the ammunition created is permanent).

**Base Cost:** 2, same to maintain.

**Prerequisite:** Rejoin, Gather

**Magic Item:** Wand, Clothing or Jewelry. Energy Cost: 200 points.

### **Remove**

### **Regular**

Similar to the Sort spell, this spell allows one object to be removed from a pile of objects without disturbing the rest of the pile as long as the object to be removed isn't attached to the other objects.

This spell is useful for removing one strand of rope from a tangle of rope, or for finding the proverbial needle in a haystack.

**Duration:** Permanent

**Base Cost:** 2 points

**Magic Item:** Tweezers. Energy Cost: 75 points.

### **Remove Weakness**

### **Regular/**

### **Area**

This spell will strengthen a weak point in an item (or a collection of objects designed to be used as a unit like a suit of armor) so that it is just as strong as the rest of the item. Note that this spell can't be used to make an area of material stronger than the surrounding area or to extend protection afforded by one area to other areas.

**Duration:** 10 minutes

**Base Cost:** 1 per lb. of material and 1 per point point of increase in PD or DR. (Minimum 3 points). Half to maintain.

**Prerequisite:** Repair

**Magic Item:** Wand or Jewelry. Energy Cost: 1,000 points.

**Rust****Regular**

This spell tarnishes and rusts metal objects, doing 1 hit of damage to their structure and possibly ruining or freezing delicate parts.

It cancels and is cancelled by the Polish or Sharpen spell, though its effects are permanent. The mage must touch the target in order to affect it.

**Duration:** Instantaneous.

**Base Cost:** 1 per 10 lbs. of metal (or fraction thereof) affected.

**Prerequisite:** Polish or Sharpen

**Magic Item:** Wand or Gloves. Energy Cost: 150 points.

**Sabotage****Regular, resisted by HT**

This spell is similar to the Stop Machinery spell, but the mage can actually damage or destroy a machine by removing or destroying a non-obvious, but vital part. The mage does not have to know how the machine works in order to sabotage it.

**Duration:** Permanent

**Base Cost:** 1 for a tiny mechanism, 3 for a mechanism which occupies about 1 hex (computer, microwave), 5 for large objects (car, motorboat), 10 for really huge objects (strip mining drag lines, moon rockets)

**Prerequisite:** Stop Machine

**Magic Item:** Wrench. Energy Cost: 150 points.

**Scatter****Regular**

Magically scatters and/or disorganizes collected or organized items.

**Duration:** Permanent

**Base Cost:** 1 per hex (or portion of a hex)

**Magic Item:** Wand or Jewelry. Energy Cost: 50 points.

**Seal****Regular**

This spell encloses a container with as tight a seal as is possible and leaves some sort of mark which will indicate if tampering has occurred.

For example, envelopes can be closed and sealed. Bottles will be corked and then dipped in wax etc.

Though the seal is perfectly ordinary and can be broken by normal means, the seal itself is complex enough that it would take magic to hide the tampering.

**Duration:** Permanent

**Base Cost:** 1

**Prerequisite:** Rejoin

**Magic Item:** Seal. Energy Cost: 50 points.

**Select****Regular**

This spell allows the mage to select certain items from a relatively homogenous class of items by one or more criteria. The selected items are then magically placed in the mage's hand or a designated container the mage is holding.

If the object is owned by someone who doesn't wish to give it up, then the spell automatically fails. For example, a mage could only choose fresh, ripe cherries from a tree, or he could select a certain book from his library without having to look for it.

**Duration:** 10 minutes

**Base Cost:** 1, 1 to maintain

**Prerequisite:** Gather

**Magic Item:** Bucket or other container. Energy Cost: 150 to create.



**Self-Repair****Enchantment**

Allows an item to "heal" itself when it is damaged returning the object to its whole, brand new state. This spell does not allow an item which is utterly obliterated to be repaired, nor does it allow the item to be multiplied (for example, if you break a sword with this spell, the two pieces will rejoin, they won't form two separate swords.)

**Duration:** Permanent

**Base Cost:** 30 points per pound of object.

**Prerequisite:** Magery, Repair

**Magic Item:** Wand or Jewelry. Energy Cost: 500 points.

**Shatter Weapon****Blocking**

Does 1d6-1 to any inanimate weapon about to strike the caster for each point of damage spent. Weapons destroyed in this manner do no damage.

**Duration:** 1 attack

**Base Cost:** 1 to 3 points, can't be maintained

**Prerequisite:** Shatter

**Shelve Items****Area**

Properly places items (books, CDs, scrolls, etc.) into a predefined organizational structure. Items must already be cataloged. Can also be cast on data records to properly place them in a database.

**Duration:** Permanent.

**Base Cost:** 1 for every 100 items.

**Time to Cast:** same as cost, in minutes.

**Prerequisite:** Know Organization, Apportation.

**Magic Item:** a sheet, which must be draped over the items. Energy cost to create: 200.

**Sketch****Regular**

This spell is cast upon a writing implement. A point of view is then specified. The implement will then magically sketch the scene from that point of view with an Art skill equal the caster's Sketch level. The point of view must be from the same location as the writing implement. The scene is drawn as it was the instant the spell is cast, although the sketching will take longer. This spell will allow a pen to dip itself in an inkwell or similar object if needed.

**Duration:** The sketch is as permanent as the ink.

**Base Cost:** 4.

**Time to Cast:** 5 seconds plus 1 minute for the sketching to take place.

**Prerequisites:** Magic Paper and Air-Golem.

**Magic Item:** (a) Cast on a pencil or other expendable implement. No cost to activate. Energy cost to create: 50. (b) Cast on a pen or other refillable item. No cost to activate. Energy cost to create: 500.

**Soften****Regular, resisted by Will**

This is a more powerful version of Reshape. When it is cast, the mage can touch a solid object such as armor or a shield and cause it to soften to the consistency of wet cardboard.

This reduces the object to PD 0 and 1/10 of its DR and HP for the Duration of the spell. It might also cause solid materials under stress to tear or buckle. Roll vs. the modified HP of the item on 3d each turn that it might be damaged. A failed roll means that it is damaged in some way even if it didn't take serious damage.

Load-bearing members which have this spell cast on them will collapse in a catastrophic fashion.

**Duration:** 10 seconds

**Base Cost:** 5, 3 to maintain.

**Prerequisite:** Magery, Reshape, Rive

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: 350 points.

**Spill Proof****Regular**

Keeps any material from spilling from its container, no matter what. Even if a tray or glass is turned upside down, anything placed on or in it will stay put until a command word is spoken or the spell ends.

This is also a Water spell

**Duration:** 10 minutes

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Gather or Shape Water

**Magic Item:** Platter, bucket, or other container. Energy Cost: 100 to create.

**Steelbite****Regular**

This spell makes a single, bladed weapon magically sharp, allowing it to do extra damage. Every point of energy put into the spell gives +1 to damage, up to +3 points of damage.

**Duration:** 1 minute

**Base Cost:** 1 to 3 to cast

**Prerequisite:** Sharpen

**Sticky****Regular**

This spell increases the amount of ST it takes to move, lift, push or pull an object by 1 point..

**Duration:** 1 hour

**Base Cost:** 1. Each additional point adds a point of ST to the amount needed to move an item up to a maximum of +5 ST. Half Base Cost to maintain.

**Prerequisite:** Pulley

**Magic Item:** Wand, or Jewelry. Energy Cost: 50 points.

**Stitch****Regular**

Sews through cloth or leather as quickly and as neatly as a craftsman with skill 12 could do the job. (About 6" per minute). This spell gives no special ability to do tailoring or leatherwork.

**Duration:** 10 minutes

**Base Cost:** 1, 1 to maintain

**Prerequisite:** Knots

**Magic Item:** Needle. Energy Cost: 50 points.

**Stop Machinery****Regular, resisted by HT**

This spell causes machinery to stop until mage wills it to start again. If the machine is intelligent (like a robot or AI computer) then it gets a resistance roll. Extremely simple machines (like hinges or levers) are at skill -4 to affect. Complex or delicate mechanisms (like photocopiers or fine instruments) are at +2 to affect.

**Duration:** 1 minute

**Base Cost:** 1 for a tiny mechanism, 3 for a mechanism which occupies about 1 hex (computer, microwave), 5 for large objects (car, motorboat), 10 for really huge objects (strip mining drag lines, moon rockets)

**Prerequisite:** Magery, 5 Making and Breaking spells.

**Magic Item:** Wand or Jewelry. Energy Cost: 500 points.

**Strengthen****Area**

This spell temporarily increases the strength of a material, increasing the material's Hit Points up to double its normal amount. PD and DR are NOT increased by means of this spell, nor can weapon quality be improved (see the Improve Quality spell).

**Duration:** 10 minutes

**Base Cost:** 2 per hex, plus 1 per 10% increase in hit points (up to 100% increase) (minimum 5), same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Repair, Patch

**Magic Item:** Wand or Jewelry. Energy Cost: 250 points.

### **Tangle**

**Regular; resisted by Will**

This spell hopelessly tangles and knots hair, rope, clothing and similar items. It takes 10d6 minutes of painstaking work to untangle material tangled by this spell, double the time if the material tangled is very fine or delicate (like hair).

Tangled clothing will give -1 to DX and Move if it is long enough or loose enough that it could conceivably interfere with movement. (i.e. a gown could be tangled enough to interfere with movement, a loincloth could not be.) However, characters can untangle clothing in 1d6 seconds.

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs. of material affected (double this if cast on a person)

**Magic Item:** (a) Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Affects wearer only. Always on. Can't be removed. Energy Cost: 100 points.

### **Three Dimensional Drawing**

**Regular**

This spell, when cast upon an existing drawing or painting, will cause it to be seen in three dimensions. The image on the picture will seem to come forward into the space in front of it, thus presenting a scene in three dimensions. This will allow viewer to look behind items and see things not in the original picture.

**Duration:** 1 minute.

**Base Cost:** 5 to cast; 1 to maintain.

**Time to Cast:** 5 seconds.

**Prerequisites** Magery and Paint.

**Magic Item:** A picture. Always on. Energy cost to create: 50 per square foot.

### **Untangle**

**Regular**

This spell untangles and orders, rope, hair, clothing, or similar objects. While this spell can't be used to untie knots that are deliberately tied in a rope, it can be used to undo knots inadvertently created when a rope is tangled. Counters the Tangle spell.

**Duration:** Permanent

**Base Cost:** 1 per 10 lbs. of material affected

**Magic Item:** Comb or Brush. Energy Cost: 100 points.

### **Variation**

**Regular**

Allows the outward appearance of an item to be changed at the whim of the caster, though the basic qualities and powers of the item are not permanently changed. For example, this spell could be used to temporarily change the style and material of a dress or make a plain sword look fancy.

The quality of armor or weapons can't be changed by means of this spell, but ordinary clothing can be turned into winter clothing of a similar sort, giving it DR 1. Items can be made to look more "flashy" by means of this spell, but the basic value of the item can't be changed. For example, a robe could be made to look like expensive silk from a distance, but close inspection reveals the real nature of the material.

Unlike an illusion spell, changes wrought by this spell are "real" for the Duration of the spell. For example, a light jacket transformed into a parka by this spell would keep its wearer warm.

**Duration:** 1 hour

**Base Cost:** 1 per lb. of material. Half to maintain.

**Prerequisite:** Dye, Shape

**Magic Item:** Tool. Energy Cost: 250 points.

### **Warp**

**Regular**

This spell causes non-living things to become bent and twisted. This will damage most items and will destroy precision items like locks, machinery or hinges. Melee weapons warped this spell can still be used, but are at -4 to hit, and -1 per die to damage. Missile weapons or thrown weapons will be ruined.

**Duration:** Permanent

**Base Cost:** 4 points per 2 lbs. of material

**Prerequisite:** Break

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

# Metaspells

## Changes to Spells from GURPS Magic

**Scryguard and Scrywall** - This spell will also block the various "(Element) Vision" spells.

**Spell Shield** - If the shield is breached the effective skill level of the shield is reduced by 1.

**Detect Magic** - This spell no longer requires the Magery advantage to cast. It will also detect the presence of magic on a person or in an area, however, a second casting is required to determine the sort of magic. If magic on a person can only be detected by means of the Aura spell, then Detect Magic automatically fails.

If the mage is not familiar with the spell on an item or person, the GM should just tell what college the spell belongs to. If the magic is inherent (due to a magical Knack or ability), then the GM should just tell the player that the creature is inherently magical and leave it at that.

**Dispel Magic** - For double cost, the mage can select which spells he wishes to remove.

**Pentagram** - The term "pentagram" can refer to any area of permanent magical protection such as magic circles, magic squares, hexagrams, and so forth.

**Bless** - Blessings can't be "stacked", but they can be made cumulative. If two blessings are cast the first blessing (or the more powerful one if they were cast simultaneously) takes precedence and the second blessing doesn't go into effect until the first blessing expires.

**Remove Curse** - Essentially, this spell is a "super" version of the Dispel Magic spell and can be used instead of that spell when attempting to remove any non-area spell. If it is used instead of Dispel Magic, it is at +10 to the contest of spell skills.

**Drain Mana** - Any area can be permanently drained of mana for 100 times the basic cost. **Magic Item:** A box, chest, or carpet which creates a small, portable "no mana zone". Cost to Create: 2,000 per hex.

**Restore Mana** - Any area can have its mana permanently restored for 100 times the Base Cost.

**Link** - Reduce casting time to 1 hour. A link on an area can be made permanent for 100 times the Base Cost.

## Spells from GURPS Magic

Activate Runes (VH) Bless Conceal Magic Counterspell Curse Delay Dispel Magic Drain Mana (VH) Great Ward Link Magic Resistance Pentagram Reflect Reflex Remove Curse Restore Mana (VH) Scryguard Scrywall Spell Shield Ward

## Spells from GURPS Grimoire

False Aura Remove Aura Spell Wall Seek Magic Suspend Spell Suspend Magic Displace Spell Spellguard (VH) Catch Spell (VH) Throw Spell (VH) Hang Spell (VH) Maintain Spell (VH) Lend Spell Steal Spell (VH) Suspend Magery (VH) Drain Magery (VH) Telecast (VH) Suspend Curse Suspend Mana (VH) Charge Powerstone (VH) Scryfool

## New Spells

### **Aim**

### **Regular**

This spell lets the caster improve his accuracy with a missile spell. This spell cannot be used to improve the caster's skill with the spell, only his accuracy.

**Duration:** Length of time it takes to cast one missile spell.

**Base Cost:** 2 per +1 bonus, up to +4 maximum.

**Time to Cast:** 2 seconds per +1 bonus.

**Prerequisite:** Bless

**Magic Item:** Clothing or Jewelry. Works for Wearer only. Energy Cost: 500 points.

**Alacrity (VH)****Regular**

This spell allows the casting time of a subsequent spell to be halved. The other spell can't be a ceremonial casting, nor can its casting time exceed the Duration of the Alacrity spell.

**Duration:** 1 minute

**Base Cost:** 3 points, can't be maintained.

**Prerequisite:** Magery, Reflex

**Magic Item:** Jewelry or Clothing. Works for Wearer only. Energy Cost: 500 points. Mage only.

**Alter Probability (VH)****Regular, resisted by Will**

This powerful spell allows the mage to attempt to alter the chance that a given event will or won't occur. The cost of the spell depends on the unmodified probability of the event and its importance in the grand scheme of things. Trivial events can be modified easily. World shaking events are almost impossible for one person to modify.

In game terms, this spell allows the mage to add or subtract from a given die roll. The GM determines the cost of the spell based on his assessment of its probability of occurring naturally and its importance in the campaign.

If the GM decides that a given event won't happen or can't happen, he can rule that the spell automatically fails - after the mage has spent the energy to cast it. Otherwise, he should assign a probability of an event happening that ranges from 3 (almost impossible) to 18 (almost a certainty) and then roll 3d6 to see if things come to pass as predicted. If the mage has managed to alter the probability of the event, then the event desired by the mage somehow comes to pass. The GM must also insist that the mage describe only one effect, even if several effects are linked.

For example, saying "I want to alter probability so that the Duke of Fnordia dies and is replaced by his second cousin Sid." is not valid because the mage is requesting that two different, linked events occur - the Duke's death and Sid's ascension.

However, saying "I want to alter probability so that Sid becomes Duke of Fnordia" is legitimate since only one change to probability is requested.

It is up to the GM to determine exactly how the wizard's vision is implemented and he is certainly free to introduce factors and consequences that the mage never dreamed of!

For example, in the above example, the GM could rule that the Duke of Fnordia goes on a long vacation and installs Sid as regent, or that an army invades drives out the rightful Duke and installs Sid as a puppet governor!

Unlike a Wish spell, Alter Probability cannot be used to change the past or to create situations that could not naturally occur. Specifically, Alter Probability can't be used to bestow or revoke magical or psionic powers or influence divine favor. It can, however, lead a person into a situation where they could easily acquire such things.

For example, making a request like "I want to alter probability so a wizard gives me the knack of Flight." would fail. Saying, "I want to alter probability so that I find a wizard would could give me the knack of Flight." is legitimate.

As a rule of thumb, trivial matters (tomorrow's weather, the price of beans) can be modified at a cost of 1 mana point per +1 or -1 to the die roll.

- **Minor matters** (like the outcome of a local election or the success or failure of a small business venture) or trivial matters that the mage has a personal stake in ( like the weather tomorrow if he's going on a picnic or the price of beans if he's a bean farmer) can be modified for a cost of 2 points per +1 or -1.
- **Major matters** (the health of a person, the fate of a business) can be modified for 5 points per level.
- **Crucial matters** (the life of a person, the fate of a city) cost 10 points per level.
- **Vital matters** (the lives of many people, the fate of a region) can be affected for 20 points per level.
- **World-shaping matters** (the lives of a nation, the fate of a country) can be affected for 50 points per level.

**Duration:** Variable (until the probability desired occurs).

**Time to Cast:** 10 minutes

**Base Cost:** See above. Can't be maintained.

**Prerequisites** Magery 2, Bless, Curse, 10 other Metaspells. **Magic Item:** Altar, Throne, or other heavy, bulky object. Energy Cost: 50,000. Mage only. Such items are very rare and are highly prized. Kingdoms have been won or lost for such a thing.

***Annihilation (VH)***

***Regular; resisted by HT***

This spell instantly and irrevocably disintegrates a living being! If the spell is not resisted successfully, the caster rolls 1 to 4 dice (depending on the energy in the spell) and compares the total to the victim's HT. If it is equal to or greater than the victim's HT, the victim is annihilated! If not, the victim takes this amount of damage. All possessions of an annihilated victim fall to the ground. A Critical Failure with this spell costs the caster 1 HT permanently! (Always use the larger of the victim's HT or Hit Points).

**Duration:** Permanent.

**Base Cost:** 4, plus 2 per die of effect, to a maximum of four dice (12 Fatigue).

**Time to Cast:** 3 seconds.

**Prerequisites** Magery 3; Disintegrate, Deathtouch and Steal HT.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

***Anti-Magic Ray (VH)***

***Missile***

Similar to the Drain mana spell, except that it can be thrown as a missile and it is temporary. If it hits, the hex or creature it hits becomes a temporary no mana zone. The missile has SS 12, Acc 2, Max 40. There is no 1/2D range.

If cast on a person any spells which affect the character are dispelled for the Duration of the spell. Characters with Magery and similar magical advantages (or disadvantages) must roll vs. HT or lose them for the Duration.

Any Magic Items the character is carrying temporarily must roll vs. HT or temporarily lose their powers.

If cast on a hex, any spells which affect that hex are suppressed or dispelled.

Spells affected by the ray are allowed a Quick Contest vs. the ray as if a Counterspell had been cast on them. Permanent spells only cease working for the Duration of the spell.

Highly magical creatures take physical damage from this spell. Wholly magical creatures (e.g. ghosts, elementals) must roll vs. HT or take 1 point of damage each turn. Partially magical creatures (e.g. griffins, dragons, ellylon) must roll vs. HT every 10 seconds or take 1 point of damage.

**Duration:** Instantaneous, effects last for 1 minute

**Base Cost:** 10 points, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Drain Mana

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points. Mage only.

***Arcane Connection***

***Enchantment***

This spell turns an object associated with the subject into a magical focus that allows the mage to cast spells on the owner of the object as if the mage were touching him. If a mage has an Arcane Connection he need not roll to hit with missile spells or spells which require the mage to touch the subject and no long-distance modifiers apply if he casts spell on the subject at long range.

An Arcane Connection is a handy thing since it allows a mage to cast beneficial spells on his friends at a distance, but any mage can use an Arcane Connection so care must be taken to ensure that a Connection doesn't fall into hostile hands. More typically, an arcane focus is used to cast hostile spells.

The object used to make the Connection is very important. If the object was something that the subject only touched briefly or had minimal contact with (like a tool the subject touched once, or the ground where he walked) the mage is at -10 to effective skill. If the object is something that the subject wore or used but wasn't particularly attached to (like a pair of shoes which the subject only wore once and then gave away), the mage is at -5 to effective skill. If the object is something that the subject used or wore occasionally (like a tool or a piece of clothing) then he is at -3 to skill. If the object was a favorite or treasured item or was worn or used regularly for many years, then the mage has no penalty to his skill. If the Arcane Connection was once part of the subject's body (things like hair or fingernail cuttings) then the mage gets +2 to skill.

**Base Cost:** 100 points

**Prerequisites** Enchant, Seeker.

### **Autofire Missile (VH)**

### **Missile**

For every damaging Missile spell (Fireball, etc.), there is a corresponding Autofire version. Like Improved Missiles, Autofire Missiles take but a second to create (which can be reduced for high skill) and all of the energy is spent at the time of casting. However, the Autofire version produces a number of small Missiles all at once instead of a single large one. These smaller Missiles cannot be "held" - they must be released as soon as the spell is cast. A special Spell Throwing (Autofire) skill is needed for each type of Autofire Missile.

Autofire Missiles have the same ACC, 1/2D and Max as the usual Missile of the same type, but SS is 10, not 13. Use the autofire rules to determine how many Missiles hit the target. Autofire Missiles can be spread over multiple targets, and all regular rules for high RoF weapons apply.

**Base Cost:** 2 to 12. Each fatigue point buys 1d worth of Missiles. The caster decides on the size of each Missile in the burst (1d, 2d or 3d), and the damage is distributed amongst the appropriate number of Missiles of this size, with the excess being lost. RoF equals the number of missiles in the burst. If there are more than four Missiles in the burst, divide the burst into groups of 4. Autofire Exploding Fireballs cost double!

**Time to Cast:** 1 second.

**Prerequisites** Great Haste and the Improved Missile spell of the same type.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 10 times the cost of a comparable non-autofire version of that Magic Item.

### **Backcast (VH)**

### **Regular**

Backcast is a powerful and dangerous spell which allows the mage to produce the effect of a spell instantly and then perform the casting in reverse. Backcast is cast at the same time as the spell it effects. The mage may take a fatigue-reduction for the spell that is cast backwards if he would normally be able to do so, but may not take a time-reduction for it and must go through the full casting ritual for it as if he knew the spell at level 12. If the mage successfully casts the spell, but does not immediately perform the casting-ritual for the Backcast spell, he will weaken reality in his immediate vicinity. To determine the effect of the "reality warp" the GM rolls 3d. This roll cannot be modified, but it can be modified by the Luck advantage. On a 35, something strange but wonderful happens. The mage might gain an extra level of Magery, or he might heal a point of damage, or he might learn to understand the language of the birds. Most effects are temporary and last for no more than 1d6+6 hours. However, the GM might rule that some minor effect actually becomes permanent.

On 6-15, the reality warp wreaks havoc on the mage's body and he takes 4d of damage. Due to the magical nature of the damage, this injury can't be magically healed

On a 16-18, something awful happens. The GM should be creative without killing the character outright. The mage could be transported to another dimension, he could be turned into an undead being, he might attract the attention of a powerful demon, or one of his limbs could magically vanish, never to appear again. Bad effects are permanent.

The mage must perform the "post-casting" in the same place that the spell was cast from. This means that while the mage could use this spell to cast Teleport or Gate on himself he would automatically create a Reality Warp since he moved from the location where the spell was cast!

Backcast is also incompatible with certain missile spells which require the mage to spend time building up the power of a missile. For example, if a mage casts a 3d Fireball, he can either spend the next second after the spell is cast to throw the spell and create a Reality Warp or he can cast the spell and then spend three seconds post-casting the spell, which means that he effectively gained no time at all.

**Base Cost:** 3 points

**Prerequisites** Magery 3, Simulcast, Great Haste, 5 other Metaspells

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 2,500 points.

### **Backfire (VH)**

### **Regular; resisted by Will**

This spell makes it much more likely that a mage's spell will backfire. It gives -1 to skill to cast any spell.



If the affected spell fails, the spell backfires on a roll of 14+ (or 4 more than the caster's skill with the spell, whichever is less). Backfires caused by this spell are "normal" and use the Spell Backfire table. Spells already cast when the spell is cast can't be affected.

**Duration:** 10 seconds, or one spell, whichever is less.

**Base Cost:** 5 points

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Curse

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. Mage only. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Bankruptcy (VH)***

***Regular; resisted by Will***

This is a specialized version of the Curse spell. When cast on the subject, his next source of cash income will be reduced by 10%, or losses will be increased by 10%.

If used to influence the outcome of a "zero sum" game, like a contract negotiation or the outcome of a wager, this spell gives -2 to the relevant skill for one roll, but doesn't guarantee an outright loss.

**Duration:** Permanent (one die roll or the next time the character makes money)

**Base Cost:** 10 points

**Time to Cast:** 1 hour

**Prerequisite:** Curse, Prosperity

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

### ***Benediction***

***Regular***

Temporarily confers the Luck advantage on the subject. This effect lasts until the spell Duration ends or until the subject achieves some notable success or avoids some major catastrophe.

**Duration:** 12 hours

**Base Cost:** 5, can't be maintained (for 10 points the Extraordinary Luck advantage can be conferred.)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Bless

**Magic Item:** Jewelry, Clothing or Charm. Energy Cost: 3,000 points.

### ***Break Connections***

***Regular***

This spell allows the subject to break the mystical connections he imparts to hair, fingernail trimmings, clothing, and so forth, making objects affected by this spell useless for creating a Poppet or an Arcane Connection. In addition, objects which have this spell cast on them give -4 to all spells which use an item to learn something about its owner.

If this spell is cast on the subject's body, it will retroactively sever the connection between the subject and any hair, scales, blood, etc. they might have shed up to a month previously.

**Base Cost:** 1 for the subject's hair, nails, fingernails, etc. 2 for the subject's body and everything he is carrying. 3 for the contents of a room, 5 for the contents of a large house, 7 for everything the subject ever owned or touched.

**Duration:** 1 month for body parts, permanent for objects.

**Time to Cast:** 10 seconds.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Energy Cost: 150 points.

### ***Break Ley Line Tap (VH)***

***Regular, resisted by Tap Ley Line skill***

This spell functions identically to Break Powerstone Tap, except that it allows the caster to prevent another mage from using a ley line.

**Duration:** 1 minute

**Base Cost:** 6, 3 to maintain

**Prerequisites** Seek Ley Line, Break Powerstone Tap, Magery 3, Tap Ley Line  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points. Mage only.

### ***Break Node Tap (VH)***

***Regular, resisted by Tap Node skill***

This spell functions identically to Break Ley Line Tap, except that it allows the caster to prevent another mage from using a node.

**Duration:** 1 minute

**Base Cost:** 8, 4 to maintain

**Prerequisites** Seek Node, Break Ley Line Tap, Magery 4, Tap Node

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points. Mage only.

### ***Break Powerstone Tap (VH)***

***Regular, resisted by Tap Powerstone skill***

This spell allows the caster to prevent someone else from using a powerstone. As with all power source manipulation spells and skills, the long range modifiers for seek spells should be used as a penalty if the caster is not physically touching the powerstone. If the mage the caster is trying to block fails the resistance roll, he can try to roll his Tap Powerstone skill vs. the caster's Break Powerstone Tap skill to reestablish contact. The caster can choose to block any or all opposing mages from using the source while freely permitting others to use it, but each opposing mage resists separately.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain.

**Prerequisites** Seek Powerstone, Magery 2, Tap Powerstone

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points. Mage only.

### ***Casting Circle***

***Special***

A casting circle is similar to the Pentagram spell, except that rather than protecting the mage or containing magical creatures it aids in the casting of spells and mitigates the effects of magical backfires.

A mage who casts a spell from within a Casting Circle gets +1 to any skill roll to cast a spell while the circle lasts. Additionally, the circle will turn any one critical failure with a magical spell into a normal failure if the mage can make a second successful skill roll to "control" the failed spell.

If a casting circle prevents a critical failure, it is automatically dispelled.

Like a pentagram, a casting circle must be physically drawn on the floor and can be disrupted by rubbing out the lines. (Note that the "casting circle" is a generic term. The actual form of the markings can be any one of a number of magical symbols.)

**Duration:** 1 minute or until critical failure on a spell

**Base Cost:** 10 per hex protected, same to maintain. A casting circle can be made permanent for 10 times the **Base Cost** of the spell.

**Time to Cast:** 5 seconds per hex (This time is spent physically drawing the line, and can't be reduced no matter how much energy is available or how much skill the caster has.)

**Prerequisite:** Bless, Pentagram

### ***Chain Missile***

***Missile***

Allows a missile spell to do part of its effect on one subject, then leap to another subject, and so on until the energy in the spell is used up. The missile jumps from the nearest target to the furthest, and does damage to each according to the wishes of the caster, with a minimum of 1 die of damage per subject. However, a successful resistance roll by any one subject disrupts the spell and damage not yet discharged is lost.

**Duration:** 10 seconds, plus the **Duration** of the Missile.

**Base Cost:** 1 per point of damage in the missile spell.

**Time to Cast:** 1 second per point of energy.

**Prerequisite:** Magery, Link, 3 missile spell plus the missile spell to be chained.

**Magic Item:** Staff, Wand or Jewelry. Casts one sort of spell as a Chain Missile spell. Energy Cost: Triple the cost of an equivalent non-chained Magic Item.

### **Change Vis**

### **Regular**

This spell changes the type of Vis from one Form (or College for non-Hermetic mages) to another Form that the mage is familiar with. There is no energy cost for this spell, but 1 pawn of Vis is consumed for every 10 pawns converted to the new Form.

**Base Cost:** 0

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisites** Magery, Measure Vis

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Chant**

### **Special**

Chant allows the mage to sing or recite an incantation which has magical or holy power. As long as the mage remains motionless and concentrates he can sing or recite incantations of power which pull extra mana through his body, allowing him to "self-power" a spell.

The mage first begins the Chant, he then can cast a single Regular spell and use the mana drawn through him by the Chant to maintain the spell.

However, in order to maintain the spell with the chant, the mage must be able to sustain the spell just by using mana gained by the chanting. If the mage has to draw mana from himself to maintain the spell, the Chant spell ends, though the mage can still extend the spell's Duration by using his own power.

If the mage is wounded or is otherwise distracted he must roll vs. Will to keep his concentration, otherwise the spell ends. Also, for every hour of chanting the mage must make a HT or Will roll. If either roll fails the spell ends because the mage was physically unable to continue or because he lost concentration.

The amount of mana gained by the chant is as follows:

| Skill Level | Mana |
|-------------|------|
| 10-12       | 1/2  |
| 13-17       | 1    |
| 18-22       | 2    |
| 23+         | 3    |

At the GM's option the mage might get bonuses to this skill if he has Singing or Musical Instrument skills. He might also get bonuses to skill for using chant to cast a particularly appropriate spell. The exact details are left to the GM's imagination.

A variant of this spell called "Dance" is also available. It works identically to Chant, but the mage must dance for the spell to work.

**Duration:** Indefinite (see above)

**Base Cost:** None. Energy gained from this spell can only be used to maintain spells, not to cast them.

**Time to Cast:** 1 minute, may be continued indefinitely.

**Prerequisites** Magery, Regain ST

### **Combine**

### **Regular**

This spell allows the caster to throw two spells at once. The first spell is cast normally, but is saved until the second spell is completed. Some spells will change or cancel if they are combined. For example, Water Jet would cancel Fireball.

Range, Duration and other effects are always those of the less useful spell. If the caster wishes it, the second spell can be slightly delayed until the first spell takes effect, but in this case, the second spell has no effect if the first spell fails. Likewise, if either spell fails the whole combined effect fails. Effects of Critical Failures are up to the twisted ingenuity of the GM.

For example, Haram wishes to combine Dispel Magic and Fireball so that he can simultaneously breach a foe's Fire Resistance and Reverse spells and then strike before his opponent can put up another defense. In this case, he wants to slightly delay the fireball so that the Dispel Magic spell can drop the defensive spells first. First he spends 2 seconds and three points to cast the Combine spell. Then he casts Dispel Magic for 3 points and 3 seconds. The effects of dispel magic are "held" and don't take effect until he casts his final spell. Finally, he casts a 2d6 fireball for 2 points and takes 2 seconds to do it.

Once the fireball is successfully cast, the entire combined effect goes off. If the Dispel Magic spell is successful, the fireball takes effect on the same turn. If the Dispel Magic spell fails, the energy dedicated to the Fireball is lost and Haram has wasted a lot of time and energy for nothing.

**Duration:** The Duration of the two subsequent spells.

**Base Cost:** 3 points.

**Time to Cast:** 2 seconds plus the time

**Prerequisite:** Link

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,500 points.

### **Concentrate Vis**

### **Regular**

This spell will concentrate the Vis that is resident in a magical creature or object into a single body part or object that the mage can easily gather and transport.

The mage must touch the subject creature or object in order to cast the spell. In addition the subject must be unliving and unresisting. If the subject is a dead creature, it must freshly dead (within 24 hours) in order for the spell to work.

When the spell is cast, the magic is concentrated into one easily detachable, relatively permanent, portable part of the object. For example, Vis from an enchanted tree might be concentrated into a leaf, or Vis from a magic bird might be concentrated into a wing or feather. The mage will know (but cannot specify) which part of the object holds the Vis.

**Base Cost:** 3

**Duration:** Permanent

**Time to Cast:** 10 seconds

**Prerequisites:** Convert Vis

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Condition**

### **Regular**

This spell is similar to the Link and Delay spells, but this spell makes a second spell trigger only when certain conditions are met. For example, a spell could be set up so that it is triggered only if people (or a certain sort of people) are in the area of effect, when a person of a certain type touches an item, when people are looking at the place hex where the magic spell will go off (or not looking), etc. Any condition that the mage can imagine and which the GM will allow can be specified, but once set, the Condition can't be changed unless the Condition spell and any spells it modifies are all canceled.

While this spell exists, both it, and any spells it modifies are considered to be "on" spells.

**Duration:** 1 hour

**Base Cost:** 4, same to maintain. The Duration of this spell can be made indefinite (and self-powering, so it no longer counts as an "on" spell) for 25 times the Base Cost.

**Time to Cast:** 1 minute

**Prerequisite:** Link, Delay

### **Contagious Curse**

### **Regular, resisted by Will-4**

As Damnation, but the effect of the curse is to alienate or destroy the victim's friends, family, associates, and possessions before finally destroying the victim. The victim need not be present when the spell is cast.

**Duration:** Permanent, until death of victim.

**Base Cost:** 1,000

**Prerequisite:** Curse, Damnation

### **Control Randomness**

### **Regular**

In any case in which a random outcome is deliberately being generated, the mage can control this outcome. Such deliberate randomization includes the shuffling of a pack of cards, the casting of lots, or the roll of dice. If the randomizer in question occupies more than one hex, the mage must pay the casting cost for each hex in the radius.

**Base Cost:** 2 points, cannot be maintained.

**Time to Cast:** 2 Seconds.

**Duration:** Until one outcome is produced.

**Prerequisites** Enchant, Find Weakness.

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

### **Cornering Missile**

### **Missile**

Allows any missile spell cast by the mage to make one 90 degree turn, allowing spells to be thrown around corners or from cover. Missiles which are aimed at targets the caster cannot see have limited "homing" ability and strike on a 12 or the caster's Thrown Missile skill less range and target size modifiers, whichever is less.

**Duration:** 10 seconds or the **Duration** of one missile spell, whichever is less.

**Base Cost:** 2 points

**Prerequisite:** Magery, 3 Missile spells, plus the missile spell to be modified.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: Double the cost of an equivalent Magic Item without this spell on it.

### **Create Mana Node (VH)**

### **Enchantment**

Certain areas naturally produce mana crystals - the tangible form of magical energy. This spell allows the mage to turn an area within a high mana zone into a Mana Node which produces mana crystals.

In order for the spell to work, the node must be relatively permanent natural area or structure with some unusual feature or history which makes it a suitable as a potential mana node. For example, a bush couldn't be a mana node, but a grove of ancient oaks would be. A modern hospital couldn't be a mana node but an ancient temple of healing could house a node.

It is up to the GM to determine the factors which make an area suitable. At the very least the site must be at least 50 years old (or less if some particularly noteworthy event occurred there) and it must have great mystery, natural beauty, natural power and/or important culture or history surrounding it.

For example, in the U.S. the Grand Canyon, the Hoover Dam, the Statue of Liberty and Independence Hall could all be turned into Magic Nodes (assuming that they were in high mana areas to begin with).

In order to limit the cost of the enchantment, the mage can create an aspected mana node, whose mana crystals only work to power spells from one college of magic. Like a normal mana node, the location must be a relatively permanent natural location with some unusual feature to recommend it. However, the site must have some sort association with the aspected college of spells. For example, an aspected mana node dedicated to Necromancy couldn't be placed in the middle of a temple of healing. It could however be placed on an old battlefield.

In any case, when the features which "power" the mana node vanish, the mana node vanishes with it. For example, if a forest or temple which housed a node is destroyed, the node will be destroyed to. However, the energy that powers the node lingers for some time, so physical destruction of a place doesn't necessarily destroy the node as long as the memory and the "power" of that place remains.

**Duration:** Permanent, until the node is destroyed and forgotten.

**Base Cost:** 1000 per mana point of mana crystals produced per day. 500 if the mana crystals are aspected.

**Prerequisites** Magery 2, Restore Mana, Increase Mana, Crystallize Mana.

### **Create Starwater Well (VH)**

### **Area**

Permanently raises the mana Threshold of an area by gathering and storing Starwater. Each casting will raise the Threshold by 0.1. Success or failure by only 1 or 2 will also raise the Flow of an area by -1. Critical Failure will cost the caster one level of Magery.

**Duration:** Permanent

**Base Cost:** 500

**Time to Cast:** Variable

**Prerequisites** Magery 3, Restore Mana, Gather Starwater

### **Crystallize Mana**

**Regular**

This spell allows the mage to "crystallize" mana into a tangible form which can be stored and used like powerstones. However, unlike powerstones once mana crystals are used they vanish.

In spite of their name mana crystals can take the form of any small object - coins, nuts, berries, rocks, pieces of candy, etc. However, unlike their non-magical counterparts, mana crystals cannot be destroyed except by magic. Ruin spells and the like don't affect them. They can also be aspected so that they one work when powering spells of one college of magic.

Mana crystals strongly radiate magic. Anyone with the Mage Sense advantage will be able to detect their power if they can see them. By holding a mana crystal, a mage can tell if it is aspected.

Dispel Magic will destroy mana crystals. However, the mage attempting to destroy them must win a contest of skills between his spell skill and the spell skill of the mage who created the crystals.

**Duration:** Permanent

**Base Cost:** 20 per crystal. Each crystal holds 1 point of mana. Aspected crystals cost 10 points each.

**Time to Cast:** 10 minutes

**Prerequisites** Magery, Increase Mana, 4 Other Metaspells

**Magic Item:** Container or Wand. Energy Cost: 5,000. Mage only.

### **Curse of Generations**

**Regular, resisted by Will**

Affects victim and all his descendents to the seventh generation. The victims need not be present when the spell is cast.

**Duration:** Permanent, until death of 7th generation of descendents of the victim

**Base Cost:** 1,000 per -5 points of disadvantages

**Prerequisite:** Curse, Damnation

### **Damnation**

**Regular, resisted by Will**

Gives the subject Unluckiness disadvantage, or otherwise inflicts some terrible curse on the victim.

The cost depends on the degree of curse:

- **Embarrassing** - Nuisance value, possibly a minor negative reaction or distinctive looks (no shadow, nose grows 6", foul smell). 50 points
- **Frustrating** - Minor hassles for character. (touch warps wood, animals and children flee character, can't use weapons) 100 points
- **Troublesome** - Major hassles for character (can't wear armor, becomes weak as a kitten in the face of danger) 250 points
- **Dangerous** - Will eventually destroy the character (must kill a man every night, must compulsively seek battle but can't wear armor or use weapons, afflicted with a wasting disease). 500 points

A good rule of thumb is that Damnation costs approximately 5 energy points per character point of disadvantages conferred on the victim.

**Base Cost:** See above.

**Duration:** Permanent

**Prerequisite:** Miracle, Benediction

### **Damper**

**Regular**

This spell gives the caster some insurance against the worst effects of Critical Failures on spell rolls, by allowing him a +4 or -4 shift towards "10" on the Critical Spell Failure table. Once the spell has served its purpose, it is dispelled and must be recast..

Multiple damper spells can't be "stacked" nor can Damper be used to avoid the effects of other critical failures. Also, Damper can't be used to lessen the effects of critical failures for Ceremonial Magic or Enchantments.

**Duration:** Until a critical failure occurs.

**Base Cost:** 4. Can't be maintained.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Bless

**Magic Item:** Clothing or Jewelry. Works for wearer only. Always on. Energy Cost: 250 points.

***Deadland (VH)***

***Area***

This spell creates a true no mana zone, where spells and magical creatures cannot exist. Magical creatures take 1 point of damage for every turn that they remain in the no mana zone.

**Duration:** Permanent

**Base Cost:** 15

**Time to Cast:** 1 minute

**Prerequisite:** Drain Mana

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000. Mage only.

***Decrease Mana Level (VH)***

***Regular***

Decreases the mana of an area down to a minimum of "Very Low" mana level.

**Duration:** 1 minute **Base Cost:** 10 per hex for a one-level decrease (e.g. "Normal" to "Low"), 25 per hex for a two-level decrease (e.g. "High" to "Low"), 50 for a three level decrease (e.g. "Very High" to "Low"). Multiply costs by 100 to make the effects permanent.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Drain Mana

***Destroy Connection***

***Regular, resisted by Spell***

By using this spell, the mage can destroy an object enchanted with the Arcane Connection spell. In order for the spell to work the mage must touch the subject on whom the Arcane Connection is focused and win a Contest of his Destroy Connection spell vs. the other mage's Arcane Connection spell. If he wins the enchanted object is destroyed. The Arcane Connection need not be present and no long distance modifiers apply.

This spell will also work against the Poppet spell and similar spells which turn a physical item into a magical link between the mage and his subject.

**Base Cost:** 5 points

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisites:** Arcane Connection

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

***Dual Casting (VH)***

***Regular***

When cast, this spell allows two subsequent spells to be cast "simultaneously". The mage must pay the fatigue cost for all three spells.

**Duration:** 1 minute

**Base Cost:** 5 points, can't be maintained.

**Prerequisite:** Magery, Alacrity

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 2,500 points. Mage only.

***Dueling Jet***

***Regular, resisted by HT***

Similar to Flame Jet, except that damage numbs and stuns the target rather than inflicting permanent injury. A hit with this spell causes a temporary loss of hit points. If the victim is reduced below 0 HP he must roll to stay conscious, just like normal, however he does not have to take HT rolls to stay alive.

In all other respects the damage done is "normal" - pain, stunning, crippling and special effects from hits on specific target locations all work normally.

Lost hit points return at a rate of 1 per minute after 1d6+1 minutes. If the victim is knocked out by this spell, he will regain consciousness after 1d6+1 hours.

The Mage must use Magic Jet (Dueling Jet) skill (or default) to attack with this spell. This spell is commonly used for training and non-lethal duels and gladiatorial contests, however it is also popular with kidnappers, bounty hunters, and town constables since it allows the mage to subdue a target without killing it. At the GM's option it can be learned by mages of all colleges, not just mages who know Metaspells.)

**Duration:** 1 second.

**Base Cost:** 1 to 3, same to maintain. Each point of energy produces 1d-1 points of damage.

**Prerequisite:** Any 10 spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Dueling Missile***

### ***Missile***

Similar to the Fire Ball spell, except that its damage numbs and stuns the target rather than inflicting permanent injury.

The missile has SS 12, Acc 2, 1/2D 20, Max 40 and is targeted using the Thrown Spell (Dueling Missile). In other respects this spell is like the Dueling Jet spell.

**Duration:** Instantaneous

**Base Cost:** 1 to 3, each point of energy produces 1d of damage.

**Time to Cast:** 1 second per energy point used.

**Prerequisite:** Any 10 spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Eliminate Magic Traces***

### ***Area***

This spell completely eliminates residual traces of magic in an area preventing the Magic Traces spell from working unless the Tracing mage wins a contest of skills against the Eliminate Traces spell.

**Base Cost:** 4

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisites:** Magery, Shroud Magic

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Enchanted Box***

### ***Regular***

This spell allows the mage to store a spell in a box or other container and the spell must be cast on a container which can be closed in some way.

The mage enchants the container, opens it up, and casts the second spell on (or "into") the container. He then seals the container so that it will hold the spell. When the box is open the spell is triggered.

Spells requiring contact with the spell recipient will only work properly if someone is holding the container when the spell is activated. Area spells will be centered on the vessel.

Only one Enchanted Box spell may be cast on a single container at any one time.

**Duration:** 1 day

**Base Cost:** 4, 1 to maintain.

**Time to Cast:** 1 minute

**Prerequisite:** Delay

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Box or other container with this spell on it. Spells to be contained in the box must be recast after they have been triggered. Energy Cost: 50 points.

### ***Extend Duration***

### ***Regular***

This spell allows a spell with a Duration of longer than "instantaneous" to be powered for a longer time through expending of caster's mana, even if caster is not there to repower it or isn't concentrating on the spell.

**Duration:** As that of the other spell

**Base Cost:** 2, plus the cost of the energy to extend the other spell.



**Time to Cast:** 3 seconds

**Prerequisite:** Link

### ***Extended Range (VH)***

***Regular***

This spell allows the range of a spell to be extended beyond its normal limits.

This spell normally can only be applied to Missile spells, but it can be combined with the Throw Spell spell to give that spell extended range.

This spell cannot be "held". Once the Extended range spell is cast, the spell it is to be attached to must be started without delay otherwise the Extended Range spell (and possibly the spell it is "carrying") is lost.

Hit Modifiers an energy costs for range are determined normally based on the rules for the other spell. The Extend Range spell only allows spells to be cast at longer distances. It doesn't allow them to be thrown with any more accuracy or power.

**Duration:** 10 seconds or until the other spell is cast, whichever is less.

**Base Cost:** 1 per each doubling of normal range, can't be maintained.

**Time to Cast:** 3 seconds per doubling of normal range.

**Prerequisite:** Magery, 5 Metaspells

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points for each doubling of range. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

### ***Flamboyant Spell***

***Regular***

Any spells cast while this spell is in effect produce impressive, harmless special effects - flashing lights, pillars of smoke, bursts of flame, cracks of thunder, weird green light, or anything else the mage can imagine. Gives +4 to the Spell Artistry skill

Time: 1 minute

**Base Cost:** 1 point, same to maintain

**Magic Item:** Jewelry. Energy Cost: 100 points.

### ***Form Lock Blocking or***

***Regular, resisted by spell or Will***

This spell will prevent Shapeshifting. It will do so even if the subject is Shapeshifting back to their original form because a previous Shapeshifting spell is no longer being maintained! The spell is resisted by the mage's skill with the Shapeshifting spell he is using (or was just using) or by Will, whichever is better. If the subject is willing to be Form Locked, the Form Lock spell is at +2 in this contest.

If the subject is not willing to be Form Locked, but is Form Locked all the same, then the original Shapeshift spell will resist the Form Lock spell again each hour at a cumulative -1 to the Shapeshift.

**Base Cost:** As for the original Shapeshifting spell.

**Duration:** 1 Hour.

**Prerequisites** Dispel Magic, Shapeshifting.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost:250 points.

### ***Fortune***

***Regular***

Fortune allows the mage to determine the correct rituals that will allow the subject to maximize his luck. If the subject performs the prescribed actions, his luck will be improved. If he does not follow the proper actions, his luck remains unchanged. The G.M. must invent a reasonably simple task that will enhance the victim's luck which must be carried out in a reasonable amount of time (GM.s determination of what is reasonable). This task will usually be reasonably easy (e.g. visit a temple, give a coin to a beggar, or draw a prick of blood from each of your wrists) but can be harder if the GM chooses. The G.M. may roll on the Reaction table to determine the difficulty of the act with bad reactions requiring more difficult acts to "trigger" the Fortune. A character who has a Fortune spell cast on him who has correctly performed the prescribed ritual may carry it until he needs a bit of extra luck (player's choice as to when). The player can then use the spell by "taking back" a die roll that has already been made. He then rolls dice twice and chooses the best of the three rolls. A mage can only cast Fortune once per day, but untriggered Fortune spells don't act as an "on" spell. If the subject does not perform the necessary ritual in a reasonable amount of time, he must wait

at least a week before he may again benefit from the Fortune spell. A person cannot have more than one Fortune spell cast on him at any one time, nor can the effects of the Fortune spell be combined with the Bless spell (the subject can have both spells cast on them, but he can't combine the benefits of the two spells). The mage can cast fortune on himself.

**Base Cost:** 5 points

**Time to Cast:** 1 hour.

**Duration:** Until used, simple rituals must be carried out within 8 hours for the spell to work. Difficult rituals can have a longer time limit (GM's option)

**Prerequisites** Magery, Divination, Bless

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 500 points.

### ***Gather Starwater (VH)***

***Regular***

Draws Starwater (mana) to the caster, recharging his mana pool faster than normal.

This spell requires total concentration, so no spells can be maintained while the mage is gathering mana. Each interval requires a successful Meditation roll and a successful Gather Starwater roll. A failure on either of these rolls, or any other distraction, will end the spell.

The mage regains 1 to his pool for every 10 minute interval of successful rolls, divided by the regions Threshold Multiplier (so every 5 minutes in a 2.0 area, every 30 minutes in a 0.33 region). The only maximum to the amount that can be gathered in this manner is the mage's own Threshold.

**Duration:** Variable.

**Base Cost:** 10, so a minimum of 100 minutes is required to make this spell worthwhile.

**Time to Cast:** Variable.

**Prerequisites** Magery 2, one spell from each of 10 different colleges.

### ***Gold Sacrifice***

***Regular***

This spell allows the mage to turn gold (or possibly other valuable items into magical energy which can be used to power spells.

For every \$50 in gold or other valuable metals the mage uses to power this spell, he gets 1 mana point. The mage can store mana gained from this spell for the Duration of the spell, but it dissipates at the rate of 1 point per minute.

**Duration:** 1 minute per point of energy.

**Base Cost:** 2 (or \$100), plus \$50 per energy point gained. Can't be maintained.

**Prerequisite:** Magery, Regain Strength

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500,. Mage only.

### ***Great Curse***

***Regular; resisted by Will***

Allows a curse to be permanently bestowed on the subject. The type of curse is entirely up to the caster and is limited only by the caster's imagination and the energy he can dedicate to the spell. Possible curses can jinx the subject (as the disadvantage), affect his health, possessions, associates and loved ones, luck, or reputation. This spell is resisted by Will, with minus one to the roll for every 30 points of energy the caster put into the spell. If the subject of the curse is not physically present, Long Distance modifiers apply to the spell. If the spell backfires, the caster is gets hit with his own curse, unless, in the GM's opinion, the caster had just motives for his attempt to curse the victim.

**Duration:** Permanent

**Base Cost:** 10+ (As a general rule of thumb every 10 points of energy used to cast the spell allows a curse that is the equivalent of -1 character point in disadvantages or which cancels one character point in advantages.)

**Prerequisite:** Magery, Curse

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,000 points.

### ***Greater Spell Shield***

***Area***

Functions as per spell shield but it also dissipates any missile spell if it successfully resists.

**Duration:** 1 minute  
**Base Cost:** 4 to cast; 2 to maintain  
**Prerequisite:** Spell Shield  
**Magic Item:** Jewelry. Works for wearer only. Energy Cost: 500 points.

### ***Greater Sphere of Invulnerability***

***Area***

Functions as per the Utter Dome spell but will move with the caster. Any attempt to force the sphere into (or through!) solid objects or living beings will cause the spell to fail.

**Duration:** 1 minute  
**Base Cost:** 10 to cast, 5 to maintain  
**Prerequisites:** Utter Dome  
**Magic Item:** Jewelry. Works for wearer only. Energy Cost: 1,500 points.

### ***Homing Missile***

***Missile***

Allows any missile spell cast by the mage to "home in on its target, even following the target around corners or through crowds.

Missiles which are aimed at targets the caster cannot see have strike on a 12 or the caster's Thrown Missile skill less range and target size modifiers, whichever is less. If the caster can see the target, this spell gives +4 to the caster's chance to hit with the spell, and the spell automatically avoids anyone standing between the mage and his target.

**Duration:** 10 seconds or the **Duration** of one missile spell, whichever is less.  
**Base Cost:** 2 points  
**Prerequisite:** Cornering Missile  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Improved (Missile)***

***Missile***

For every damaging Missile spell (Fireball, etc.), there is a corresponding Improved version. These spells are identical to usual Missile spell of the same type, except that they take but a single second to cast - which can be reduced for high skill - and all of the energy is spent at the moment of casting. The Missile does not build up slowly over time, but may be "held" as usual. Improved Missiles are identical to regular ones in every other respect (fatigue cost, damage, Spell Throwing skill required, etc.).

**Base Cost:** 1-3; damage depends on the energy used in the spell. All of the energy is spent at once.

**Time to Cast:** 1 second.

**Prerequisites:** Magery 2 and the regular Missile spell of the same type.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: Triple cost to enchant the non-autofire version of the Magic Item.

### ***Increase Mana Level (VH)***

***Regular***

Increases the mana of an area, up to a maximum of "Very High" mana level.

**Duration:** 1 minute

**Base Cost:** 10 per hex for a one-level increase (e.g. "Low" to "Normal"), 25 per hex for a two-level increase (e.g. "Low" to "High"), 50 for a three level increase (e.g. "Low" to "Very High"). Multiply costs by 100 to make the effects permanent.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Restore Mana

### ***Interrupt***

***Regular***

This spell allows a mage to "turn off" a spell with a Duration without canceling it, and then "turn it on" at a later time. If the Duration of the Interrupt spell expires, then the spell is automatically turned "back on" unless the caster choose to cancel it.

**Duration:** 1 minute, or until the other spell expires.

**Base Cost:** 4 points, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Link

### **Jackpot (VH)**

**Regular; resisted by Will.**

This is a specialized version of the Bless spell. When cast on the subject, his next source of cash income (which could be anything from a coin found in the street to a quarterly yield on a stock portfolio) will be increased by 10%, or losses will be reduced by 10%.

If used to influence the outcome of a "zero sum" game, like a contract negotiation or the outcome of a wager, this spell gives +2 to the relevant skill for one roll, but doesn't guarantee an outright win.

**Duration:** Permanent (one die roll or the next time the character makes money)

**Base Cost:** 10 points

**Time to Cast:** 1 hour

**Prerequisite:** Bless, Change Probability, 10 Metaspells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

### **Jinx**

**Special; resisted by Will**

This spell gives the subject the Jinx disadvantage for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 5 points per +1/-1 to luck

**Time to Cast:** 1 minute

**Prerequisite:** Curse, Bless

**Magic Item:** Clothing or Jewelry. Wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### **Jonah**

**Special; resisted by Will**

This spell is similar to the Jinx spell, but the subject's luck is not improved. He just acts as a mobile "curse zone" which affects other people. Anyone within 10 hexes of the Jonah must subtract from all die rolls they make.

**Duration:** 1 minute

**Base Cost:** 5 points per -1 to skill.

**Time to Cast:** 1 minute

**Prerequisite:** Curse

**Magic Item:** Clothing or Jewelry. Wearer only. Always on. Can't be removed. Energy Cost: 100 points.

### **Mage Trap**

**Area, resisted by Will**

This spell is almost identical to the Mage Ward spell, but it prevents magic-using creatures from leaving the affected area unless they can make a roll vs. Will..

In other respects, this spell is exactly like the Mage Ward spell (including penalties to Will for Magery).

**Duration:** 1 hour

**Base Cost:** 5, same to maintain. This spell can be made permanent for 20 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Pentagram

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Mage Ward****Area, resisted by Will-4**

This spell creates an area where no magical creature or spell-caster - except those designated by the mage can enter. Other creatures can move normally, it is only those people who have some sort of spell-casting ability (including knacks and temporary spell-casting ability) who are blocked.

Affected creatures can push through the barrier if they can make a roll vs. Will-4. Each level of Magery counts as a level of Weak Will when determining resistance to this spell.

Inherently magical creatures (creatures with magical knacks and advantages which the GM rules are based on innate magical power) have an additional -5 to their resistance rolls.

**Duration:** 1 hour

**Base Cost:** 5, same to maintain. This spell can be made permanent for 20 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Pentagram

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Magebolt****Missile**

The caster can hurl up to 3 glowing bolts of pure mana, each of which can do up to 3d of damage.

The mage may distribute the damage (and the missiles) as he sees fit. For example, a mage who invests 4 points of energy into this spell could create 2 missiles which do 2d each or one with 3d and one with 1d damage. Or he could create three missiles which have 2d, 1d and 1d respectively.

Likewise, the bolts may be targeted as the mage wishes as long as all the targets are in his line of sight when he casts the spell. However, each bolt rolls to hit individually.

The bolts have SS 13, Acc 3, 1/2D 30, Max 80.

**Duration:** Instantaneous

**Base Cost:** 1 to 9 points. Each bolt may do a maximum of 3d damage.

**Time to Cast:** 1 second for every 3 points of mana used.

**Prerequisites:** Drain Mana

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Magic Boomerang****Regular**

This spell makes a missile spell travel in an elliptical or circular path which begins and ends at the caster's location. This allows a spell to be hurled in such a way that it strikes a foe's back, goes around corners, or returns to the caster.

If the caster also has the Spell Catcher spell in effect when he casts Magic Boomerang, he can automatically catch his own spell and either dissipate it harmlessly or throw it again (at no energy cost).

Missiles which miss twice dissipate automatically.

**Duration:** 1 minute or until other spell ends.

**Base Cost:** 3 points, can't be maintained.

**Prerequisite:** Homing Missile

**Magic Item:** This spell can be added to any Magic Item for 250 points.

**Magic Channel****Regular**

This spell is similar to the Arcane Connection spell. When the mage touches the target, he creates a magical link through time and space which he can use to cast spells on that target in the future.

While the spell is in effect, the mage ignores Long Distance penalties when casting spells on the subject and normal range penalties (like missile spells use) are halved. Spells which require the mage to touch the subject won't work through the magical channel.

**Base Cost:** 5, same to maintain

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Prerequisites:** Magery, Arcane Connection or 3 other Metaspells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***Magic Immunity******Regular, resisted by Will***

This spell makes the subject immune to the direct effects of all magical spells and prevents them from using any magic spells themselves. Like the Magic Resistance spell, this spell blocks friendly spells as well as hostile ones.

While this spell will block direct attacks, it doesn't prevent against indirect attacks. For example, while a fireball attack against the subject would fizzle, attacks with a magically animated (normal) torch would have a normal chance of succeeding.

This spell also will not allow the subject to pass through magically created barriers like Force Domes or Walls of Stone. The subject also can't negate the effects of area spells which don't directly affect the subject. For example, this spell would keep the subject from being harmed by the Create Fire spell or slowed by the Glue spell, but it would not keep him from being blinded by the Darkness spell since that spell works on the light entering the spell area rather than the character's perceptions.

**Duration:** 1 minute

**Base Cost:** 5, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Magic Resistance

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Energy Cost: 500 points. Some versions can't be removed.

***Magic Missile******Missile***

This spell produces lances of magical force which unerringly strike their target bypassing most defenses.

Magic missiles strike as if the mage had an effective Spell Throwing skill of 30. The missiles may be blocked or dodged, but not parried. If they hit, they bypass any non-magical DR the target may have. However, they may not be aimed to strike a specific hit location - the damage they do is to the entire creature, not just the point where they strike.

The missiles may be aimed at multiple targets as long as the mage can see all the targets when he casts the spell. However, each missile must roll to hit individually.

Each missile has SS: 13, Acc 10, Max: 50. They have no 1/2D range, they either do full damage or they miss.

**Duration:** Instantaneous.

**Base Cost:** 1 per bolt. Each bolt does 1 point of damage.

**Time to Cast:** 1 second per 3 points of energy.

**Prerequisite:** 2 Metaspells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

***Magic Susceptibility******Resisted by HT+ Magery***

This spell temporarily gives the target the Magic Susceptibility disadvantage. Each level of this spell reduces the subject's Resistance to magic, down to a minimum of 3.

**Duration:** 1 minute

**Base Cost:** 3 points per level of reduction for susceptibility to a single college of spells or to the spells of a single mage, 5 points per level for susceptibility to all types of magic. The **Base Cost** of this spell can't be reduced below 1 point per level of Magic Susceptibility, regardless of skill level.

**Time to Cast:** 6 seconds

**Prerequisites:** Magery, Magic Resistance, Password

**Magic Item:** a) Clothing or Jewelry. Works for wearer only. Always on. When worn this item affects the wearer as if this spell had been cast on him. Energy Cost: 200 points per level. b) Staff, Wand or Jewelry. Allows user to cast this spell. Energy Cost: 500 points.

***Magic Traces******Area, Information, resisted by Spell***

This spell allows the mage to determine whether or not magic was used in a given area in the recent past.

The mage is at -1 for every day that has passed since a magic spell was cast, and is at +1 for every spell beyond the first that was cast in the area. The mage is at -5 to skill if he is attempting to determine whether a

specific spell was cast in the area and is at -2 to skill if he tries to determine if a spell of a specific college was cast in the area.

A successful skill roll allows the mage to determine past spell use and roughly when the spells cast in the area were cast. On a critical success the mage will know exactly what spells were cast and when they were cast.

If spells are cast that interfere with magic scrying or information gathering, this spell must overcome the other spell in a Contest of Spell skill between the two mages.

This is also a Knowledge spell.

**Base Cost:** 2

**Time to Cast:** 10 seconds

**Prerequisites** Detect Magic, 3 other information spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Magic Weapon***

### ***Regular***

This spell allows a weapon to be enchanted with any other regular spell which is activated by touch or by aiming it at the target.

The mage pays the cost of casting both the Magic Weapon spell and the spell placed on the item. If the other spell fails, the Magic Weapon spell fails as well. The mage must cast the second enchantment within 1 minute of the Magic Weapon spell.

The other spell is "held" in the weapon until the weapon user wills it to be cast, however, the weapon must touch the target for the spell to be effective. Multiple spells can be cast on a weapon, but each spell requires an additional use of the Magic Weapon spell. The Magic Weapon spell itself doesn't count as an "on" spell, but any spells placed on the weapon do count.

In other respects, this spell is like the Staff spell.

**Duration:** 1 minute and until the other spell is triggered.

**Base Cost:** 3, can't be maintained.

**Time to Cast:** 10 seconds.

**Prerequisite:** Staff

### ***Mana Charge***

### ***Regular***

A mage can use this spell to absorb mana directly from a powerstone or other source of magical energy, "supercharging" his body with mana which he can use to power spells. All mana absorbed by this spell is lost when the spell expires. Mana gained by use of this spell is used before the mage's "natural" fatigue.

**Duration:** 1 hour

**Base Cost:** 1 point per 3 points of energy absorbed above the mage's normal Fatigue level, up to 9 points maximum, half to maintain..

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Powerstone

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points. Mage only.

### ***Mana Leak (VH)***

### ***Resisted by IQ plus Magery***

This powerful spell "magically encumbers" the subject, making it more difficult for them to regain Fatigue lost due to spell-casting and increasing the amount of mana it takes to power their spells.

When this spell is cast, the subject must make a roll vs. IQ plus any levels of Magery they have. If the resistance roll is failed, he is unable to regain fatigue lost due to spell-casting by magical means (including the Regain Strength spell). Spells which specifically reduce or eliminate fatigue must win a contest of spell skills in order to affect the target. However, if they do successfully resist the Mana Leak spell, the Mana Leak spell is automatically dispelled. Normal, non-magical, methods of regaining Fatigue are not affected.

The second effect of this spell is that the subject loses reduction in Fatigue cost he might have for skill. No matter what his skill level, he must always pay the full **Base Cost** of any spell he casts while the Mana Leak spell is in effect.

**Duration:** 10 minutes

**Base Cost:** 5, 4 to maintain

**Prerequisite:** Magery, Regain ST, Drain Magery

**Magic Item:** (a) Staff, Wand or Jewelry. Mage Only. Energy Cost: 2,500 points. (b) Clothing or Jewelry. Always On. Can't be Removed. Affects wearer only. Energy Cost: 1,500 points.

**Mass Bless (VH)**

**Area**

This spell allows the mage to Bless (as the spell) everyone within a given area or a given area. Depending on the nature of the blessing, either anyone in the Blessed area gets a bonus to their die rolls, or anyone the spell is cast on gets a bonus to their die rolls. In other respects this spell is exactly like the Bless spell.

**Duration:** 1 hour

**Base Cost:** 10 per hex for +1, 50 per hex for +2, 500 per hex for +3.

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, Bless

**Mass Curse (VH)**

**Area; resisted by Will**

This spell Curses (as the spell) either an area or a group of people in an given area. If cast on a group of people, each person in the group resists the spell individually. Alternately, instead of a simple reduction of die rolls, a Mass Curse can inflict a more subtle or cruel curse, similar to the effects of the Great Curse spell.

**Duration:** 1 hour

**Base Cost:** 10 per hex for -1, 50 per hex for -2, 500 per hex for -3. Or, 1 point per hex per point of disadvantages inflicted. (GM's ruling is final.)

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, Curse

**Mass Spell**

**Area**

This spell turns any regular spell into an Area spell. In order for this to work, the mage must first cast the Mass Spell. The next regular spell he casts is then modified into an area spell.

The energy cost of the other spell is double its normal cost, but it has an area effect.

Not all spells can be modified with this spell. Missile, Enchantment and information spells can't be turned into area spells. Nor can spells whose energy cost can't be known until they are cast. Spells which have a casting time longer than the Duration of the Mass Spell spell also can't be cast.

**Duration:** 10 seconds

**Time to cast:** 5 seconds

**Base Cost:** 8, can't be maintained.

**Prerequisites:** Magery 2, 6 Other Metaspells.

**Magic Item:** Jewelry or Clothing. Energy Cost: 10,000. Mage only.

**Measure Vis**

**Information**

This spell allows a mage to accurately determine the amount of Vis in a given location or object. In order to measure the amount of Vis, the mage must be able to touch the container or area which contains it.

This is also a Knowledge spell.

**Base Cost:** 2

**Time to Cast:** 10 seconds

**Prerequisites:** Magery or Detect Magic

**Magic Item:** Set of Scales. Energy Cost: 250 points.

**Motionless Mage**

**Regular**

While this spell is in effect, the mage doesn't need to use gestures or move his body in any way (except to speak words) in order to cast spells irregardless of his skill level with the other spell.

This spell has no somatic components and can be cast just by speaking an incantation.

**Duration:** 1 minute



**Base Cost:** 3, same to maintain  
**Time to Cast:** 5 seconds  
**Prerequisite:** Magery, Silent Spell  
**Magic Item:** Jewelry or Clothing. Works for wearer only. Energy Cost: 500 points.

### ***Movable Spell***

### ***Area***

This spell allows another area spell cast by the same mage to be slowly moved, even if it couldn't normally be moved. If moving the spell would violate its effects or just doesn't make sense (like moving a Fog hex into a No Mana zone), both spells are automatically dispelled.

Spells can be moved one hex per turn. (Move 1).

**Duration:** As the Duration of the other spell.

**Base Cost:** 1 per hex.

**Time to Cast:** 3 seconds

**Prerequisite:** Link

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 00 points.

### ***Outrageous Fortune***

### ***Regular***

Outrageous Fortune works like the Fortune spell except that the ritual required to complete the spell is more difficult and the resulting benefits are greater. Required tasks tend to be more arduous, messy or tedious than dangerous (e.g. "Stay inside all day tomorrow," "Kill a dog", or "On your journey, worship at every shrine that you pass". Truly difficult conditions are still rare, but are more common than with the Fortune spell. If the subject performs the required task he get four "Luck Points". A Luck Point may be spent at any time to "buy" a new die roll or a +1 bonus to a die roll per Luck Point spent (up to +4 to a single die roll, or +1 for four die rolls or any other combination that adds up to +4). If the latter option is used, the player must declare his intent before the dice are rolled and the GM must keep a careful count of how many Luck Points the character has left.

**Base Cost:** 10 points

**Time to Cast:** 2 hours

**Duration:** Until used, most rituals must be carried out within 24 hours for the spell to work. Difficult rituals can have a longer time limit (GM's option).

**Prerequisites:** Fortune

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 1,500 points.

### ***Outrageous Luck (VH)***

### ***Enchantment***

This spell gives the subject a powerful variant of the Luck advantage. Every 5 energy points put into the spell can be used to increase or decrease the subject's die roll by +1 or -1 after the dice have been rolled. These "bonus points" can be used on at a time or can be spent all at once to improve a single die roll by more than one point.

**Duration:** 24 hours or until bonuses have been used.

**Base Cost:** 5 points per point of bonus, can't be maintained.

**Time to Cast:** 1 minute

**Prerequisite:** Magery 2, 5 Metaspells

**Magic Item:** Clothing or Jewelry. Energy Cost: 10,000 points. Such items are very rare and are highly prized.

### ***Pass Spell***

### ***Area***

Allows the Password enchantment to be applied to normal spells, allowing persons or objects designated by the caster to be immune to the effects of that spell.

**Duration:** As the Duration of the other spell

**Base Cost:** 1 per hex (or if cast on a spell without an area effect, 2 points), same to maintain. An area can be permanently enchanted with this spell for 10 times the Base Cost.

**Time to Cast:** 3 seconds

**Prerequisite:** Link

**Magic Item:** This spell can be added to a Magic Item for 250 points.

### ***Powerstone Self***

### ***Regular***

For every 3 levels above 10 of Powerstone Self a mage has, he may store one point of mana energy within himself exactly as if he were a powerstone. In order to cast this spell, the caster must roll successfully against his Powerstone Self skill before he begins collecting power. On a critical success he can store double the amount of power that he could normally store. On a critical failure, the mage loses 1d of Fatigue that can only be recovered by "recharging" by absorbing magical energy from Powerstones.

The mage's body is treated like a Powerstone in all other respects. His presence interferes with the recharging of Powerstones (and vice-versa) and he can only gain mana as fast as a powerstone would. When the mage expends Fatigue to cast a spell, he has the option of using his normal Fatigue or his "Powerstone" Fatigue, just like normal.

This spell cannot be cast on others, nor can the mage cast it more than once a day.

**Base Cost:** 1 per point to be absorbed. High skill does not reduce this cost.

**Time to Cast:** 1 Minute.

**Duration:** Until recharged.

**Prerequisites** Magery 2, Alter Self, Powerstone.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 2,500 points.

### ***Prosperity***

### ***Regular***

This spell brings material wealth and professional security to the subject.

For the Duration of the spell the recipient is treated as if he automatically made his job skill roll exactly, even if he failed the roll. The spell automatically ends if the subject rolls a critical failure, but as a final benefit the critical failure is turned into a normal failure.

This spell will only work for "routine" on-the-job use of skills in relatively low-violence situations. If the character faces a significant risk of death every day - like a combat soldier or a gladiator - this spell won't work. However, professions where extreme violence isn't routine (most criminal professions, professional martial artists, police work) can benefit from this spell.

**Duration:** 1 month

**Base Cost:** 10, same to renew

**Prerequisite:** Magery, Bless

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 15,000,. Mage only. (b) Jewelry. Works for wearer only. Always on. Energy Cost: 5,000

### ***Quick Link***

### ***Regular***

This spell works identically to the Link spell, but it is quicker to cast and has a shorter Duration.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Link

### ***Random Aura***

### ***Regular, resisted by IQ***

This spell will make the subject's aura change randomly confusing the Aura spells unless the mage can win a contest of his Aura skill vs. the mage's Random Aura spell. Unwilling subjects resist with IQ.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Aura

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Energy Cost: 150 points. Some versions can't be removed.

**Reverse Spell (VH)****Regular, resisted by Skill**

Reverse spell allows the mage to turn one spell that is cast on him back on the caster.

In order to do this, the mage must win a contest of his Reverse Spell skill vs. the other mage's spell skill. If the Reversing mage wins the contest, the spell is reflected back on its caster, and he must roll normally to resist its effects.

Missile spells seem to "bounce" when they are successfully reversed and they do normal damage if they hit. However, if the range from the mage to the target and back to the mage exceeds the spells 1/2D or Max range then the spell will be weakened or dissipate harmlessly before it affects its creator. Also, missile spells which are reversed are treated as Blind Shots. They hit on a 9 or the adjusted "to hit" roll, whichever is less. Information spells automatically fail. The subject doesn't get to spy on the original caster if his scrying spell fails!

**Duration:** 1 minute or until a spell is reversed.

**Base Cost:** 5, 2 to maintain

**Prerequisite:** Catch Spell

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,500 points. Mage only.

**Safeguard****Regular**

This spell allows a mage to protect himself from critical spell failures. If the mage critically fails a spell roll while this spell is in effect the spell is immediately cancelled but the critical failure is turned into a normal failure.

Critical failures on this spell keep the mage from casting spells for 1d6 days but have no other effect.

**Duration:** 1 hour

**Base Cost:** 4, 3 to maintain

**Prerequisite:** Magery, Bless

**Magic Item:** Clothing or Jewelry. Works for user only. Energy Cost: 1,000.

**Second Chance (VH)****Regular**

This rare and extremely powerful spell allows a mage to try again at a failed "one try only" spell, like Resurrection.

**Duration:** Until the other spell is cast.

**Base Cost:** 20 points

**Time to Cast:** 1 hour

**Prerequisite:** Magery 2, Bless, 10 other Metaspells.

**Seek Ley Line****Information**

This spell is similar to Seek Powerstone, except that it allows the caster to detect a ley line. The standard long range penalties for seek spells apply.

**Time to Cast:** 3 sec

**Base Cost:** 4

**Prerequisites:** Magery, Seek Powerstone

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Seek Node****Information**

This spell is similar to Seek Ley Line, except that it allows the caster to detect a node. The standard long range penalties for seek spells apply.

**Time to Cast:** 3 sec

**Base Cost:** 5

**Prerequisites:** Magery, Seek Ley Line

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Seek Powerstone****Information**

This spell allows the caster to detect a powerstone. The standard long range penalties for seek spells apply.

**Time to Cast:** 3 sec

**Base Cost:** 3

**Prerequisites** Magery, Detect Magic

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Shroud Magic****Area**

This spell hides the presence of magic spells and eliminates their traces. Spells protected by this spell will not register when the Detect Magic or Magic Traces spell is cast unless those spells overcome the Shroud Magic spell in a contest of skill.

Magic users in the area have their spells shrouded so that magically aware viewers cannot detect what sort of magic (i.e. the college and the specific spell) they are casting until the spell is triggered.

**Base Cost:** 2, same to maintain

**Duration:** 1 hour

**Prerequisites** Detect Magic, Magic Traces

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Silent Spell****Regular**

While this spell is in effect, the mage doesn't need to speak words in order to cast spells (except for those that require him to speak once the spell is cast) regardless of his skill level with the other spell.

This spell has no spoken components and can be cast with just a gesture.

This is also a Sound spell.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Hush, 2 Metaspells, 2 Other Sound spells.

**Magic Item:** Jewelry or Clothing. Works for wearer only. Energy Cost: 500 points.

**Simulcast (VH)****Regular**

Simulcast allows the mage to twist time in such a way that he may simultaneously cast two spells at once. In fact, the mage simultaneously casts three spells at once - Simulcast, and the two other spells. Any fatigue reduction that the mage would be entitled to for high skill with the target spells is halved, round down.

While this spell allows the mage to cast two spells at once, it doesn't necessarily allow them to coexist. For example, if you create two Fireballs at once, you will need to throw them with different hands and if you produce two simultaneous Steam Breaths, you can only shoot one of them unless you have more than one mouth. The other Steam Breath spell would have to be cancelled or else it would do damage to your mouth while you "held" it!

**Base Cost:** 3 points.

**Prerequisites** Magery 2, Create Gate, 6 Meta-Magic spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

**Spell Absorption (VH)****Regular**

This spell allows the mage to catch hostile spells that are thrown at him and use their energy to power his own spells.

Treat this as a contest of the mage's Spell Absorption skill vs. the skill of the opposing mage. If the mage wins the contest and makes his skill roll, he gains half the Base Cost of the energy put into the opposing spell which he can use to power his own magical spells.

This magical energy is lost at the rate of 1 point per minute and cannot be used to power ceremonial spells. Stored energy is used before the mage's own fatigue.

This spell has some serious drawbacks. If the mage wins the contest of skills, but fails his spell roll, he doesn't store the energy and must roll vs. Will or be affected by the spell (unless it would have failed anyway). If he loses the contest of skills and the opposing mage successfully casts the spell, the losing mage is at -4 to all resistance rolls or takes 1 point per die of extra damage from attack spells.

**Duration:** 10 seconds

**Base Cost:** 5, 3 to maintain

**Prerequisite:** Magery 2, Catch Spell

**Magic Item:** Clothing or Jewelry. Works for wearer only. Always on. Energy Cost: 2,500 points.

### **Spell Channel**

**Regular; resisted by Will**

Allows the caster to cast spells through another person or an object.

If the caster is more than 1 hex from the subject, he is at a penalty to skill equal to the square of the distance. (e.g. If the caster is standing 4 hexes from his Spell Channel, his is at -2 to cast spells through the channel. If he is 9 hexes away, he is at -3, and so on.)

If the caster doesn't have a line of sight to his channel he is at -4 to cast spells. If the caster doesn't have a line of sight to the target of his spell from the channel, he suffers an additional -4 penalty, this penalty is doubled to hit with Missile spells.

Magical methods of viewing the scene negate these penalties.

If the channel is a living creature and it is unwilling, it can roll vs. Will to resist.

**Duration:** 1 minute

**Base Cost:** 5 points, 3 to maintain. A non-living object can have this spell cast on it for 100 points per hex (or fraction thereof).

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Link, 4 other Metaspells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### **Spell Sharing**

**Regular**

This spell is exactly like the Spell Storage spell except that the mage can cast it on another sentient being who couldn't normally cast spells.

In order for the spell to be successful, the subject must willing and he must be present when the mage casts both the Spell Storage spell and the spell to be held. The mage must also touch the target.

The subject casts the spell at the level of skill of the original caster, but missile or Jet spells use the Missile Throwing or Magic Jet skill (usually DX-3) of the person casting the spell.

If the spell is critically failed, the subject casting the spell takes the consequences. In any case, the person casting the spell pays the fatigue cost for the spell. Spells cast through a person who can't cast a spell can't be maintained.

**Duration:** 2 hours, or until the spell cast under this spell expires.

**Base Cost:** 3 points, 2 to maintain.

**Time to Cast:** 1 minute

**Prerequisite:** Link, Spell Storage

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### **Spell Storing (VH)**

**Special**

This spell allows a spell caster to cast a spell and store it internally.

The caster must first successfully cast this spell. The next spell he casts (within 1 minute) will be stored. If the spell to be stored fails, the Spell Storage spell automatically ends. If the seconds spell works, it is "held" until the mage needs it. Then it can be cast instantly just by making a gesture or speaking a word (the mage decides the "trigger" when he casts the storage spell).

The mage can store more than one spell using this spell, but each casting of the storage spell and each held spell counts as an "on" spell.

Not all spells can be stored. Spells that have long-range modifiers can't be stored, nor can spells whose energy cost can't be known until they are cast.

Spells with a variable casting cost can be stored, but the mage must keep track of the amount of mana dedicated to the spell. When the spell is cast, the amount of mana can't be changed from the amount dedicated to it in the first place.

Aura will detect the presence of stored spells though not what spell it is (except on a critical success).

A stored spell acts like a maintained spell in most cases. If a mage with a stored spell is damaged, the mage must roll vs. HT minus damage. A failed roll means the spell is lost; a failure by more than 5 means the spell goes off critically fails and goes off prematurely.

Also, the skill level at which the stored spell is cast is either the mage's Spell Storage skill or his skill with the stored spell, whichever is lower.

Once the storage spell expires, any spells "stored" are automatically cast unless the caster cancels them. If the caster cancels them, he still has to pay the energy cost he would have had to pay to cast them.

**Duration:** 2 hours

**Time to Cast:** 5 seconds

**Base Cost:** 3, same to maintain

**Prerequisites:** Magery, Detect Magic, 6 other spells

**Magic Item:** Jewelry or Clothing. Energy Cost: 10,000. Mage only.

### ***Stabilize Mana***

### ***Area***

This spell makes an area resistant to fluctuations in mana levels. For every level of this spell, attempts to use Drain Mana, Deadlands, and Increase Mana spell to affect the area are at -1 to skill, and the mage casting the spell must win a contest of skills against the Stabilize Mana spell.

**Duration:** 1 minute

**Base Cost:** 3 per -1 penalty to skill, same to maintain. An area can be permanently stabilized for 25 times the **Base Cost**.

**Prerequisite:** Drain Mana, Increase Mana

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points. Mage Only.

### ***Stabilize Wild Magic***

### ***Regular***

This spell allows a wild mage to be protected from the negative effects of normal failures. It also allows his "wild" critical failures to be turned into normal critical failures.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Magery

**Magic Item:** Jewelry or Clothing. Energy Cost: 500. Mage only.

### ***Supercharge***

### ***Special***

This spell makes other magical spells more powerful allowing them to temporarily ignore limits on the amount of mana that can be placed in them.

For every 3 points of mana dedicated to this spell, an extra point of mana can be dedicated to a Missile spell or a spell that does damage. Extra damage follows the standard progression. For example, if a spell turns 2 points of mana into 1d of damage, then it takes 2 points of extra mana to get an extra 1d of damage.

Alternately, the Supercharge spell can be used to make it more difficult for a subject to resist a spell. Every 3 points of extra mana added to a spell reduces the subject's resistance roll by 1. If this option is chosen damage cannot be increased, and vice-versa.

Not all spells can be modified with this spell. Enchantment and Information spells can't be supercharged, nor can spells which have a casting time longer than the **Duration** of the Supercharge spell itself.

**Duration:** 10 seconds

**Time to Cast:** 5 seconds

**Base Cost:** 3 per extra mana point of energy or -1 to resistance roll. Can't be maintained.

**Prerequisites:** Magery, 4 Other Metaspells.

**Magic Item:** Jewelry or Clothing. Energy Cost: 5,000. Mage only.

**Switch****Regular**

This spell allows two different spells to be "turned on" or "off" at will, allowing the mage to switch between them, or turn them both "on" or "off". While a spell is "off" its **Duration** is "conserved" until the spell is turned back on or until the **Duration** of the Switch spell expires.

**Duration:** 1 minute, or until one of the two spells expires.

**Base Cost:** 3 points, plus the cost of the other spells.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Link

**Magic Item:** Clothing or Jewelry. Works for Wearer only. Energy Cost: 500 points. Mage only.

**Transfer Spell****Regular; Resisted by Will**

When cast, this magic allows an existing spell with a longer than instantaneous Duration to be taken over and powered by another mage, even if he couldn't normally cast that spell.

Either the mage who cast the spell or the mage who wishes to take over the spell can cast this spell, but the mage who takes on the spell must pay any energy costs to maintain the spell. If the new mage doesn't know the spell, he must pay full energy cost for it.

If either the "original owner" of the spell or the mage to whom the "owner" is shifting the spell to resists, they resist with Will.

**Duration:** Permanent until the "base" spell ends.

**Base Cost:** 3, plus the cost to maintain the new spell

**Time to Cast:** 5 seconds

**Prerequisite:** Link

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Wild****Area****Area**

This spell creates a random magical effect throughout an area. The mage puts in a set amount of energy, determines the amount of area he wants to affect and makes his skill roll. Depending on the amount by which he makes his roll the more beneficial the random effect is. If he fails his roll a mildly negative effect occurs. On a critical failure something awful occurs.

It is up to the GM to determine exactly what occurs when a Wild Magic spell goes off.

**Duration:** 1 minute

**Base Cost:** 1 to 10

**Time to Cast:** 3 seconds

**Prerequisite:** Magery

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000. Mage only.

**Wild Magic****Regular**

This spell creates a random magical effect. The mage puts in a set amount of energy and makes his skill roll. Depending on the amount by which he makes his roll the more beneficial the random effect is. If he fails his roll a mildly negative effect occurs. On a critical failure something awful occurs.

It is up to the GM to determine exactly what occurs when a Wild Magic spell goes off.

**Duration:** 10 seconds

**Base Cost:** 1 to 10

**Time to Cast:** 3 seconds

**Prerequisite:** Magery

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000. Mage only.

**Wizard's Mark****Regular**

The caster inscribes an invisible glyph on some surface at his present location. This mark reduces any long distance penalties for other spells involving the location by 1 to cast, 4 the skill it was cast at. The Wizard's Mark has a small aura and can be seen by Detect Magic at -2 to skill.

A mage's mark is unique and may not be duplicated.

**Duration:** 1 month

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery

### **Clerical Magic**

These spells are appropriate for a campaign which uses "Clerical" magic so they might not be appropriate to all campaigns. Unless otherwise specified, assume that Clerical Power Investment is a Prerequisite to use all of these spells

### **New Spells**

#### ***Absolution***

***Regular, resisted by spell***

Removes any curses or states of impurity that might interfere with the relationship between a worshipper and his god.

**Duration:** Permanent (until worshipper transgresses again)

**Base Cost:** 1, can't be maintained.

**Prerequisite:** Bless

#### ***Break Tap to Faithful (VH)***

***Regular, resisted by Tap Faithful skill***

This spell functions identically to Break Holy Relic Tap, except that it allows the caster to prevent another cleric from using their followers as a source of power. The spell is at +4 if the holy item or area is aligned to the cleric's religion, +2 if the item is aligned to a friendly deity or religion, -2 if aligned with an hostile deity or religion, and -4 if aligned with a directly opposed deity or religion.

**Duration:** 1 minute

**Base Cost:** 5, same to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Seek Faithful, Break Holy Relic Tap, Tap Faithful

#### ***Break Holy Ground Tap (VH)***

***Regular, resisted by Tap Holy Ground skill***

This spell functions identically to Break Faithful Tap, except that it allows the caster to prevent another cleric from using holy ground as a power source. Combined with the Seek Holy Relic penalties and the inherit penalties for working against opposing holy areas, this spell has a very low chance of succeeding!

**Duration:** 1 minute

**Base Cost:** 5, same to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Seek Holy Ground, Break Tap to Faithful

#### ***Break Holy Relic Tap (VH)***

***Regular, resisted by Tap Holy Relic skill***

This spell allows the caster to prevent someone else from using a holy relic. As with all power source manipulation spells and skills, the long range modifiers for seek spells should be used as a penalty if the caster is not physically touching the powerstone. If the cleric the caster is trying to block fails the resistance roll, he can try to roll his Tap Holy Relic skill vs. the caster's Break Holy Relic Tap skill to reestablish contact. The caster can choose to block any or all opposing cleric from using the source while freely permitting others to use it, but each opposing cleric resists separately. The spell is at +4 if the holy item or area is aligned to the cleric's religion, +2 if the item is aligned to a friendly deity or religion, -2 if aligned with an hostile deity or religion, and -4 if aligned with a directly opposed deity or religion.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain



**Time to Cast:** 10 seconds  
**Prerequisite:** Seek Holy, Tap Holy Relic

***Cleanse Evil***

***Regular/ Area***

Will remove the traces and taint of evil from anything. Will do actual damage (1d) to evil spirits, vampires, ghosts, demons, Skull Spirits, etc. Will do 1d fatigue damage to any living being performing an evil act. May suppress Curses and "evil" Advantages/Disadvantages for 1d+5 minutes.

**Duration:** Instant  
Casting Time: 5 seconds  
**Base Cost:** 5 per person or hex of item/area  
**Prerequisites** Detect Evil, Light  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

***Consecration***

***Enchantment***

Makes an item "holy" to the caster's religion or god, possibly giving it power against enemies of that religion or deity or making that item suitable for use in some religious ritual. Consecrated items of some religions might have special power against the undead.

**Duration:** Permanent  
**Base Cost:** 2 for up to 2 lbs. of material, 5 for up to 20 lbs., 1 point per every additional 10 pounds.  
A pint of water, oil, or wine can be consecrated for 2 points.  
**Prerequisite:** Benediction

***Conversion (VH)***

***Regular, resisted by Will***

Convinces members of other religions to acknowledge and accept caster's religion as their own. Note that the convert's behavior might not be notably affected by his conversion!

**Duration:** Permanent  
**Base Cost:** 10 points  
**Prerequisite:** Miracle, Sermon

***Deconsecrate Ground***

***Area, Enchantment***

Removes the aura of sanctity from a building or place so that it can be used for other than religious purposes without committing sacrilege. If this spell is performed by a cleric of one religion against the ground of another religion, this spell is resisted. Abandoned sites have a "Will" of 14 (-1 for each 100 years that the site has been abandoned, -4 if the building or ground has previously been defiled, +1 or more for extreme holiness to that religion). Occupied sites have a "Will" of 18 (+1 for each point of mana used by clerics or congregation to "defend" a holy site, +1 or more for extreme holiness)

**Duration:** Permanent  
**Base Cost:** 10 per hex (2 hex radius minimum)  
**Time to Cast:** 1 hour  
**Prerequisite:** Sanctify Ground

***Detect Benediction***

***Information***

This spell will detect items or people blessed or affected by Clerical or Holy magics.

**Base Cost:** 2  
**Time to Cast:** 3 seconds  
**Magic Item:** Staff, Wand, Jewelry or Clothing. Works only for user or wearer. 300 to create.

***Detect Evil***

***Area/ Information***

This spell will indicate evil actions, intents, spirits, objects, etc. "Evil" in this case means "evil in the sight of the character's deity." Please note that the character's god may not agree with what an individual cleric defines as evil!

**Duration:** Instant

**Base Cost:** 2 per hex

**Prerequisites** Sense Foes

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for user only. Energy Cost: 150 points.

Source: Chad Underkoffler

### ***Divine Ecstasy***

***Regular, resisted by IQ***

The caster gives the subject a glimpse of the caster's deity in all his glory (or awfulness as the case may be). The subject writhes in ecstasy (or terror) and is oblivious of his surroundings for the Duration of the spell, though a hard shake or any other physical stimulus will break the spell. While the spell is in effect, the caster is at +2 to Cast the Miracle, Sermon, Repentance, or Conversion spell on the subject.

If the caster casts the spell on himself, he gets +4 to the Prophecy spell and might receive mystical enlightenment.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Prerequisite:** Inspiration

**Magic Item:** Staff, Wand or Jewelry. 500 to create.

### ***Fall From Grace***

***Regular, resisted by Will***

Fall From Grace makes a member of a religion register as "impure" or "sinful" to all spells cast by priest of the victim's religion, all supernatural creatures associated with the victim's deity, and all prayers or spells which require the subject to be "pure" or in a state of grace to work. Only the subject's deity will know the true state of the subject's soul. To all others, it will seem as if the victim is estranged from his religion. At the GM's option, advantages such as True Faith, Blessed, or Clerical Power Investiture will be temporarily lost or reduced. The subject might also suffer in other ways.

This spell can be countered by undertaking the proper rituals of atonement (which will immediately cancel the spell) or by the Atonement, Remove Curse or Bless spell.

**Duration:** Permanent

**Base Cost:** 10 points

**Time to Cast:** 10 seconds

**Prerequisite:** Atonement

**Magic Item:** Staff or Wand. User must touch subject. 500 to create. Usable only by a cleric with Power Investment advantage.

### ***Guardian's Shield***

***Regular/ Area***

Will protect a person or area from being directly harmed by an evil spiritual being, vampire, or demon as long as spell is maintained. No hand-to-hand, biting, clawing, physical contact; also, no direct magical assaults, including Missile Spells. However, mundane weapons (hand-held or thrown) wielded by such an evil entity will not be stopped; and indirect magical effects (like fires started via Fireball) will still harm the protected person or area. Those under Guardian's Shield will gain +3 to all resistance rolls against spells cast by evil living beings.

**Duration:** 1 minute

**Time to Cast:** 2 seconds per hex

**Base Cost:** 5 per person or hex of area, half cost to maintain (rounding up)

**Prerequisites** Cleanse Evil, Shield

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 300 points.

Source: Chad Underkoffler

### **Holy Weapon**

### **Regular**

This spell imbues a single weapon with the essence of the caster's deity, allowing the weapon to do extra damage against enemies of the deity or to creatures who are opposed to the deity's ethos. When the spell is cast, the weapon is visibly marked in some way - typically it will glow with a pure white or dull red light, but it might smoke, emit sparks, hum loudly, or produce a rain of tiny frogs depending on the deity. On the next strike with that weapon, it will do extra damage if it hits. If it misses, the spell is dissipated and there is no effect.

At the GM's option, the weapon will either do less damage or no damage at all to creatures who are not completely in opposition to the deity. For example, a Holy Weapon consecrated to the god of life might only do 1 extra point of damage to the followers of a death cult, though it would do full damage to undead. Weapons consecrated to some gods (such as gods of mercy or healing) might not do actual damage at all! It is up to the GM to decide the particulars.

**Duration:** 1 turn

**Base Cost:** 1-3, the weapon damage is increased by 1d-1 for each point of energy.

**Time to Cast:** 1 second per energy point used to cast the spell.

**Prerequisites** Clerical Power Investment, Puissance, Sharpen.

### **Inspiration**

### **Area**

Similar to the Sermon spell, but the caster motivates and inspires the subjects. Morale is improved by +1 per 2 energy points spent on the spell. (Note that this morale doesn't give a bonus against Fright Checks, but does allow increased bravery against "ordinary threats").

**Duration:** 30 minutes

**Base Cost:** 4 to cast, 2 to maintain (minimum radius is 2 hexes)

**Time to Cast:** 5 minutes

**Prerequisite:** Benediction

**Magic Item:** Staff, Wand, Jewelry, Clothing or Holy Relic. 2,000 to create plus 1,000 per +1 bonus and 500 per hex of radius. Usable only by a cleric with Power Investment advantage.

### **Intercession**

### **Regular**

This spell represents an attempt to gain the attention of a servant of the cleric's deity which might be linked to some particular area of expertise and who might be persuaded to intercede with the deity on behalf of supplicant.

Basically, this is a limited form of the Miracle Spell, with a +4 bonus to the miracle roll if the correct servant is invoked for a given task.

**Duration:** Variable

**Base Cost:** 4, +1 for every 3 extra points invested.

**Prerequisite:** Bless, 5 other clerical spells

**Magic Item:** Idol, holy symbol, or portable shrine. 3,000 to create. Usable only by a cleric with Power Investment advantage.

### **Miracle (VH)**

### **Regular**

This spell increases the cleric's chance of causing a "miracle" through divine intervention. The base chance of a miracle occurring is a 3 (3d6), for each point by which the cleric makes his roll on the miracle spell, subtract 1 die roll needed for a miracle. A miracle which goes against philosophy of the cleric's religion is at -1 to -5 depending on the degree of opposition.

A miracle which violates natural laws (a resurrection or turning water into wine) is at -1 to -5 depending on the number of laws to be violated. A simple miracle, which could be dumb luck (successfully hiding from pursuers, finding a coin) might be at a +1 to +3 bonus. A miracle, which in the G.M.s opinion, goes against the god's interests or desires, will not be granted at all and might bring down some sort of punishment on the offending cleric.

The exact nature of the miracle depends on the nature and desires of the god and the nature of the campaign. In a secret magic campaign or a low mana world, a successful miracle could easily be attributed

to luck. In a high mana world or full magic campaign, a miracle could be really flashy. In general though, the cleric will get whatever magical effect he wants, though his less pious comrades or followers might not be so lucky.

The power of the miracle spell is that it allows the cleric to get whatever magical effect he wants, limited by the G.M.'s ability to prevent any spell from unbalancing a campaign.

**Duration:** Variable

**Base Cost:** 5, +1 to the roll for every 5 extra points invested

**Time to Cast:** 10 minutes

**Prerequisite:** Bless, 10 other clerical spells

### ***Petition***

### ***Regular***

This spell allows the mage to inform a god, divine minion, or other powerful extra-planar being that the mage wishes to communicate with that entity. How the entity responds, if it responds at all, is up to the GM.

**Duration:** Instantaneous

**Base Cost:** 1 point, can't be maintained.

**Magic Item:** Idol, holy symbol, or portable shrine. 400 to create. Usable only by a cleric with Power Investment advantage.

### ***Prophecy (VH)***

### ***Regular***

The clerical equivalent of the Divination spell, except that the caster is given a brief vision of the future or hear voices telling him what to do. A +4 bonus is given to success if the prophecy has to do with matters relating to religious matters.

**Duration:** Permanent

**Base Cost:** 10

**Time to Cast:** 1 hour

**Prerequisite:** Miracle

**Magic Item:** Idol, holy symbol, or portable shrine. 5,000 to create. Usable only by a cleric with Power Investment advantage.

### ***Ritual***

### ***Regular***

This spell sanctifies some event in the life of the subject in terms of the subject's religion. This spell has the same effect as the Benediction spell but might also carry other effects. Unlike other spells, each variation of the ritual spell can only be cast upon a given subject once and only when certain conditions are fulfilled.

In the Christian religion the following rituals are available, other religions will have different rituals which will give similar effects:

- **Baptism:** Can only be performed upon conversion to the faith or 10 days (or later) after birth. (In some sects baptism is performed at the age of consent). Prevents the use of the subject's body in certain necromantic rituals. Cost: 3
- **Confirmation:** Can only be performed at or after puberty. Confirms the subject as an adult member of the church and allows them to take part in the sacrament of Communion. Allows them to contribute energy to spells cast by a cleric of their religion. Cost: 3
- **Communion:** Reaffirms the subject's relationship with Christ. Usually part of a worship service, but it might be a necessary part of a larger ceremony. Gives +1 to one die roll for up to an hour after the Communion service. Cost: 1
- **Marriage:** Blesses a marriage and legitimizes any children produced by that marriage in the eyes of the church. Might legally confirm the marriage as well. Gives benefits as the Harmony spell (+1 reaction) on both the participants. Cost: 10
- **Extreme Unction:** Removes all the subject's sins and allows his soul to enter heaven. Can only be cast on a dying subject. Cost: 1
- **Burial:** Blesses the body and the grave of a dead Christian and prevents the body from being used for necromantic spells. Also prevents the body from turning into certain forms of undead. Cost: 1
- **Ordination:** Confers the Clerical Investment and/or Power Investment advantage on the subject. Cost: 3

- **Investiture**: Confers an increased level of Clerical Rank advantage on the subject. Cost: 3
- **Coronation**: Confers an increased level of Social Status on the subject and legitimizes the succession of a king (or possibly some lower social rank) in the eyes of the church. (Historically, there were religious or quasi-religious ceremonies for the creation of a knight or any type of noble.) Cost: 3
- **Excommunication**: Bans a person from taking communion and from any other contact with the church or the congregation. In many societies, this results in social ostracism (-3 Social Stigma). -4 to cast this spell if the subject is not truly deserving of Excommunication. Cost: 20
- **Interdiction**: Bans all members of a community or country from taking part in religious rituals. This results in social disruption and ostracism. -4 to cast this spell if the subjects are not truly deserving of Interdiction. Cost: 10,000.  
**Base Cost**: See Above.  
**Duration**: Permanent  
**Time to Cast**: 1 minute per point of Base Cost of a given ritual.  
**Prerequisite**: Clerical Power Investment.

### ***Sanctify Ground***

### ***Area, Enchantment***

Makes an area of ground "holy" to the caster's religion or god, possibly giving it power against enemies of that religion or deity or making it suitable for certain religious purposes. Holy ground in some religions has power against the undead.

**Duration**: Permanent  
**Base Cost**: 10 per hex (2 hex radius minimum)  
**Prerequisite**: Benediction

### ***Sermon***

### ***Area, resisted by IQ+4***

Identical to the Mass Suggestion spell, except that the effect lasts for as long as caster speaks on religious matters and persists for longer than the Mass Suggestion spell. Unfortunately, any creature who wishes to resist the spell resists at IQ+4 and no suggestion which goes against the subject's beliefs, convictions or knowledge can be made.

**Duration**: 12 hours, plus length of sermon  
**Base Cost**: 4 to cast, 2 to maintain (minimum radius is 2 hexes)  
**Time to Cast**: 5 minutes  
**Prerequisite**: Benediction  
**Magic Item**: Staff, Wand, Jewelry, Clothing or Holy Relic. 800 to create plus 100 per hex of radius. Usable only by a cleric with Power Investment advantage.

### ***Repentance***

### ***Regular, resisted by Will***

Causes the subject of the spell to feel intense guilt and remorse at having violated the tenets of his religion. This causes the subject to have -1 to all skill and abilities until he mends his ways and receives Absolution (the spell). Of course, if the subject hasn't violated the tenets of his religion, he is immune to the effects of the spell. The caster is at +2 to affect members of his own religion.

**Duration**: Permanent, removed by Absolution or Remove Curse  
**Base Cost**: 10 points, can't be maintained  
**Prerequisite**: Absolution, Sermon  
**Magic Item**: Staff or Wand. Must touch subject. 500 to create. Usable only by a cleric with Power Investment advantage.

### ***Seek Faithful***

### ***Information, resisted by Will***

This spell is similar to Seek Holy and the Aura spell, except that it allows the caster to detect those faithful to their deity or religion. The standard long range penalties for seek spells apply. This spell will also tell the caster if a given person is really of the cleric's faith or not.

**Base Cost**: 3

**Time to Cast:** 3 seconds

**Magic Item:** Idol or holy symbol. Works for user only. 100 to create.

### **Seek Holy**

### **Information**

This spell allows the caster to detect items and things that are holy to his religion or god. Alternately, it will also detect things that are holy to an allied god or a related religion which has tenets similar to that of the caster. The standard long range penalties for information spells apply. The caster can exclude known holy items if he specifies them before he begins casting.

The spell is at +4 if the holy item or area is aligned to the cleric's religion, +2 if the item is aligned to a friendly deity or religion, -2 if aligned with an hostile deity or religion, and -4 if aligned with a directly opposed deity or religion.

**Base Cost:** 3

**Time to Cast:** 3 seconds

**Prerequisites** Detect Benediction

**Magic Item:** Idol or holy symbol. Works for user only. 200 to create.

### **Seek Holy Ground**

### **Information**

This spell is similar to Seek Ley Line, except that it allows the caster to detect areas which hold special power for his religion or god. The standard long range penalties for seek spells apply.

The spell is at +4 if the holy item or area is aligned to the cleric's religion, +2 if the item is aligned to a friendly deity or religion, -2 if aligned with an hostile deity or religion, and -4 if aligned with a directly opposed deity or religion.

**Base Cost:** 4

**Time to Cast:** 3 seconds

**Prerequisite:** Seek Holy

**Magic Item:** Idol or holy symbol. Works for user only. 200 to create.

### **Worship**

### **Special**

The caster gives thanks to his deity or a servant of that deity by releasing mana to that being. Unlike other spells, the energy cost of this spell can't be reduced. A creature summoned by the caster can be strengthened by means of this spell, as can people with the Blessed or Very Blessed advantage.

**Duration:** Permanent

**Base Cost:** 1 point of energy given for 2 points invested.

**Prerequisite:** Belief in that god or religion, Clerical Investment is not required.

### **Wrath of God (VH)**

### **Area**

A general purpose attack spell which utterly obliterates an area or person in a suitably dramatic way. This spell does 3d6 points of damage per turn in the form which will be most hurtful to the subject or area. (For example, a fire golem would be attacked by huge waves of water. A building would be battered by an earthquake or a huge lightning bolt.)

**Duration:** 1 minute

**Base Cost:** 30 per hex, same to maintain

**Prerequisite:** Miracle, 10 clerical spells

# Mind Control Spells

## Changes to Spells from GURPS Magic

**Berserker** - For double cost the subject can be made to berserk only against foes.

**Drunkness** - If the detailed Intoxication rules for Callahan's Crosstime Saloon are being used, the mage can specify any level of intoxication between 2 and 10.

**Sickness** - The mage can afflict the subject with a mild sickness (-1 to IQ, DX, and ST) for 1 point.

**Madness and Permanent Madness** - Alternately the G.M. can choose whatever type of madness seems appropriate. For 1 point extra the mage can choose the type of madness!

**Nightmare** - For double cost the nightmare can force the subject to make a Fright Check.

**Avoid** - The mage can specify certain people or types of people who are immune to the spell's effects when he casts it.

**Loyalty** - This spell gives the subject +6 to Reaction and Loyalty rolls towards the mage.

**Enslave** - The mage can use any of the subject's senses and can access the subject's memories at will. For half cost, the mage can just "permanently charm" someone. This allows the mage to command the subject but he can't access the subject's memories or senses unless he casts a spell to do so.

**Emotion Control** - The appropriate emotion will give the subject +2 or -2 on all reactions to other people and/or +1 or -1 on all reactions from other people. For example, a person who is made cheerful and friendly will react at +2 and people will react to him at +1. If he were made hostile and angry he would react at -2 and people would react at -1 to him.

**Suggestion and Mass Suggestion** - Suggestions must be simple ideas which don't require a great deal of thought. For example, a person could be commanded to "Kill the king." He couldn't be commanded to "Kill the king if he doesn't give in to your demands." Even if a Suggestion is successfully implanted, the subject will go about implementing it in his own way. For example, if a crowd was told to "Loot the town." each individual might choose a different place to loot and might decide to loot different things.

**Lesser Geas and Greater Geas** - The commands can be as complex as the mage wishes them to be, part of any geas is that the subject always remembers what he is supposed to do. However, Lesser Geases can't be phrased in such a way that a normally doable task becomes effectively impossible.

**Keen (Sense)** - None of these spells allows the subject to detect stimuli outside of his normal sensory range, they just make his existing senses more acute. They also cannot be cast on a person who doesn't have a given sense. For example, Keen Sight would be useless if cast on a blind person.

**Rear Vision** - This spell effectively gives the subject the 360 Degree Vision advantage.

Changes to Spells from GURPS Grimoire

**Fascinate** - The mage can also cast this spell on his hands or on a small, shiny object like a gem or pocket watch which the mage can move in a hypnotic pattern. In this case the subject is fascinated as long as the mage moves his hands or the object. This spell may also be cast on an object. Victims remain fascinated by the object until it is removed from their view or the spell ends.

**Ecstasy** - Any painful or scary sensation that occurs while the spell is in effect gives the subject another roll vs. Will +2 to break the spell. At the GM's option, this spell can be used to aid skills which attempt to invoke physical pleasure, such as Massage, Sex Appeal or Erotic Art.

**Enthrall** - See also Belaborment.

**Dullness** - This spell also gives -1 to rolls to be Surprised for every 2 levels by which senses are reduced.

**Glib Tongue** - If the mage use this spell in conjunction with any Communication and Empathy spell which involves communication. For example, a mage with Telepathy could use the Glib Tongue spell telepathically. For double cost (or if the mage also has a Mind Reading spell on the target) the mage will know what the subject thinks he is hearing and will know what the subject is actually saying.

**Hallucination** - Hallucinations which just consist of Tactile or Auditory perceptions can be created for cost half normal cost.

**Will Lock** - For double cost the mage doesn't need to circle the area in order to cast the spell. In this case, the Time to Cast is 3 seconds. For double costs the subjects don't need to know that they have been circled, allowing this spell to be cast in the dark, etc. **Magic Item:** (a) Wand, staff or jewelry. Allows the user to cast the spell. 500 points to create. (b)

This spell can be made permanent for 100 times the Base Cost. A circle made of some permanent material must be laid down before the spell is cast.

### **Spells from GURPS Magic**

Alertness Avoid Berserker Bravery Charm Daze Drunkenness Emotion Control Enslave (VH) False Memory Fear Foolishness Forgetfulness Great Geas (VH) Keen Ears Keen Eyes Keen Nose Lesser Geas (VH) Loyalty Madness Mass Daze Mass Sleep Mass Suggestion Mental Stun Mindlessness (VH) Nightmare Peaceful Sleep Permanent Forgetfulness (VH) Permanent Madness (VH) Rear Vision Sickness Sleep Suggestion Terror Wisdom

### **Spells from GURPS Grimoire**

Weaken Will Strengthen Will Disorient Fascinate Enthrall Glib Tongue Vigil (VH) Lure Compel Lie Ecstasy (VH) Hallucination Great Hallucination (VH) Command Oath Will Lock Dull Eyes Dull Ears Dull Nose Dullness (VH) Memorize Recall Relieve Madness Dream Sending Dream Projection Encrypt

### **New Spells**

#### ***Absent Minded***

***Regular, resisted by IQ***

Makes the subject Absent Minded, as per the disadvantage.

**Duration:** 1 hour

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Foolishness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

#### ***Alter Personality (VH)***

***Regular, resisted by Will***

The mage can alter the subject's personality as he sees fit. He can add or erase memories, add or subtract learned mental disadvantages, erase learned mental advantages or skills, and generally alter the subject's temperament, beliefs, and values. When the spell ends, the subject must make a Fright Check since his mind has been interfered with.

**Duration:** 1 hour

**Base Cost:** 10, 5 to maintain

**Time to Cast:** 5 seconds

**Prerequisites:** Foolishness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Alters subject's personality to the personality "implanted" in the Magic Item when the item was enchanted. Energy Cost: 750 points.

#### ***Amnesia (VH)***

***Regular, resisted by Will***

Causes the subject to forget his past and any conscious memory of having certain skills or ethics, just like he had the Amnesia disadvantage.

**Duration:** 1 hour

**Base Cost:** 4 points for Partial Amnesia, 8 for Total Amnesia

**Time to Cast:** 1 minute

**Prerequisite:** Foolishness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

#### ***Annoyance***

***Regular, resisted by Will***



The subject is afflicted by some minor annoyance like a persistent itch, a tune they can't get out of their head, a buzzing in their ears, or some other small aggravation. This gives them -1 to all attempts to concentrate or use mental skills which require concentration.

This is also a Sound spell.

**Duration:** 1 minute

**Base Cost:** 2 points, same to maintain

**Time to Cast:** 3 seconds

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### **Anxiety**

### **Regular, resisted by Will**

The subject is nagged by some persistent shame, guilt or worry which they can't get out of their mind. This gives them -1 to Will or to mental skills, depending on the whim of the caster.

**Duration:** 1 hour

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Apathy (VH)**

### **Regular, resisted by Will**

The subject of this spell loses all will to act. Will is reduced to 3, and the subject will attempt only the most familiar and unchallenging tasks. Unless commanded to do so, the victim will not move, eat, bathe or dress.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Madness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

### **Arousal**

### **Regular, Resisted by IQ**

This spell causes the victim to become sexually aroused. This gives anyone (of a sex the victim is attracted to) with Sex Appeal a +1 for every two fatigue put into the spell. Those with Lecherousness will be at to 1 to cast, Fatigue to resist.

If the target makes his resistance roll, he will realize the reaction was not normal and can make another reaction roll modified by the amount the made the resistance roll by and the reverse of the spell's desired effect.

Example: A nymph casts Arouse on Jandor, using four points of Fatigue. Jandor makes his resistance roll by 5, so he can make another reaction check against the nymph at to (5+2), or to 7!

**Duration:** 1 minute if resisted; unknown otherwise

**Time to Cast:** 1 second

**Base Cost:** 2 per +1 bonus desired

**Prerequisites:** Emotion Control or Pain

**Magic Item:** Ring, clothing, or necklace, 400. Can also effect wearer.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Backwards**

### **Regular, resisted by HT**

This spell makes the target do everything backward! He talks backward, he walks backward. For the Duration of the spell, he is unable to cast spells (since he casts them backwards) or make physical attacks (since he attacks backwards). A character with a simple-to-use ranged weapon, like a gun that just requires a trigger pull to fire, can be fired "backwards" at -4 to skill. Any weapon that requires a complex reloading sequence is likely to be jammed if used under the influence of this spell! Note that only individual actions must be performed backwards, time doesn't really flow backwards for the character. If a character thinks to

do so, he can “do things backwards” in an attempt to overcome the effects of this spell. For simple physical actions, like attacking with a weapon, this gives -4 to skill. For complex, quick actions, like speaking or spell-casting, he is at -10. Other actions fall someplace in between. A “backwards” character can “walk backwards” (i.e. move forwards) at half his normal Move. No skill roll is needed to do this, though it does feel peculiar.

**Duration:** 1 minute

**Base Cost:** 6

**Prerequisite:** Madness Author: Adapted from S. John Ross (adapted from Arduin Grimoire).

Originally appeared as Morwens Backward Blast

### ***Belabourment***

### ***Area, resisted by Will***

This spell works like a combination of Enthrall and Confusion. The mage begins to tell a long and pointless, but completely fascinating tale.

Those who fail their resistance rolls will sit or stand enraptured by the mage’s voice until the mage stops speaking. They will then be utterly confused by the mage’s words and must make an IQ roll every turn to do anything but ponder the mage’s words.

No matter how well the mage knows this spell, he must still speak in order to cast it.

**Duration:** 1 minute, plus the time it takes the subject to make an IQ roll.

**Base Cost:** 4 per hex, 2 to maintain.

**Time to Cast:** Same as **Duration**.

**Prerequisite:** Magery, Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Belittle***

### ***Regular, resisted by Will***

The mage speaks magic words so powerful and terrible that the subject’s self-esteem is temporarily shattered. Anyone who fails the resistance roll is at -4 to attack (but not to defend) and is at -4 to contests of skills. Unopposed skill use is not affected. They must also make a Will roll to attack the mage while this spell is in effect.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

### ***Body Clock***

### ***Regular, resisted by Will***

Alters subject’s circadian rhythms, resetting the subjects “normal” sleeping or waking times and making him feel sleepy, wakeful, or hungry as the mage desires.

A subject who is made wakeful gets +4 to Will to stay awake, even if he hasn’t slept. A subject who is made sleepy gets -1 to Will to stay awake, even if he has slept recently. This spell can also inflict the Insomnia and/or Light Sleeper disadvantage on the subject for one night, even if he is not normally prone to those disadvantages. The mage can also bestow the Deep Sleeper advantage on the subject for one night. High Tech mages use this spell to inflict or cure jet lag.

**Duration:** 1 day

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Sleep

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Change Loyalty***

### ***Regular, resisted by Will***

The subject changes his loyalty and affection from his current leader, employer, country or cause to the person or cause specified by the mage.

Each day that this spell is in effect, the subject gets a roll vs. Will to recover his senses. This roll is at +1 or more if the cause or person he has allied himself with goes against his character, interests, or ethics.

Note that this spell doesn’t change the subject’s personality, just his allegiances.

**Duration:** Permanent, until the subject makes a Will roll.

**Base Cost:** 6, can't be maintained.

**Prerequisite:** Magery, Suggestion

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always On. Can't be removed. Make subject loyal to the cause or person specified by the mage when the item is enchanted. Energy Cost: 500 points.

### **Combat Paralysis**

**Regular, resisted by IQ**

Makes the subject freeze in combat, as per the Combat Paralysis disadvantage. Cancels Combat Reflexes.

**Duration:** 1 hour

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Foolishness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 200 points.

### **Comfort**

**Regular**

This handy spell makes the subject feel warm, dry, and uncramped, while the spell is in effect, even if he isn't. While this spell is designed to allow mages to sit still in drafty studies for hours on end, it has uses for adventurers as well. A subject under the influence of this spell gets +1 to HT and Will rolls to resist the effects of warm or cold weather and +1 to Will rolls to resist the uncomfortable effects of cramped spaces.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points.

### **Complex Suggestion**

**Regular, resisted by Will**

Like the Suggestion spell, but complex ideas up to one sentence in length can be communicated. For example, a suggestion like "Kill the king if he doesn't accede to our demands!" could be implanted.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisites:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### **Compulsive Order**

**Regular, resisted by Will**

The subject becomes compulsively tidy for the Duration of the spell, as if they had a -15 point Compulsion to clean and straighten their environment.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

### **Conscience**

**Regular, resisted by Will**

The subject will know in advance of performing any action how that action would square with the moral precepts or beliefs of the caster of the spell and must roll vs. Will to consciously violate those ethics.

This spell is commonly linked to some sort of spell which causes discomfort as a form of "house arrest" for minor criminals who are forbidden from prohibiting any illegal act on pain of severe discomfort by mages in the service of the law courts.

**Duration:** 12 hours

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Anxiety

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### **Conscience**

### ***Regular, resisted by IQ***

Conscience forces the subject to reflect on their moral and ethical beliefs whenever they take an action that might conflict with those values.

The spell doesn't make them do anything, it just makes them consider their values before they take an action. At G.M.'s discretion this spell might give the subject a one-time bonus to a Will or Reaction roll, up to the amount by which the mage made his spell skill roll, not to exceed +4. Unfortunately, this spell can backfire if the subject's "real" ethics would prompt him to behave in a more bloodthirsty or antisocial fashion. For example, if you use this spell to convince a slaver to free you, it might turn out that he is actually a lapsed member of a Death cult and that his conscience prompts him to sacrifice you instead! Needless to say, the G.M. should be creative when interpreting the results of this spell.

Note that while the effects of conscience can motivate a character to perform acts of mercy or charity, they need not be remarkable in their degree. For example, if you cast this spell on a miser who knows deep down that it is "wrong" to not share his possessions then he might very well be prompted to give a few coins to a beggar, but he certainly wouldn't be required to give away all his possessions, nor would his behavior be permanently altered once the spell wears off. The only exception to this rule is if the mage rolls a Critical Success or the subject rolls a Critical Failure on his Resistance Roll. In either case, the subject's behavior is either mildly altered towards following their ethics more closely or else they perform a single, remarkable act based on their conscience, whichever the GM prefers. For example, the miser in the example above might make huge, one-time donation to his favorite charity or else he might become slightly less miserly as a result of the spell.

Targets of this spell rapidly become immune to its effects. Multiple castings of this spell automatically fail, and the subject gets +1 to Resistance rolls against each casting after the first within 24 hours of the first casting.

**Base Cost:** 1 point

**Duration:** 24 hours or until the subject must make a moral decision, or new circumstances prompt a rethink of the old one.

**Prerequisites:** None.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 100 points.

### **Contrary**

### ***Regular, resisted by Will***

Causes the subject to willfully oppose and pervert every suggestion made to him and oppose all goals and plans of the group that he is in. The subject will do his best to hinder group and will make himself as obnoxious and as childish as possible.

**Duration:** 1 hour

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### **Cowardice**

### ***Regular, resisted by Will***

The subject suffers from the Cowardice advantage for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain.

**Prerequisite:** Fear

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 350 points, (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Criminal Compulsion***

***Regular; resisted by Will***

Makes the subject want to a type of crime specified by the caster. While the caster can specify the type of crime, they can't specify the exact crime they wish the subject to carry out, nor can they control the means by which the subject carries out the crime. The crime would generally be a crime which the subject would commit if he had no social inhibitions and the subject will plan and carry out his crime to avoid detection and capture to the best of his ability.

While the subject will be aware of that what they are doing is "wrong" they will be powerless to stop themselves from following through with the crime as long as the spell lasts.

**Duration:** 1 hour

**Base Cost:** 6, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Emotion Control

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Dark Geas***

***Regular, resisted by Will***

This spell is similar to the Geas spell, except that if the subject does not fulfill the conditions of the Geas, he suffers pains so severe that they do him permanent damage. For every day that the subject does not (in the opinion of the GM) do something to fulfill the condition set upon him by the mage, if he is physically able to do so, he is wracked by pains (-4 to DX and ST, -1 to IQ) and takes 1 point of damage.

The pains only reach full intensity after an hour, and the subject doesn't take damage until at least 12 hours have passed, so the subject gets a "warning" before he takes damage. Any action towards fulfilling his quest immediately relieves the pains, but not the damage.

In other respects this spell is like the Geas spell.

**Duration:** Permanent (until task is fulfilled).

**Base Cost:** 10 points, can't be maintained.

**Time to Cast:** 1 minute

**Prerequisite:** Contract, Geas

### ***Deja Vu***

***Regular; resisted by IQ***

The subject "sees" the same scene repeated over and over again in their head for the Duration of the spell. The scene can be something from the subject's memory (if the caster has gotten inside the subject's head by use of another mind control spell) or just the things that the subject saw in the last 10 seconds before the spell was cast.

While under the influence of the spell, the subject is effectively Blinded, while they "see" the vision. If the caster revives a particularly shocking memory from the victim's memory, the victim might have to make a Fright Check while they relive the experience.

**Duration:** 10 seconds

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Delusion***

***Regular, resisted by Will***

Causes the subject to believe something that is not true, as if he had the Delusion disadvantage. The obviousness and dangerousness of delusion is based on the number of points of energy put into the spell.

**Duration:** 1 hour

**Base Cost:** 1 for a quirk level delusion, 2 for a minor (-5 point) delusion, 3 for a major (-10 point delusion), 5 for a severe (-15 point) delusion, same to maintain.

**Time to Cast:** 1 minute

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 200 points.

### ***Discord***

### ***Area, resisted by Will***

Causes anger and strife between members of a group. Anyone within the area of effect who fails his resistance roll suffers from the Bad Temper disadvantage and reacts at -4 to anyone else in the area of effect. What happens next depends on the basic nature of the group and their circumstances. At the very least the spell will cause bitter arguments, more warlike groups might actually start fighting with their fists or even weapons.

This is also a Communication and Empathy spell.

**Duration:** 1 minute

**Base Cost:** 2 points per hex (minimum of 2 hexes), same to maintain. An area can be permanently affected with this spell for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisite:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Disinterest***

### ***Regular; resisted by Will***

Causes the subject to view something as being unimportant, uninteresting, or worthless. Temporarily suspends disadvantages such as Fanaticism, Compulsive Behavior, or Obsessions, counters Passion spells.

**Duration:** 1 hour

**Base Cost:** 3, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Forgetfulness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Dissuade***

### ***Regular, Resisted by IQ***

This spell dissuades the subject from attacking the caster. If the subject of this spell fails to resist by 1 to 4 points, he may not directly attack the caster, but he may sound a warning or take other indirect actions against the caster. (For example, the victim could steal something from the caster, or shout out lies about the caster, or run away, or stand quietly.) If the subject fails his resistance by 5 or more, he may not do anything to harm the caster in any way including stealing or damaging his possessions or harming or threatening his friends and family.

If the subject critically fails his resistance, he will attempt to aid the caster and to act in the caster's best interest.

In any case, the victim is not restricted by the spell on any actions towards the caster's companions or allies unless they are also friends or family.

**Base Cost:** 2

**Duration:** 1 minute

**Prerequisites:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Distraction***

### ***Regular, resisted by Will***

The subject briefly looks away from or ceases to pay attention to the caster, giving the caster +4 to perform subtle, quick actions, like Pickpocketing, or some forms of Stage Magic.

**Duration:** 2 seconds

**Base Cost:** 2 points, can't be maintained

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Divert***

### ***Area***

This spell will divert people away from a place unless they are specifically looking for it. For example, if a mage were to cast this spell on a building, unless someone was specifically trying to find that building they could never find it.

Because this spell doesn't actively influence the subject, no Resistance roll is allowed.

**Base Cost:** 1/2 per hex (minimum of 2 hexes), half to maintain. This spell can be made permanent for 50 times the **Base Cost**.

**Duration:** 1 hour

**Time to Cast:** 10 seconds

**Prerequisites** Avoidance

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Emotional Void***

### ***Regular, resisted by Will***

This spell removes all of the subject's emotions. For the Duration of the spell he is immune to Fright Checks and does not need to take Will rolls to resist Mental Disadvantages which are based on emotions, such as Bad Temper, Cowardice, Lecherousness, and the like. However, the subject also feels no passion or desire and evaluates everything in purely logical terms. He will feel no loyalty towards his friends or a cause and he will feel no need to do anything that does not relate to his personal survival.

An emotionless person has the No Sense of Humor, Hidebound, Callous, and Clueless disadvantages and he gets no Will roll to resist their effect. In addition, he is at -4 to any skill which requires emotional sensitivity or creativity. An emotionless person will do nothing for pleasure and while he might recognize emotions in others, and he can simulate them if necessary, he feels no need to empathize.

**Base Cost:** 6, 4 to maintain

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Prerequisites** Magery, Emotion, Suggestion, 5 Mind Control spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

### ***Erase Personality (VH)***

### ***Regular, resisted by Will***

The subject loses all memories, learned mental advantages or disadvantages, and personality traits for the Duration of the spell. They can still act to protect or defend themselves, but they will take no other action. They can still speak, but will not recognize former associates and they will not have any "moral compass" to guide their behavior. They behave like a robot in all other ways acting as if they had the No Sense of Humor disadvantage. People react to the subject at -2.

**Duration:** 1 hour

**Base Cost:** 10, 5 to maintain

**Time to Cast:** 5 seconds

**Prerequisites** Alter Personality

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 2,500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 1,000 points.

### ***Falter***

### ***Regular, resisted by Will***

The mage can make an opponent hesitate when combat begins and during lulls in the action, lowering their initiative rolls and basic Speed Scores unless the opponent can roll vs. Will. Every point of energy put into the spell lowers initiative rolls and/or Speed by 1 point. This does not affect Move or DX, only who goes first in combat.

**Duration:** 10 seconds

**Base Cost:** 1 per point of reduction of Initiative and Speed, can't be maintained.

**Prerequisite:** Daze

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Feign Death***

***Regular***

This spell causes a willing subject to be placed in a cataleptic sleep indistinguishable from death. The subject is completely comatose, and cannot even be reached with Telepathy or Dream spells. There is no way to tell if the subject is still alive.

Bleeding is stopped, as are breathing and heartbeat. This can be useful if the subject is in danger of bleeding to death, or has been poisoned, or has been locked in an area with no air. Once the spell ends, poison will continue its effects.

If the caster is the subject, he can specify how long he will Feign Death, and must pay the whole casting and maintenance costs for that Duration at the time of casting. He will then awaken at the end of that period.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Peaceful Sleep

**Magic Item:** (a) wand, staff or jewelry. energy Cost: 1200 (mage only). (b) any Item. When worn by a willing subject it will allow him to decide when to awaken. energy Cost 1100.

### ***Frenzy***

***Regular; resisted by Will***

This spell is similar to Berserker, but the subject enters a state of uncontrollable psychotic rage. Frenzy makes the subject immediately attack the nearest object or person in sight, moving on only when that object is destroyed or when his "foe" is downed. The subject cannot stop attacking, nor do they realize what they are doing for the Duration of the spell. They can only be stopped from rampaging by death, unconsciousness, crippling, or physical restraint.

For the Duration of the spell, the subject has +2 ST, High Pain Threshold, and the Hard to Kill advantage.

**Duration:** 10 seconds

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Berserker

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Activated by Command Word. Can't be removed. Energy Cost: 100 points.

### ***Friends***

***Regular; resisted by Will***

This spell makes the subject seem more interesting, dynamic, and forceful, as if he had the Charisma advantage. Subjects who fall under the influence of this spell, add +1 or more to their reaction rolls towards the subject of the spell for as long as the spell lasts. Those who make their resistance rolls subtract the same amount from their reaction rolls.

Note that this spell doesn't make the person influenced loyal towards the subject, only more friendly. If the subject abuses the friendship, then the victim of the spell is allowed another reaction roll.

**Duration:** 1 hour

**Base Cost:** 4 points per +1 to reaction, up to +4 maximum

**Time to Cast:** 10 seconds

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Cost: 250 points per +1 reaction.

### ***Group Madness***

***Area; Resisted by IQ-2***

Functions as the madness spell but affects an area.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Madness



**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Gullible**

**Regular, resisted by IQ**

Makes the subject gullible, as per the disadvantage.

**Duration:** 1 hour

**Base Cost:** 3 points, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Foolishness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

**Hallucinatory Voices**

**Regular, resisted by Will**

Subject hears voices and sounds that no one else can hear coming from inside his head. What the voices say or what the sounds are is up to the caster. The subject is at -2 to all Mental skills as long as the voices persist. In addition, the subject has -1 to Will to resist other Mind Control spells which reinforce the message that the voices deliver.

This is also a sound spell.

**Duration:** 1 minute

**Base Cost:** 2 points, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

**Happy Valley (VH)**

**Area, resisted by Will**

This spell makes an area seem colorful and cheerful. Every day is a beautiful one and everything seems somehow wonderful and lovely. Anyone within the area of effect must roll vs. Will (should they want to) or become happy, optimistic and energetic. Anyone with disadvantages that are based on unhappy feelings (such as Guilt Complex, Bad Temper, or Depression) gets +4 to Will rolls to resist those disadvantages while in the area of effect. Characters get +1 to all skills that rely upon creativity or feelings of happiness (generally this will include only Artistic skills, but the GM might allow some Social skills such as Carousing or Sex Appeal to be affected).

**Base Cost:** 3 per hex (minimum of 5 hexes), half to maintain. This spell can be made permanent for 100 times the **Base Cost**.

**Duration:** 1 day.

**Time to Cast:** 1 minute

**Prerequisites** Magery 2, Mass Suggestion, Attraction, 10 other Mind Control spells.

**Harmony**

**Regular, resisted by IQ**

Causes the subject to become friendlier and more understanding towards the subject (or class of subjects) of the caster's choice, up to +3 shift in reaction.

**Duration:** 1 hour

**Base Cost:** 5 per +1 reaction, half to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. Usable only by a cleric with Power Investment advantage. (b) Jewelry or Clothing. Affects wearer only. 300 to create.

**Hateful Eye**

**Regular, resisted by Will**

Identical to the Hate spell, except that the subject will hate the next creature he sees.

The mage can limit the effects of this spell so that the subject will hate a certain type of creature (e.g. mammal, human, elf woman) but he can't specify a specific person unless he pays extra.

**Duration:** Permanent, until a Will-2 roll is made.

**Base Cost:** 5, 3 to maintain. For 2 points extra to **Base Cost**, the mage can make the subject hate a specific creature the next time the subject sees it.

**Prerequisite:** Magery, Hate

**Time to Cast:** 10 seconds

**Magic Item:** Wand, Staff, or Jewelry. Energy Cost: 500 points.

### ***Hatred***

### ***Regular, resisted by Will***

The subject of the mages choice begins to despise the subject of the spell. The mage must touch both subjects (though not at the same time) and each subject is allowed a resistance roll, if they are unwilling. Note that only one of the two subjects hates the other unless the mage doubles the Base Cost.

The hate engendered by this spell is intense, but non-magical. The affected person is allowed a roll vs. Will-2 each day to come to their senses. They get a +1 to +4 bonus to this roll if the object of their hatred was formerly an acquaintance, friend or lover.

**Duration:** Permanent, until a Will-2 roll is made.

**Base Cost:** 4, 2 to maintain. Double cost to make the hate mutual (both subjects hate each other).

**Prerequisite:** Suggestion, Foolishness

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Heroism***

### ***Regular, resisted by Will***

This spell temporarily gives the subject the High Pain Threshold and Fearlessness advantages and gives him +1 to any appropriate combat skill for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Madness, Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Activated by Command Word. Can't be removed. Energy Cost: 100 points.

### ***Humiliation***

### ***Regular, resisted by Will***

The subject is overcome by feelings of humiliation, worthlessness, and degradation. The subject feels intensely uncomfortable and they will try to flee any social situation as quickly as they possibly can. This spell gives them -1 to Will and to all skill rolls, and requires the subject to make a Will check every 5 seconds to remain in a social situation.

**Duration:** 1 minute

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Anxiety

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Hypnotic Focus***

### ***Regular, resisted by Will***

This spell makes an object exert a hypnotic influence over anyone who sees it. Anyone who looks at the object must roll vs. Will or stand fascinated until the spell ends, until the fascinating object is blocked from their view, or until they are physically shocked from their reverie.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An object can have this spell cast on it permanently for 50 points.

Subjects get a Will roll to break free every minute.

**Prerequisite:** Magery, Enthrall

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Ignorance (VH)****Regular, resisted by Will**

When cast, this spell prevents the subject from learning any new information, making it impossible for the subject to remember things that happened from the time that the spell was cast. The caster can limit the effects to certain topics or areas, like knowledge of a certain subject or place. Attempts to learn new skills while this spell is in effect will automatically fail.

**Duration:** 1 hour**Base Cost:** 10, 8 to maintain**Time to Cast:** 1 minute**Prerequisite:** Magery, Forget**Magic Item:**(a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.**Improve Morale****Regular, resisted by IQ**

This spell improves the subject's loyalty (as measured on the Reaction and Loyalty table) by 1 per level of this spell.

**Duration:** Permanent**Base Cost:** 5 points per +1 to morale.**Time to Cast:** 1 minute**Prerequisite:** Magery, Suggestion.**Magic Item:** Staff, Wand or Jewelry Energy Cost: 1,500 points.**Inner Calm****Regular**

The subject is made to feel relaxed, focused, self-assured, self-confident, and happy. This gives +1 to Will and skill rolls for the Duration of the spell. It cancels Humiliation, Anxiety, and Fear spells.

**Duration:** 1 minute**Base Cost:** 3 points, same to maintain**Time to Cast:** 1 minute**Prerequisite:** Suggestion**Magic Item:**(a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Jewelry or Clothing. Works for wearer only. Energy Cost: 100 points.**Insatiable Hunger****Regular, resisted by Will**

The subject must roll vs. Will or believe that he is dying of hunger. This causes him to eat uncontrollably for the Duration of the spell or until he has consumed at least a pound of food, whichever comes first.

The subject is allowed an additional Will roll to avoid eating obviously putrid or dangerous foods, but if the roll is failed he eats anyway.

This is also a Food spell.

**Duration:** 1 minute**Base Cost:** 5, 3 to maintain**Time to Cast:** 3 seconds**Prerequisite:** Magery, Suggestion**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.**Insatiable Thirst****Regular, resisted by Will**

The subject must roll vs. Will or believe that he is dying of thirst. This causes him to drink uncontrollably for the Duration of the spell or until he has consumed at least a quart of liquid, whichever comes first.

The subject is allowed an additional Will roll to avoid drinking obviously putrid or dangerous liquid, but if the roll is failed he drinks anyway.

This is also a Food spell.

**Duration:** 1 minute**Base Cost:** 5, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Suggestion

**Magic Item:** Staff, Wand or Jewelry Energy Cost: 350 points.

***Insult***

***Regular, resisted by Will***

The mage insults the subject with magic words of power so intense and shocking that the subject falls into a berserk rage directed at the mage.

The subject is allowed a Will roll to avoid the effects of this spell. However, if the victim has the Bad Temper or No Sense of Humor disadvantage he roll vs. Will-4, and if he has Intolerance towards the mage or has the Berserk disadvantage he rolls vs. Will-6.

Subjects with the Unfazeable advantage get +6 to their Will rolls to resist this spell. Subjects with No Emotions or non-sentient creatures (Pre-Sentient or Bestial disadvantage or IQ 7 or less) are immune.

Resistance rolls are made at +2, +4 or +6 if the subject has less than 3/4, 1/2 or 1/4 of his HP remaining.

The berserk rage is particularly dangerous because the victim must make an IQ roll to remember to do anything except beat the mage to a pulp using All Out Attack with his fists or a melee weapon. He will ignore missile weapons, tactics, or any other skills he might have, and won't think to retreat.

This spell can be useful to lead the enemy into traps, break up enemy formations, or just annoy enemies who cannot possibly attack the party.

No matter how well the mage knows this spell, he must still speak in order to cast it.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

***Intolerance***

***Regular, resisted by IQ***

Causes the subject to become hostile and distrusting towards the subject (or class of subjects) of the caster's choice, up to -3 shift in reaction.

**Duration:** 1 hour

**Base Cost:** 5 per -1 reaction, half to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create. (b) Jewelry or Clothing. Affects wearer only. 300 to create.

***Invert Ethics***

***Regular, resisted by HT***

The subject is afflicted with the Morally Opposed Compulsion disadvantage. For the Duration of the spell, he hates everything he normally loves and loves everything he normally hates and generally behaves as much unlike his normal self as possible.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisites** Suggestion, Contrary

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

***Keen Touch***

***Regular***

This spell improves the subject's sense of touch for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 1 per +1 bonus, half to maintain

**Magic Item:** Clothing or Jewelry. Energy Cost: 150 points.

***Leadership (VH)***

***Area; resisted by Will***

As the Friends spell, but the spell affects every sentient creature in the area of effect.

**Duration:** 1 hour

**Base Cost:** 3 points per hex per +1 to reaction, up to +4 maximum (minimum of 3 hexes)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Friends

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 750 points.

### ***Legal Thoughts***

### ***Regular, resisted by Will***

The subject must roll vs. Will to avoid breaking the law, as if he suffered from the Honesty disadvantage. If he sees any dishonest behavior, he must roll vs. Will to resist reporting it to the authorities.

If the subject fails his Will roll by 4 points or more, he will actually make himself nauseous because of his revulsion at illegal behavior (-1 to ST and DX). This effect lasts as long as he sees the illegal activity or 1d6 minutes, whichever is longer.

This spell is commonly used on convicted criminals as an alternative to jail.

**Duration:** 1 hour

**Base Cost:** 4. 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

### ***Long Sickness***

### ***Regular, resisted by HT***

Like the sickness spell but the effects last for hours, not minutes

**Duration:** 1 hour

**Base Cost:** 5, same to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Sickness

**Magic Item:** Staff, Wand or Jewelry Energy Cost: 500 points.

### ***Long Sleep***

### ***Regular, resisted by HT***

The subject falls into a sleep which lasts for days rather than hours. If the subject is already asleep he rolls at -2, otherwise he rolls normally. If he fails his HT roll, he falls into a sleep which lasts for 1d6 days.

While the subject is asleep, he takes normal fatigue damage for lack of food and water, and he might actually die of thirst before he awakens.

In other respects this spell is like the Sleep spell.

**Duration:** 1d6 days

**Base Cost:** 5, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Sleep

**Magic Item:** Staff, Wand or Jewelry Energy Cost: 350 points.

### ***Lose (VH)***

### ***Regular; resisted by IQ***

This spell makes the object set down an item they are carrying or wearing and then forget where they put it. They must also make an IQ roll once the spell ends to even realize that they let go of the item. The subject gets +4 to IQ if they item they are commanded to lose is difficult or embarrassing to remove, valuable, or important to them.

**Duration:** 10 seconds (Effects are permanent.)

**Base Cost:** 5

**Time to Cast:** 5 seconds

**Prerequisite:** Forgetfulness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Lose Direction****Regular, resisted by IQ**

When this spell is cast, the subject temporarily forgets where he is and even the most familiar surrounding seem utterly unfamiliar to him. For the **Duration** of the spell the victim loses all Area Knowledge and all memory of where he is or was. He must make Navigation or Orienteering rolls to find his way in the outdoor. In the city, he must rely on maps or directions given by others, just as if he were a stranger. It is also possible that the subject must make a Fright Check, especially if he his home is suddenly made "unfamiliar" to him.

**Duration:** 1 day

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Forgetfulness

**Magic Item:** Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

**Love****Regular, resisted by Will**

The subject of the mages choice falls in love with the subject of the spell. The mage must touch both subjects (though not at the same time) and each subject is allowed a resistance roll, if they are unwilling. Note that only one of the two subjects falls in love unless the mage doubles the Base Cost.

The love engendered by this spell is intense, but non-magical. The lover is allowed a roll vs. Will- 2 each day to come to their senses. They get a +1 to +4 bonus to this roll if the object of their affections is not of the sex, species, etc. that they normally find attractive or if the subject treats them in a manner (or does something) that they normally would not tolerate.

Also, this spell doesn't keep the lover from thinking rationally. If the subject ask the lover to do something dangerous or unreasonable (in their view) they get a roll vs. Will-4 to resist. This roll is vs. unmodified Will if the subject asks his lover to do something that does against his ethics or beliefs.

**Duration:** Permanent, until a Will-2 roll is made.

**Base Cost:** 4, 2 to maintain. Double cost to make the love mutual (both subjects fall in love).

**Prerequisite:** Suggestion, Foolishness

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Lover's Eye****Regular, resisted by Will**

Identical to the Love spell, except that the subject will fall in love with the next creature he sees. The mage can limit the effects of this spell so that the subject will fall in love with a certain type of creature (e.g. mammal, human, elf woman) but he can't specify a specific person unless he pays extra.

**Duration:** Permanent, until a Will-2 roll is made.

**Base Cost:** 5, 3 to maintain. For 2 points extra to Base Cost, the mage can make the subject fall in love with a specific creature the next time the subject sees it.

**Prerequisite:** Magery, Love

**Time to Cast:** 10 seconds

**Magic Item:** Wand, Staff, or Jewelry. Energy Cost: 500 points.

**Lovesick****Regular, resisted by Will**

The subject becomes so in love with the person named by the caster of the spell, that the subject cannot bear to be out of his beloved's sight. He must make a Will roll to undertake any action that would separate him from his love and while out of her sight he suffers from the Absent-Mindedness disadvantage as he dreams of her company. If deprived of the company of his beloved for more than a day, the subject must roll vs. Will to eat, drink or sleep. Prolonged separation will cause the subject to gradually waste away.

While in the presence of his beloved, the subject will behave as if he were in love with the subject. This could range from shy flirting to an abduction attempt depending on the nature of the character.

**Duration:** 24 hours

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Emotion Control, Foolishness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Cannot be removed. Energy Cost: 150 points.

### ***Loyal Object***

### ***Regular***

This spell prevents the subject from being separated from prized possessions for too long. The spell may be cast on any portable object and begins working at any time the caster wills it to.

When the spell is triggered, the next person who passes by the object and happens to be heading in the general direction of the caster will pick it up and carry it along with him. If he goes in a different direction, he will put the object down. The next person heading towards the caster will then pick it up until he changes direction or reaches his destination, leaving it for the next person, and so on. Eventually, the object will make it back to the caster.

Passers-by will only move the object if it is convenient for them to do so. For example, they may cross a room to pick it up, but not cross a river, go through doors, or get it from a concealed or locked location (unless they happen to be unlocking or uncovering the object's location anyway). Likewise, a pen or book will move quickly, since they are light and very portable, while a stone statue will likely stay where it is unless a group of professional bodybuilders with a pickup truck happen to drop by.

The spell will not work on someone who receives or steals the object directly from the caster, and carriers get a Will roll minus the caster's level of skill to resist carrying obviously dangerous objects or disobeying orders against carrying such an object. Carriers will be unaware of what they are doing, and people who aren't carrying the object will ignore it entirely.

The speed with which the object returns to the caster is up to the GM. A gym bag full of magical equipment can make its way from one side of a major city to another in as little as a few hours, while a sword lost in the underbrush during a battle may take months or years to come to light, and just as long to make its way from a small village to the big city where its owner lives.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 day

**Time to Cast:** 1 minute

**Prerequisite:** Suggestion

**Magic Item:** Any item can be permanently enchanted with this spell for 20 times the **Base Cost**.

### ***Mad Hateful Eye***

### ***Regular, resisted by Will***

Identical to the Mad Hatred spell, except that the subject will Hate with the next creature he sees. The mage can limit the effects of this spell so that the subject will Hate a certain type of creature (e.g. mammal, human, elf woman) but he can't specify a specific person unless he pays extra.

**Duration:** Permanent

**Base Cost:** 6, 4 to maintain. For 3 points extra to the Base Cost the mage can specify the creature the subject will hate.

**Prerequisite:** Hateful Eye

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for Wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Mad Hatred***

### ***Regular, resisted by Will***

This spell is identical to the Hate spell, but the subject's feelings are permanent if he fails the resistance roll.

**Duration:** Permanent

**Base Cost:** 5, 3 to maintain. Double cost to make the hate mutual (both subjects hate each other).

**Prerequisite:** Magery, Hate

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Mad Passion****Regular, resisted by Will**

This spell is identical to the Love spell, but the subject gets no Will to shake off the effects of the spell if they fail their initial resistance roll.

However, the subject still gets a roll vs. Will-4 if their lover asks them to do something that they consider to be unreasonable. They get to roll vs. unmodified Will if they are asked to do something that goes against their beliefs or ethics. They still love the subject, but they refuse to do the subjects bidding.

This spell can only be ended by the use of a Counterspell or by Dispel Magic.

**Duration:** Permanent

**Base Cost:** 5, 3 to maintain. Double cost to make the love mutual (both subjects fall in love).

**Prerequisite:** Magery, Love

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Mass Bravery****Area**

This spell has effects like that of the Bravery spell, except that it can be cast on an area.

**Duration:** 1 minute

**Base Cost:** 4 per hex, same to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Bravery

**Magic Item:** Staff, Wand or Jewelry Energy Cost: 500 points.

**Mass Charm****Area**

As the Charm spell, but for multiple targets.

**Base Cost:** 4 to cast, 2 to maintain. (Minimum radius is 2 hexes)

**Duration:** 1 Minute.

**Time to Cast:** 1 second per 3 energy points.

**Prerequisites:** Charm.

**Magic Item:** Staff, Wand or Jewelry. Mage only. Energy Cost: 2,500 points.

**Mass Complex Suggestion****Area, resisted by Will**

Like the Mass Suggestion spell, but complex ideas up to one sentence in length can be communicated. Otherwise this spell is like the Complex Suggestion spell.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 2 per hex to maintain

**Prerequisites:** Mass Suggestion, Complex Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Mass Distraction****Area, resisted by Will**

As the Distract spell, but usable on large numbers of people. The subjects briefly looks away from or ceases to pay attention to the caster, giving the caster +4 to perform subtle, quick actions, like Pickpocketing, or some forms of Stage Magic.

**Duration:** 2 seconds

**Base Cost:** 2 points per hex, can't be maintained

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Mass Emotion****Area; Resisted by IQ-2**

Everyone in the area of effect is overcome by intense, uncontrollable emotions based on their mood when the spell was cast. If cast in the middle of a mild dispute, this spell will make the subjects fly into a rage,



possibly attacking each other. If cast on people who are solemn and sad, this spell will make them weep and wail in uncontrollable misery.

Since the caster doesn't know what emotions his subjects are feeling, it is up to the GM to determine how affected subjects behave. He should choose the most appropriate emotion based on the situation and each subject's advantages and disadvantages. When a spell effect resembles a disadvantage, the emotion should be played to the fullest. If the subject already has a disadvantage that the mage is trying to intensify, the victim is at -6 to IQ rolls to resist!

Emotion Effect Love Lovers Distraction Fear As the Panic spell (p. M.65) Hate As the Berserker spell (p. M67) Sadness Chronic Depression Lust Lecherousness Joy Impulsive Anger As the Berserker spell (p. M67) Peace As the Daze spell (p. M57) Greed Greed Unrest As the Madness spell (p. M58) Jealousy Jealousy Depression Chronic Depression Patriotism Fanaticism Boredom Sleep (p. M57) Bravery Fearless Loyalty Sense of Duty Hunger Gluttony

**Duration:** As the appropriate spell; Otherwise 10 minutes

**Base Cost:** 3; cannot be maintained

**Time to Cast:** 2 seconds

**Prerequisite:** Emotion Control

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Mass Enslavement (VH)***

***Area***

As the Enslavement spell, but for multiple targets.

**Base Cost:** 20 (Minimum radius is 2 hexes)

**Duration:** Permanent.

**Time to Cast:** 10 seconds per hex of radius.

**Prerequisites:** Enslavement.

**Magic Item:** Staff, Wand or Jewelry. Mage only. Energy Cost: 10,000 points.

### ***Mass False Memory***

***Area, resisted by IQ***

The mage can implant the same false memory in a group of people. In other respects this spell is identical to the False Memory spell.

**Duration:** Permanent

**Base Cost:** 4

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery, False Memory

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

### ***Mass Forgetfulness***

***Area, resisted by IQ***

Like the Forgetfulness spell, but it can be cast on a number of subjects at once.

**Duration:** 1 hour

**Base Cost:** 3 per hex, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Forgetfulness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

### ***Mass Long Sleep***

***Area, resisted by HT***

Like the Long Sleep spell, but it can be cast on a number of subjects at once.

**Duration:** 1d6 days

**Base Cost:** 5 per hex, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Long Sleep

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Mass Loyalty****Area**

This spell is identical to the Loyalty spell, but it can be cast on multiple targets.

**Base Cost:** 2 to cast, same to maintain. (Minimum of 2 hex radius.)

**Duration:** 1 Hour.

**Time to Cast:** 1 second per 5 energy points used to cast this spell.

**Prerequisite:** Loyalty.

**Magic Item:** Staff, Wand or Jewelry. Mage only. Energy Cost: 1,000 points.

**Mass Mind Blast****Area, resisted by Will**

As above, but this spell will attack every creature within the area of effect.

**Duration:** 1 minute

**Base Cost:** 4 points per hex, can't be maintained. (Minimum of 2 hexes.)

**Time to Cast:** 5 seconds

**Prerequisite:** Mind Blast

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

**Mass Permanent Forgetfulness****Area, resisted by IQ**

Like the Forgetfulness spell, but it can be cast on a number of subjects at once.

**Duration:** Permanent

**Base Cost:** 7 per hex

**Time to Cast:** 10 seconds

**Prerequisite:** Mass Forgetfulness

**Magic Item:** Staff, Wand or Jewelry Energy Cost: 2,500 points.

**Megalomania****Regular, resisted by IQ**

Makes the subject megalomaniac, as per the disadvantage.

**Duration:** 1 hour

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Madness

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150.

**Memory (VH)****Regular**

This spell gives the subject the equivalent of the first level of Eidetic Memory for the Duration of the spell. This allows the character to temporarily memorize large amounts of information.

**Duration:** 12 hours

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Wisdom

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 750 points.

**Mental Advantage****Regular, resisted by Will**

Any mental advantage or disadvantage can be turned into a mind control spell. Each advantage or disadvantage is a separate spell.

**Duration:** 1 hour

**Base Cost:** 1/2 point per +5/-5 character points of the advantage or disadvantage, same to maintain

**Time to Cast:** 1 minute

**Prerequisites:** Suggestion

**Magic Item:** Varies.

### ***Mental Bonds***

### ***Regular, resisted by Will***

This spell makes the subject believe that one or more of his limbs is constrained in a way specified by the caster unless it is forcibly demonstrated to him that that is not really the case. For example, a subject could be made to believe that his feet were glued to the floor, that his arms were tied behind his back, or that his mouth was sewn shut.

**Duration:** 1 minute

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Mind Blast***

### ***Regular, resisted by Will***

This spell causes the subject to temporarily lose 1d6-2 (minimum 1) IQ points and be Mentally Stunned for 1d6 turns. When the spell ends the lost IQ returns, until then all mental skills and attributes based off of IQ are reduced.

**Duration:** 1 minute

**Base Cost:** 4 points, can't be maintained.

**Time to Cast:** 5 seconds

**Prerequisite:** Daze

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Mind Demons***

### ***Resisted by Will***

Mind Demons takes some aspect of the subject's personality and magnifies it out of all proportion. For example, a coward might be frightened of everything, a Sadist might immediately seeks to hurt someone, or a Compulsive Gambler would be forced to seek out a gambling game ignoring everything else as he does so.

The caster may specify the trait to be affected, or the GM can determine the trait randomly. Any existing mental disadvantage or quirk can be chosen, but it must be a trait that already exists to some degree in the character. Traits cannot be reversed, nor can new traits be implanted. For example, a character who dislikes dogs could be made to obsessively hunt them down and kill them or he could be afflicted with a Phobia about dogs, but he couldn't be made to love dogs. Likewise, he couldn't be made to hate or fear cats.

If the caster specifies a trait which the subject does not have, the spell will have no effect. If the subject cannot reasonably act on the trait, then the spell will have no effect either. For example, if the subject always prays before meals, but it is not time for a meal, then this spell would have no effect if that trait were magnified.

If the magnified trait conflicts with another trait the subject gets a Will roll to see which trait wins out. Subtract the base point cost of the modified disadvantages from the point cost of any disadvantages and divide the remainder by 5 rounding up. Then apply this number as a bonus to Will to resist this spell. For example, a knight with the Code of Honor disadvantage (-15 points) and the Quirk "Likes Reciting Poetry" (-1 point). Mind Demons is cast on him and the caster chooses to make the knight obsessively recite poetry to the exclusion of everything else. However, the mage has just offended the knight's liege lord, so the knight gets a Will roll to see if his Code of Honor overrides this spell.  $-15 - (-1) = -14$ .  $-14/5 = -2.9$  which rounds up to -3. The knight gets a bonus of +3 to his Will roll to act on his Code of Honor rather than his love of poetry.

A new resistance roll is allowed each time the situation changes in a significant way. For example, the knight were reciting poetry and his horse began to wander off, he would get another Resistance Roll to shake off the spell and capture the horse. Being attacked definitely counts as a change in situation!

**Base Cost:** 3 to cast, 2 to maintain.

**Duration:** 1 Hour.

**Time to Cast:** 4 seconds

**Prerequisites** Suggestion, 3 other Mind Control Spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

***Minor Hallucination***

***Regular; resisted by IQ***

This spell can make minor alterations to existing objects in the subject's mind to make them seem more threatening, different, or just weird.. For example, the caster could make the subject see a rain of "blood" when they were just experiencing a normal rain. Objects can be made to "move" slightly while this spell is going on. For example, walls can be made to wobble like Jell-O or "breathe" or trees could "bend over" to "attack" the subject.

While objects can be made more frightening, their frightfulness is not sufficient to generate a Fright Check, though the subject will be uncomfortable and might well be scared.

**Duration:** 10 seconds

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Miscount***

***Regular, resisted by IQ***

Makes it impossible to accurately count items affected by the spell.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

***Misdirect***

***Regular, resisted by IQ***

Confuses directions and distances in the mind of the subject. Direction Sense, compasses, and the like seem to work normally, but the subject actually travels in a random direction and could easily get lost. Cancels Know Location, and Know Direction spells and makes the Orienteering and Navigation skills utterly useless.

**Duration:** 1 hour

**Base Cost:** 3 points, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

***Monk's Rest***

***Regular***

Allows the subject to magically go without sleep. Each casting of this spell allows the subject to be as refreshed and wakeful as if he had gotten a full night's rest.

**Duration:** Permanent

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Wakefulness'

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

***Mood Swings***

***Regular; resisted by Will***

The subject is affected by random, quick, intense mood swings as if he suffered from the Capricious disadvantage.

Each minute that the spell is in effect or whenever the subject encounters a new stimulus, the subject must roll vs. Will or undergo a new, intense uninhibited emotion. For example, pleasure at seeing a friend would

make the subject laugh uncontrollably or become effusive and excited, discomfort due to chill would make the subject rage or cry, and so forth.

Any attempt to use mental skills (or physical skills which require calm and patience) are at -2. If the subject must make a Fright Check while under the influence of this spell, they will automatically feel terror and will flee, irregardless of the other effects of the Fright.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Emotion Control

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Multiple False Memories***

***Regular, resisted by IQ***

The mage can implant two or more false memories in the subjects mind. In other respects this spell is identical to the False Memory spell.

The subject is allowed a roll vs. IQ to resist the spell, but if he fails all the false memories can be implanted at once.

**Duration:** Permanent

**Base Cost:** 3 per memory, cant be maintained.

**Time to Cast:** 10 seconds.

**Prerequisite:** False Memory

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Multiple Personality***

***Regular, resisted by Will***

When this spell is cast, the subject is afflicted by the Split Personality disadvantage. The new personality has 20 points of advantages and skills cancelled by 20 points of mental disadvantages. The nature of the new skills, advantages and disadvantages are up to the GM but should all fit a distinct personality which is different from the subject's "normal" personality.

**Duration:** 24 hours

**Base Cost:** 5 per personality, 3 per personality to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Madness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points per 20 points of disadvantages.

### ***Mute***

***Regular, resisted by Will***

Makes the subject unable to speak, as the disadvantage.

**Duration:** 1 hour

**Base Cost:** 4 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Forgetfulness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Nap***

***Regular***

Subject can get effect of full night's rest in four hours of sleep.

**Duration:** 4, 2 or 1 hour (see below).

**Base Cost:** 5, cant be maintained. Double cost allows full night's rest in 2 hours. Triple cost allows full night's rest in 1 hour.

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery, Monks Rest

**Magic Item:** Clothing or Jewelry. Energy Cost: 750 points.

**Obscure****Regular**

This spell makes the mage's face, features and mannerisms seem nondescript and drab. People are at -4 to IQ rolls to remember more than the vaguest details about the mage, if they remember him at all. If someone is attempting to spot the mage in a crowd or if the mage is attempting to use Holdout or Camouflage to hide himself or some object on his body, this spell gives all observers -4 to their Vision or Holdout skills. This spell does not work if the mage does anything to make himself distinct or noticeable.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain

**Prerequisite:** Suggestion

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Odious****Area, resisted by Will**

The reverse of the Friends spell, this spell gives the subject -1 or more to Reaction rolls from anyone influenced by the spell. Those who make their resistance rolls, react normally to the subject.

**Duration:** 1 hour

**Base Cost:** 3 points per -1 to reaction, up to -4 maximum

**Time to Cast:** 10 seconds

**Prerequisite:** Friends

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points per -1 reaction.

**Ostracism****Area, resisted by Will**

The opposite of the Leadership spell, this spell affects every sentient creature in the area of effect. Those who make their resistance rolls react normally towards the subject.

**Duration:** 1 hour

**Base Cost:** 3 points hex per -1 to reaction, up to -4 maximum (minimum of 3 hexes)

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Odious

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points per -1 reaction.

**Passion****Regular, resisted by Will**

Causes the subject to view something as being fascinating, delightful, valuable or useful. Temporarily gives the subject the caster's choice of the Fanaticism, Compulsive Behavior, or Obsession disadvantage. Counters Apathy spells.

**Duration:** 1 hour

**Base Cost:** 3, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Forgetfulness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

**Passionate Eye****Regular, resisted by Will**

Identical to the Mad Passion spell, except that the subject will fall in love with the next creature he sees.

**Duration:** Permanent

**Base Cost:** 6, 4 to maintain. For 3 points extra to the **Base Cost** the mage can specify the creature the subject will fall in love with.

**Prerequisite:** Passionate Eye

**Time to Cast:** 10 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for Wearer only. Always on. Can't be removed. Energy Cost: 250 points.

**Persecution****Regular, resisted by Will**

Makes the subject Paranoid for the Duration of the spell. The subject will immediately suspect friends, family, and allies of plotting against his possessions and his life and will begin to suspect bizarre, extensive conspiracies by shadowy organizations. He reacts to everyone around him at - 4, acting with fear, distrust, and hostility.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Emotion Control

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

**Personality Reversal (VH)****Regular, resisted by Will**

This spell causes the subject to completely change their personality. Their former likes become dislikes and their former ethics and beliefs become abhorrent to them. The subject gets a Will roll to resist this spell when it is first cast and another Will roll whenever they do something that would be contrary to their former nature.

**Duration:** 1 hour

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Madness, Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 350 points.

**Psionic Barrier****Area, resisted by skill**

When cast, this spell creates an area of "Psi Static" through which psionic powers cannot pass and within which psionic abilities cannot work.

The barrier stops psionic observation using Clairvoyance, psionic movement using Teleportation, Telekinesis, or Astral Projection, mental attacks using Mind Blast or Mind Stab, and so forth.

Existing effects which don't require concentration might still work within the barrier. For example, someone under the effects of a psionic Suggestion power might not immediately shake off the effects if they were placed inside a psionic barrier. Subjects who were unwillingly controlled get a roll vs. Will every 10 seconds they are within the barrier to overcome the effects. Willing subjects are immune.

Victims who have taken actual fatigue or physical damage from psi attacks are not healed by a psi barrier. For example, someone knocked out by the Mental Blow power does not recover if placed within a Psionic Barrier.

If a person previously controlled by a psi moves out of a psionic barrier, the psi may attempt to reestablish control. If the victim is still under the psi's mental control, no fatigue is expended to reestablish control, otherwise, the attempt is treated as a new attempt to take control and must be rolled for normally.

Objects accelerated by TK power, which have developed their full speed outside of the Psionic Barrier, will still move normally. However, TK can't be used to affect their motion while they are within the spell area. Physical attacks motivated by psi powers used outside of the barrier, like fires started by PK which spread into the barrier area, are completely unaffected by this spell.

**Duration:** 1 minute

**Base Cost:** 3 per hex, same to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisite:** Daze

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Psionic Block****Regular, resisted by Will**

This spell makes the subject immune to all psionic powers for the Duration of the spell. However, the subject cannot use his own psionic powers while the spell is in effect.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Daze

**Magic Item:** Clothing or Jewelry. Energy Cost: 1,000 points.

***Psionic Boost (VH)***

***Regular***

This spell improves power levels in one psionic ability by 1 level, up to a maximum power level of 20. Fatigue for psionic feats is figured based on the temporary, higher, level.

**Duration:** 1 minute

**Base Cost:** 4 points per level of increase, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Psionic Focus

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 2,500 points.

***Psionic Damper***

***Regular, resisted by Will***

Reduces skill levels for one psionic skill by 1 level, down to a minimum level of 1.

**Duration:** 1 minute

**Base Cost:** 1 per level of decrease, same to maintain.

**Prerequisite:** Psionic Block

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

***Psionic Drain***

***Regular, resisted by Will***

This spell reduces power levels for one psionic ability by 1d6/2 levels, down to a minimum power level of 1. Fatigue for psionic feats is figured based on the temporary, lower, level.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain

**Prerequisite:** Psionic Block

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

***Psionic Focus (VH)***

***Regular***

Improves skill levels for one psionic skill by 1 level, up to a maximum skill level of 20.

**Duration:** 1 minute

**Base Cost:** 2 points per level of increase, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Psionic Damper, Wisdom

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

***Psionic Shield***

***Regular, resisted by Skill***

While the spell is in effect, the subject has the psionic Mind Shield ability. The subject's skill level with this ability is based on 2/3 the mage's Psionic Shield spell skill. Power of the shield depends on the mana put into the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Wisdom

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

***Psychic Bolt***

***Missile***



This spell produces a silent, invisible psychic bolt of energy. The caster can choose to physically stun (B106) rather than injure. If more than one point of energy is spent on the stun version of this spell, the target's HT rolls are at -2. SS13, Acc 2, Max 30.

**Base Cost:** 1 per die of damage, 3 dice maximum

**Time to Cast:** 1 second per die damage (1 second for a stun missile).

**Prerequisite:** Mental Stun

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Rally***

### ***Area, resisted by IQ***

This spell gives everyone in the area of effect +1 to Will to resist the effects of Fatigue and Fright Checks. It also allows units of friendly troops who have failed a morale check in combat (Bad or worse) to reroll their reactions as long as the majority of members of the unit are within the area of effect of the spell.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain. Each doubling of cost gives +1 to the roll.

**Time to Cast:** 5 seconds

**Prerequisites:** Bravery

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Rigid Thinking***

### ***Regular, resisted by IQ***

This spell gives the subject the Hidebound disadvantage for the Duration of the spell. They must make a roll vs. IQ-2 to even considering anything that might be out of the ordinary or to think of doing things in a new way.

This spell is useful to keep sentries from investigating unusual noises or to keep guards from varying their patrols. However, it is also used by employers to force employees to follow company policy to the letter.

**Duration:** 1 hour

**Base Cost:** 4. 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 200 points.

### ***Sanity***

### ***Regular***

The subject is protected from the permanent, direct effects of failing a Fright Check while this spell is in effect. This means that the subject can still be stunned or even faint if they fail a Fright Check, but they don't suffer from any permanent mental or physical effects like loss of IQ or HT or phobias. Instead, those effects last for 2d6 days before they wear off.

**Duration:** 10 minutes

**Base Cost:** 4, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Bravery, Forgetfulness

**Magic Item:** Clothing or Jewelry. Energy Cost: 750 points.

### ***Schizophrenia***

### ***Regular; resisted by Will***

The subject temporarily suffers from schizophrenia. The subject suffers from Paranoia, Severe Delusions, and Auditory Hallucinations. In addition, their thinking and speech become muddled and illogical (Treat this as a -4 to IQ to perform any skill which requires logic or reasoning.) and they become Impulsive.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Foolishness, Madness

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 350 points.

**Seizure****Regular, resisted by Will**

The subject is overcome by a mad frenzy as if he had the Epilepsy disadvantage. He immediately falls to the ground and rolls about in an uncontrollable seizure, frothing at the mouth and possibly biting himself. The subject feels no pain and is insensible to danger while he is having his seizure, but suffers loss of half his Fatigue when he recovers.

**Duration:** 1 minute

**Base Cost:** 4, can't be maintained

**Prerequisite:** Sickness, Dizzy

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

**Senseless****Regular, resisted by IQ**

This spell blocks perception of one particular sensation. For example, the subject might not be able to feel a weapon hitting him, or he might not be able to hear someone talking. Other perceptions are not affected.

The subject gets an additional IQ roll if he has some reason to disbelieve his senses. For example, if a person didn't feel a weapon strike, but saw a bloody wound on his body, he would get another IQ roll to resist the spell.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain.

**Prerequisite:** Magery, Daze

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Sensory Overload****Regular; resisted by Will**

Any stimulus the subject receives is intensified in the subject's mind to the point where it seems painful. Normal light seems painfully bright, conversation is intensified to the point where it sounds like amplified screams, a light touch feels like intense pressure.

While the spell is in effect, the subject is at - 4 to IQ, Sense rolls, and mental skills. High Pain Threshold is cancelled for the Duration of the spell. The subject must also make a Will roll every 10 seconds to withstand "normal" stimulus (anything beyond standing naked in a comfortably warm, darkened, silent room).

If forced to cope with a strong stimulus (pain, loud noise, strong light), he must roll vs. Will to avoid crying out in pain and being Stunned for 2d6 seconds. On a critical failure he falls unconscious. Real pain caused by wounds or torture requires a Fright Check at -4 and a Will roll to avoid passing out.

Torturing people under the influence of this spell is utterly evil, but gives +2 to Interrogation rolls, if the subject can be kept conscious long enough to speak.

**Duration:** 1 minute

**Base Cost:** 5, 4 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Madness

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

**Sensory Overload****Resisted by IQ**

The subject's senses are made so sensitive that they become painful. The subject automatically receives the Low Pain Threshold disadvantage (or loses the High Pain Threshold advantage). Unless the subject stands perfectly still in a dark, silent room, they must roll vs. IQ each turn or be Mentally Stunned, Deafened and Blinded by the "intense" sensory input they are receiving. If the subject is exposed to intense stimulus (like someone tickling them or shouting in their ear), then they must roll at a penalty set by the GM. On a critical failure they must make a Fright Check with the amount by which they failed their die roll applied as a penalty! On a critical success the victim shakes off the effects of the spell.

Prolonged exposure to this spell will eventually drive someone crazy!

**Base Cost:** 4 to cast, 2 to maintain.

**Duration:** 30 Seconds.

**Time to Cast:** 10 Seconds.

**Prerequisites** Magery 2, Alertness, 5 Body Control Spells

**Magic Item:** (a) Staff, Wand or Jewelry. Mage only. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Some versions can't be removed. This version is used as a torture device. Energy Cost: 250 points.

### ***Sleepwalking***

***Regular; resisted by Will***

This spell makes a subject sleepwalk, as per the disadvantage. It must be cast on a sleeping person, or a person who is about to go to sleep. The motion of the subject can't be controlled by this spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Solipsism***

***Regular, resisted by IQ***

The subject believes that everyone else is an illusion for the **Duration** of the spell, as if he suffered from the Solipsism disadvantage.

**Duration:** 1 hour

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Suggestion

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 200 points.

### ***Split Mind (VH)***

***Regular***

This spell allows the caster to split his mind into two parts. Both minds are independent and autonomous, but with access to all the same skills and spells. The minds communicate fully. This allows the cater to do two things at once, as long as least one of those things is a mental maneuver (one that doesn't involve physical action). For example, the cater may cast 2 spells at once, as long as one is known at a level that it could be cast without physical action. Or he may elect to think over a question while in melee. Spells cast by different minds are not counted as "on" for other minds, but the Split Mind spell is counted as on for both minds. Attacks which affect the caster's mind only affect one mind at a time. In the case where an attack usurps the mind's control of the body (as in Control Person), if another mind successfully resists then the spell fails. (See the Compartmentalized Mind advantage in GURPS Lensmen.)

There is a risk using this spell, however. On a critical failure casting this spell, the caster gains a Split Personality disadvantage at the -10 point level (or another personality if he already has a Split Personality at any level). Furthermore, both the caster's minds must make a Will roll every 10 seconds of the spell's Duration or suffer divergent personalities. For each failure the GM imposes a difference of 5 points between the personalities. (For example, the personalities have different quirks, or one personality has Pyromania when the other doesn't.)

When this spell ends, the minds must be re-integrated. Divergent personalities enter into a contest of Wills - the winner becomes the caster's new personality. The caster is unable to act (Mentally Stunned) while the contest is being resolved.

The GM is encouraged to be fiendish when adjudicating this spell.

**Duration:** 10 seconds

**Base Cost:** 8 to cast, 4 to maintain

**Time to Cast:** 3 seconds

**Prerequisites** Magery 3, Madness and Great Haste

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

**Spooky****Area, resisted by Will**

Makes a place seem spooky and vaguely scary. Anyone in the area must make a Reaction roll at -1, modified by any levels of Bravery and by Cowardice.

If the reaction roll is worse than "Neutral" the character get "bad vibes" about a place, and will seek to get out of the area as quickly as possible. Animals and NPCs are at -1 to Handling or Loyalty rolls while in the Spooky area, again, modified by Bravery or Cowardice.

**Duration:** 1 hour

**Base Cost:** 1 per hex, an area can be made permanently spooky for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Fear

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Strike Advantage (VH)****Regular, resisted by Will**

This spell prevents the subject from using a mental or physical advantage specified by the mage, for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Forgetfulness

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

**Strike Skill (VH)****Regular, resisted by will**

This spell temporarily removes all knowledge of a skill beyond the default level from the subject. This spell can be used to banish knowledge of psionic skills and magic spells.

**Duration:** 1 minute

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Forgetfulness

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

**Surreal****Area, resisted by IQ**

When this spell is cast, everything in the area of effect seems to vibrate, wave in the breeze or otherwise move in subtle and disorienting ways, light moves strangely, colors don't look right, and compasses swing wildly. Anyone in the area of effect must make an IQ roll when the spell is first cast and every minute thereafter or be Mentally Stunned. If they are Mentally Stunned, the subjects must roll vs. IQ to avoid wandering about in random directions overcome by their strange surroundings. Navigation is made impossible and skills like Tracking, Navigation, or Orienteering are impossible while the spell is in effect.

If victims stumble out of the area of effect, they get an IQ roll every turn to recover from their Stun.

This is also a Mind Control spell.

**Base Cost:** 3, half to maintain (minimum 2 hexes)

**Duration:** 1 minute

**Time to Cast:** 5 seconds

**Prerequisites** Magery 2, Shape Light, Confusion, 3 Mind Control and 3 Light and Darkness spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Tactile Hallucination****Regular; resisted by Will**

The subject feels a hallucinatory touch or sensation on his skin, like pressure, itching, or the sensation that insects are crawling over his body. This is always distracting (-1 to IQ and mental skills) and could be frightening.

**Duration:** 10 seconds  
**Base Cost:** 2, 1 to maintain  
**Time to Cast:** 2 seconds  
**Prerequisite:** Suggestion  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Tonguetwister***

### ***Regular, resisted by Will***

The subject will not be able to speak coherently for the Duration of the spell. He will stumble over his words, utter malapropisms and spoonerisms, stutter and mumble. As long as the spell lasts, the subject loses any effects of the Voice advantage, and can't use any skill or spell which requires speech. He can however shout or make other noises which don't require coherent speech.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Suggestion  
**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Uncontrollable Laughter***

### ***Regular, Resisted by Will***

The subject is overcome by the uncontrollable urge to laugh and everything they see or hear seems outrageously funny.

Laughing characters are at -2 to DX, IQ, and ST for the Duration of the spell. All skills and Active Defenses are likewise hindered. Their Movement is halved.

Laughing characters react to anything at +2 (with reactions modified towards ignoring the subject), unless it is an obvious, immediate threat to their survival. Any shock or shocking stimulus (like a potential Fright Check) gives victims of this spell another Will roll to throw off the effects of the spell.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Foolishness  
**Magic Item:** (a) Staff, Wand, or Jewelry which allows the user to cast this spell. Cost to Create: 1,000. (b) Jewelry which afflicts wearer with the effects of this spell. Cost to Create: 500.

### ***Uncontrollable Urge***

### ***Regular, resisted by Will***

Causes subject to be overcome by some basic animal drive: hunger, thirst, lust, sleep, or fear. If the subject fails their resistance roll, they will instantly give in to this urge and take whatever steps are necessary to satisfy that urge that are immediately at hand. Unlike the Suggestion spell, the subject isn't consciously aware of what they are doing, they are acting on an instinctual level. The subjects get +3 to Will if what they are Urged to do goes against their moral principles, their beliefs, their knowledge, or their safety.

**Duration:** 1 minute  
**Base Cost:** 5 points, same to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Suggestion  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Unease***

### ***Regular, resisted by IQ***

For the Duration of the spell, the subject gets the strong sense of being observed by hostile forces or feels a vague sense of dread and danger. This cancels the effects of the Danger Sense advantage for the Duration of the spell, and makes the subject uneasy. This last effect must be role-played.

**Duration:** 1 hour  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Suggestion  
**Magic Item:** (a) Staff, Wand, or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 100 points.

**Unforgettable****Regular, resisted by Will**

All events that the subject witnesses and anything said to the subject while the spell is in effect become deeply and permanently etched in the subject's memory so that they can never be forgotten and will always seem as if they happened just a moment before. The subject will be able to recall the events and Information perfectly, as if he had second level Eidetic Memory.

This spell is commonly used to help witnesses to oaths and contracts remember what was said and done, but it also has malicious uses as well. Anyone who sees a frightful event or undergoes torture while this spell is cast on them must roll vs. Will at twice the normal Fright penalty.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Memory.

**Magic Item:** (a) Staff, Wand or Jewelry Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Vale of Tears****Area, resisted by Will**

This spell makes an area seem drab, sullen and boring. Days seem longer, birds don't sing, and the sky seems to be perennially overcast, even if it isn't really. Anyone within the area of effect must roll vs. Will every hour or become apathetic and listless, as if they suffered from the Depression and Hidebound disadvantages.

**Base Cost:** 1 per hex (minimum of 5 hexes), half to maintain. This spell can be made permanent for 50 times the Base Cost.

**Duration:** 1 day.

**Time to Cast:** 1 minute

**Prerequisites:** Magery 2, Mass Suggestion, Antipathy, 10 other Mind Control spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

**Vertigo****Regular, resisted by DX**

Makes the subject dizzy and disoriented. While the spell is in effect, the subject must make a DX roll every turn in order to do anything more complex than stand still or hang on to some secure object. If they fail their DX roll by 4 points or more they fall unless they are supporting themselves. The victim is also at -4 DX to perform any physical skill.

**Duration:** 1 minute

**Base Cost:** 5, same maintain.

**Prerequisite:** Magery, Love

**Time to Cast:** 5 seconds

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 350 points.

**Wakefulness****Regular, resisted by Will**

This spell allows the subject to ignore all penalties due to lack of sleep for the Duration of the spell. When the spell ends, the subject immediately suffers all normal Fatigue penalties and must sleep normally.

**Duration:** 12 hours

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Peaceful Sleep

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Weight of Cares****Regular, resisted by Will**

When this spell is cast, the subject is overcome with remorse and horror at his past misdeeds and perceived faults. He immediately suffers from the Depression, Burnt Out, Low Self-Confidence, and Guilt Complex disadvantages and must make a Will roll every minute in order to do anything other than brood or weep. If he is attacked he can defend himself or flee, but cannot attack.

**Base Cost:** 6, same to maintain

**Duration:** 10 minutes

**Time to Cast:** 1 minute

**Prerequisites:** Magery 2, Emotion, Suggestion, 10 Mind Control spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Wizard's Veil (VH)***

***Regular; Resisted by IQ***

All sensory input is severed. The subject immediately falls, and can take no action at all. Perfect Timing and Absolute Direction are negated, and the subject will feel that Time is passing 4 Times slower than it really is. The subject can still think, so a mage could cast a spell that required no ritual as long as an additional will roll is made. At the end of the spell, the subject makes a fright check at to 1 per minute spent under the veil.

**Duration:** 1 minute.

**Base Cost:** 7 points

**Time to Cast:** 3 seconds.

**Prerequisite:** Magery 2; at least 10 Mind Control spells.

**Magic Item:** (a) Wand, Staff, or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

# Movement Spells

## Changes to spells from GURPS Magic

**Haste** - Speed is increased as well.

**Quick March** - For double cost, Movement can be tripled.

**Great Haste** - This spell effectively gives the subject one level of Enhanced Time Sense. The spell can be extended for the same cost as the Base Cost. For double cost the subject can move three times per turn but they take half of their Fatigue as HP damage.

**Apportation** - For a 50% increase in cost speed can be doubled from 1 hex per turn to 2 hexes per turn. For double cost, speed can be increased to three hexes per turn.

**Lighten Burden** - For 1 point weight can be reduced by 10%. For 10 points weight can be reduced by 75%. The subject must actually be able to lift the unmodified weight before this spell can be cast.

**Wallwalker** - Any part of the subject's body can be used to "stick" to a wall or ceiling. For example, a person could stick their back to the wall and have all four limbs free. The Wall Fighting maneuver allows a character to fight using the Wallwalker spell and also allows them to fight against Wallwalkers. If the G.M. doesn't use maneuvers, allow the -2 penalty to be bought off as an unfamiliarity penalty. Note that while this spell allows the subject to walk on walls or ceilings, it has no effect on gravity! Long hair will hang down from the subject's head, objects will fall out of pouches and pockets, and loose clothing might hang down to interfere with the subject's vision. If the subject is wearing loose equipment or clothing, the G.M. can impose a penalty to DX and/or Vision because of inconvenient possessions.

### **Wall Fighting, Average, Defaults to Combat Skill-2**

Cannot Exceed Combat Skill

This maneuver allows a character to fight using the Wallwalker spell and also allows them to fight against Wallwalkers. Each level of this maneuver buys off one point of the -2 penalty to fight at odd angles. The subject will learn how to fight while "standing sideways" on walls or hanging upside down on ceilings. This maneuver is also useful for characters with the Clinging advantage.

**Poltergeist** - Both living creatures and inanimate objects can be hurled. For half costs objects can be hurled as if they were thrown by a man with ST 10. For double cost objects can be hurled as if they were thrown by a man with ST 20!

**Manipulate** - This spell can be used to tweak, poke, tickle, grasp, or scratch a living subject. This might be distracting or even mildly painful (-1 to skills or roll vs. Will to keep concentration) but will never seriously damage the victim. If used on an animate object the subject gets a resistance roll vs. Will.

**Undo** - Objects which are permanently joined (such as rivets, welds, or seams) can't be undone by a normal application of this spell. For double cost permanent fastenings can be undone. Each application will remove about 3 inches of welding or riveting or 6 inches of sewn seams.

**Air Golem** - The mage sets the routine the golem will follow when the spell is cast. For double cost two golems can be made to cooperate. Each additional multiple of cost allows an extra golem to be added. This allows complex machines to operate without an obvious source of power.

- A weak golem (ST 10) can be created for 3 points (2 to maintain).
- A fast golem which works at double speed but which has ST 10 costs 4 points (3 to maintain).
- A fast and strong (ST 15) golem costs 5 points (4 to maintain).
- A brute golem (ST 30) costs 5 points (4 to maintain).

An Air Golem cannot supply motive power directly to an engine, unless there is some sort of crank or treadmill system that a normal human could use to power the system. Within these limitations, a ST 15 air golem could apply 0.3 Kw of power.

**Levitation and Mass Levitation** - The mage can rotate the subject along any axis. If the subject is forced to fight at an odd angle he is at -2 to hit and defend in addition to any other penalties. If the subject is willing, he can move without penalties as if he had cast the spell on himself.

**Swim** - The subject can swim at twice his normal movement rate for double cost. Pressure Support is not included in the cost of the spell.

**Flight** - In a high magic campaign costs should be reduced to 4 to cast, 2 to maintain. For 6 points (3 to maintain) the subject can fly at double speed (Move 20, 40 mph).



**Hawk Flight** - For 6 points (3 to maintain) the subject can fly at Move 30 (60 mph). Each doubling of cost beyond the Base Cost doubles speed.

**Teleport and Teleport Other**- If the mage has a detailed verbal description, good directions, or an accurate map reference he can attempt to teleport to a place that he's never seen at -6 to skill. For 2 extra points the mage can "teleport without error". If the spell fails on any result other than a critical failure, the mage stays where he was rather than taking damage or being randomly teleported.

**Winged Knife** - Costs to cast this spell should be halved. For double cost a weapon can be thrown at ST 20. For a 50% reduction in Base Cost, a weapon can be thrown at ST 10.

### **Changes to spells from GURPS Grimoire**

**Light Tread** - Tracking by magic or scent is completely unaffected.

Ethereal Body - Similar spells exist for the Astral plane and other planes as well. For 1 point extra the mage can "buy off" the -2 penalty to resist spells.

### **Spells from GURPS Magic**

Air Golem Apportation Blink Ethereal Body (VH) Flight Glue Great Haste (VH) Haste Hawk Flight (VH) Levitation Lighten Burden Lockmaster Locksmith Manipulate Poltergeist Quick March Slow Fall Swim Teleport (VH) Teleport Other (VH) Undo Wall Walker Winged Knife Animation (VH) - Necromancy

### **Spells from GURPS Grimoire**

Slow Hold Fast Long March Light Tread Grease Jump Increase Burden Slide Freedom Wizard Hand Air Vortex Pull Repel Flying Carpet (VH) Blink Other (VH) Trace Teleport Rapid Journey (VH) Beacon Divert Teleport (VH) Cloud-Walking Cloud-Vaulting (VH) Distant Blow

### **New Spells**

#### ***Acrobat***

#### ***Regular***

This spell allows the subject to jump up to 15' feet in any direction and Bounce as per the super ability. In addition, he also temporarily has Acrobatics 13 and the Catfall advantage. By use of this spell, the subject can bounce off walls, swing on ropes, or do other feats. The subject can also perform the Acrobatic Dodge as per the cinematic maneuver.

**Duration:** 10 seconds

**Base Cost:** 3 per hex of creature, same to maintain.

**Time to Cast:** 2 seconds

**Prerequisites** Haste, Apportation

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

#### ***Automobility***

#### ***Regular***

This spell allows a vehicle to move at its normal rate without an obvious motive force.

Wagons could be made to move without horses, cars can move without gas. This spell does not allow the vehicle to do anything that it couldn't normally do, it only lets it move without an obvious source of power. Vehicles can be moved without a driver or pilot to guide them, but they will quickly crash or roll to a halt if there is nobody to guide them.

If used to move vehicles which have anti-theft devices (like steering columns which lock if there is no key in the ignition), the mage must make another roll against his skill with this spell to defeat them, just as if he was trying to defeat the security systems using mundane skills. If there are subsystems not vital to the functioning of the vehicle or the survival of its passengers (like weapons or surveillance systems) which require a separate skill roll to activate, this spell will not allow the mage to access them.

**Duration:** 1 minute

**Base Cost:** 1 per 200 lbs. of vehicle to be animated, half to maintain (minimum 1 point). This spell can be made permanent for 50 times **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisites** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Autopilot***

### ***Regular***

This spell allows a vehicle to pilot itself at the skill level of the subject, as long as the subject would normally have control of it. The autopilot works normally as long as the vehicle is functioning normally and is not required to do any extreme maneuvers. Thus, a plane could be made to take off and land on "autopilot", but the spell wouldn't be able to cope with a sudden mechanical failure or a dogfight.

The vehicle can be made to maneuver "intelligently" in combat or react appropriately in a crisis, if more energy is put into the spell.

If the vehicle runs into trouble that the operator would normally be aware of were he actually piloting the vehicle, the spell will immediately alert him and tell him the nature of the problem. If the operator is rendered unconscious, the spell is immediately cancelled and the vehicle becomes uncontrolled.

**Duration:** 1 minute

**Base Cost:** 1 per 1000 lbs. of vehicle to be controlled, half to maintain (minimum of 1 point). This spell can be made permanent for 100 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisites** Automobility; the subject must also have the ability to pilot or drive the vehicle to be controlled.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Back Biting***

### ***Regular; resisted by DX***

This spell, if cast on a weapon, will cause the weapon to magically curl around to damage its user. Long weapons like pikes and whips will actually strike their users in the back. Shorter weapons will twist to hit other parts of the body. The subject must roll vs. DX to avoid being hit by his own weapons!

Weapons with a reach of 3 or more hexes do full damage if they hit and will hit the subject's back, negating PD for shields. Weapons with a shorter reach do half damage and strike the victim's front or side.

**Duration:** 10 seconds

**Base Cost:** 2 per pound of weapon. Can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisites** Winged Knife

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Balance***

### ***Regular***

The subject has Perfect Balance and Catfall for the Duration of the spell.

**Duration:** 1 minute.

**Base Cost:** 4, 3 to maintain.

**Time to Cast:** 5 seconds

**Prerequisites** Running

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### ***Beckon (VH)***

### ***Regular***

This spell is exactly like the Succor spell except that the subject is transported to the mage's location when the mage speaks a command word. Alternately, the mage can allow another person to trigger the spell, but in that case he must touch both the beckoner and the subject when the spell is cast. Both the beckoner and the person to be summoned must be willing.

This spell can also be used to transport non- living objects to the beckoner's location.

In other respects this spell is like the Succor

**Duration:** 1 day  
**Base Cost:** 10 per 100 lbs. of material or hex of creature, same to maintain  
**Prerequisites** Magery 2, Succor  
**Magic Item:** Clothing or Jewelry. Energy Cost: 2,500 points.

### **Brachiation**

### **Regular**

Gives the character the Brachiation advantage. This the subject to swing or climb hand over hand at the same rate of speed and fatigue rate as if the character were walking.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Prerequisite:** Lighten Burden  
**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

### **Clear Path**

### **Regular**

When this spell is cast, the path immediately in front of the mage (or his vehicle) clears and improves as the mage approaches - debris scoots out of the way, people step aside, potholes magically vanish, and so forth leaving behind a perfectly clear, reasonably level surface as the mage passes. However, the obstructions move back to where they were once the mage is gone.

This spell won't clear major obstructions from the road (e.g. landmines, landslides, hills) but it will make "normal" travel as smooth and easy as possible.

**Duration:** 1 hour  
**Base Cost:** 2 per hex of vehicle or creature to be affected. A vehicle can have this spell placed on it permanently for 25 times the **Base Cost**.  
**Prerequisites** Apportation  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Comfortable Clothing**

### **Regular**

Makes even the tightest, most cumbersome, and restrictive clothing or armor comfortable and easy to move in, eliminating any DX penalties. In addition, this spell keeps tight or restrictive clothing from being damaged due to strenuous activity.

**Duration:** 1 minute  
**Base Cost:** 2 points, 1 to maintain. The spell can be made permanent for 25 points per 5 pounds of material.  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### **Control Flight**

### **Regular; resisted by HT**

This spell influences the flight of an airborne object, allowing it to move up to 6" laterally or vertically for every yard it travels and increasing or decreasing its speed by up to 10%. This spell makes missiles harder or easier to avoid (-1/+1 to Dodge or Block), slightly more or less accurate (+1/- 1 to hit) and slightly more or less damaging (+1/-1 point of damage per die). It can also be used to make thrown objects easier or harder to hit or catch (+2 or - 2 to DX or skill respectively).

The flight of small animals can also be controlled by means of this spell, just as if they were inanimate flying objects. In this case, the flying creature resists with HT.

**Duration:** 10 seconds, or the time the object remains airborne, whichever is less.  
**Base Cost:** 1 per 1 pound of material to be controlled.  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Cornering**

### **Regular**

This spell allows the subject to turn any number of hexsides in a single hex in a turn, irregardless of its speed without having to make a control roll or pulling Gs. Thus, a mage with the Flight spell could reverse his direction 180 degrees (3 hex sides) in one hex by use of this spell.

If this spell is cast on a vehicle, the entire vehicle must be affected by the spell for it to be effective.

**Duration:** 10 seconds

**Base Cost:** 2 per 100 lbs. of material affected, same to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Prerequisites:** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Coward Weapon***

### ***Regular, resisted by ST***

This spell will make weapons swerve away from their target. It must be cast on the weapon to be affected. This gives melee weapons -2 to hit, and thrown or missile weapons -4 to hit.

**Duration:** 10 seconds

**Base Cost:** 2 points per pound of weapon; same to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisites:** Winged Knife

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Crawl***

### ***Regular***

Allows the subject to crawl, slither or move in a crouch or other unusual position at normal walking speed with normal fatigue and no pain or scraping of the parts used for locomotion. Penalties to skill use in the unusual position are halved.

**Duration:** 1 minute

**Base Cost:** 3 to cast, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Wallwalker

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

### ***Dangerous Haste***

### ***Regular***

Speeds subject's metabolism to the point where they risk death from exhaustion to cast, heart attack to cast, etc. . . . Armor offers no protection, nor does toughness and like, but in a Supers game, having a negative level of Altered Time Rate cuts the effects of this spell in half.

**Duration:** Instant

**Base Cost:** 1 to 3 1d6 per point of energy. Spell also does 2 fatigue per energy point to subject.

**Time to Cast:** 1 second

**Prerequisite:** Great Haste, Spasm, Fatigue, at least 4 Movement or Body Control spells

**Magic Item:** Various Item, Items of this spell tend to be of the cursed variety, where anyone putting them on suffers the effects of the spell every turn until the item is removed. Common items include shoes, little lightning streak buttons, sneakers) etc. Energy Cost to create is 1000.

### ***Direct***

### ***Information***

When cast prior to the Time Travel, Dimension Travel, or Teleport spell, this spell will give the mage a clear mental picture of his destination, including distance, allowing him to magically travel to a given destination, even if he has only the vaguest description of its location and has never been there before.

The description might be a spoken description, a drawing, a map reference, or anything else which gives a reasonably factual description (the mage can't see his destination if the location is in the form of a riddle).

If two or more equally likely locations are described (e.g. "a huge cave", "the middle of a great ocean") the spell will transport the mage to the nearest suitable location. The mage can exclude known locations of a given sort by specifying them before the spell is cast.

**Base Cost:** 2 points

**Prerequisite:** Teleport, Time Travel or Dimension Travel.

**Magic Item:** Wand or Jewelry. Energy Cost: 150 points.

### **Diving**

### **Regular**

Similar to the Soft Landing spell, but the spell only works if the subject lands in water (or similar liquid) and the water must be equal to at least 1/4 the total distance fallen (to a maximum depth of 50 feet).

This spell also gives the subject an Acrobatics skill of 12 to perform maneuvers while he is diving.

**Duration:** 1 minute

**Base Cost:** 1 for every 20 feet fallen, to a maximum of 3, same to maintain.

**Prerequisite:** Jumping

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points.

### **Doomkill**

### **Missile**

This spell produces a large explosion in the target hex. All targets in the area must make DX rolls, or take full damage; those making their DX rolls still take half damage. On a critical miss to target this spell, the Doomkill goes off with the caster's hex at the center. This powerful explosion can cause roofs to collapse, or assess damage to inanimate objects in the area. The explosion covers an area of (dice-1) hexes in radius. It has SS 13, Acc 2, Max 90.

**Base Cost:** 2 per die of damage, maximum of 4 dice

**Time to Cast:** 1 second per die of damage. **Prerequisite:** Poltergeist

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### **Endurance**

### **Regular**

Allows the subject to run at their normal movement rate without fatigue. If the caster casts this spell on himself, the fatigue loss for casting the spell occurs when the spell ends, rather than when it begins.

**Duration:** 1 hour

**Base Cost:** 5 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Haste

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### **Entrapment**

### **Area, resisted by DX**

Makes a net or piece of fabric to automatically fall on or wrap up a victim entering the hex. The fabric will hit on a roll of 12 or less and will entangle the subject for 1d6-2 turns per hex of area the fabric covers. This spell can be used to make rugs roll up, or curtains wrap around their victims.

**Duration:** 1 minute

**Base Cost:** 2 per hex, same to maintain. An area can be permanently affected by this spell for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Poltergeist

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Escape Bonds**

### **Regular**

This spell allows the subject a DX roll each turn to slip free from non-magical physical restraints, like handcuffs, gags, or straightjackets.

If the subject has the Escape skill this spell gives +6 to his ability in addition to the DX roll. This spell won't work against magic spells like Rooted Feet or enchanted restraints.

At any level of skill this spell can be cast just by mental command.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Time to Cast:** 5 seconds  
**Prerequisite:** Undo  
**Magic Item:** Clothing or Jewelry. Energy Cost: 150 points.

***Fish Swim***

***Regular***

The subject can swim like a fish. He can Swim at double his normal Move, Breathe Water (as the Gills advantage), and survive in cold water like a fish can.

**Duration:** 1 minute  
**Base Cost:** 5, 3 to maintain  
**Time to Cast:** 10 seconds  
**Prerequisite:** Breathe Water, Swimming  
**Magic Item:** Clothing or Jewelry. Energy Cost: 250 points.

***Free Action***

***Regular***

This spell gives +4 to HT, DX or Will to resist Paralysis, Entangling, Webs, and other spells or attacks which attempt to bind or entrap the subject's body or impede his motion. The protection is not retroactive. The spell must be cast simultaneously or before any hostile spell it protects against.

**Duration:** 1 minute  
**Base Cost:** 4, 2 to maintain  
**Prerequisite:** Undo  
**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

***Gharnor's Leap***

***Blocking***

This is a life-or-death sort of spell. The mage immediately leaps 1 mile per point of ST he has in a random direction. No lesser jumps possible. The apex of the arc is equal to 1/3 the distance traveled. This spell does protect you from the falling damage, but only if you land on your feet (Acrobatics or DX roll, at +1). If you land any other way, splat! Full falling damage based on the height of the leap. This will get you out of any sort of fix you want, unless you are indoors (ouch. 6d crushing).

**Duration:** Virtually Instantaneous (assume a travel speed of 2mps)  
**Base Cost:** 8  
**Prerequisites:** Hawk Flight

***Glide***

***Regular***

Allows the mage to Glide at a rate equal to his Move as if he had the Flight: Gliding advantage. In other respects this is like the Flight spell, except that the mage can never gain height (unless he has a powerful updraft) and he must make a DX roll (or roll vs. Flight skill) to avoid losing a yard of altitude each turn. The caster can move and fight normally, and has a combat advantage if above a foe (see p. B123), however, for each turn that the mage is in combat he must roll vs. skill -4 in order to keep from losing altitude.

**Duration:** 1 minute  
**Base Cost:** 4, 3 to maintain  
**Prerequisites:** Jump  
**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

***Go-Behind***

***Regular***

This spell is a combination of the Blink and Complex Illusion spells. The wizard casts this spell by snapping his fingers. After doing this, the wizard is instantly transported behind his opponent (the wizard must be able to see this area). Simultaneously, a Complex Illusion of the wizard appears in the mage's original location

and begins to behave in a pre-programmed way (e.g. "evade", "appear to attack", "appear to cast spells") as the wizard directs. The Illusion automatically disappears if it is disbelieved or if the real wizard attacks.

**Duration:** Blinking is instantaneous, the Illusion will last for up to a minute.

**Base Cost:** 5, 2 to maintain

**Prerequisite:** Blink, Complex Illusion, Link

**Magic Item:** Clothing or Jewelry. Energy Cost: 500 points.

### **Great Leap**

### **Regular**

This spell allows the mage to jump great distances. For every 3 points (or fraction thereof) by which the mage makes his skill roll, he can increase the multiply his normal jumping distance for one jump. If the mage makes his skill roll by 0-3 he doubles his jumping distance. If he makes it by 4-6 he triples it and so on. So, if a mage could normally long-jump 6 feet, and makes his spell roll by 6 points, he could jump 18 feet.

**Base Cost:** 2.

**Prerequisites:** Jumping, 3 Movement spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### **Great Movement (VH)**

### **Regular**

As long as the spell is in effect, the caster can use any of the following spells once per turn, with no further cost. Great Haste, Jump, Slide, Climbing, Landing, Diving, and Swim.

**Duration:** 1 minute.

**Base Cost:** 8 to cast, 4 to maintain. At the spell's end, the subject also loses 10 Fatigue, +1 for each maintained period. This may well cause the subject to pass out.

**Time to Cast:** 3 seconds.

**Prerequisites:** Magery, Great Haste, Jump, Slide, Climbing, Landing, Diving, and Swim.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 2,500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

### **Heavy Load**

### **Regular, resisted by Will**

Increases the weight of any burden the subject is carrying, depending on the energy put into the spell.

**Duration:** 1 minute

**Base Cost:** 1 point per increase in encumbrance level, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Lighten Burden

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### **Hero's Leap**

### **Regular**

This spell is identical to the Great Leap spell, but the mage can make as many leaps as necessary as long as the spell lasts.

**Base Cost:** 4 to cast, 2 to maintain.

**Duration:** 1 Minute.

**Prerequisites:** Magery, Great Leap

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 400 points  
(b) Clothing or Jewelry. Works for wearer only. Energy Cost: 300 points.

### **Initiative**

### **Regular**

This spell gives +4 to the subject's Move or weapon skill for determining initiative in combat, and gives the subject +4 to IQ to avoid being surprised and to overcome the effects of Mental Stun. Move, skill or IQ is not changed for other purposes.

**Duration:** 1 minute  
**Base Cost:** 3, 2 to maintain  
**Time to Cast:** 2 seconds  
**Magic Item:** Clothing or Jewelry. Energy Cost: 500 points.

### **Juggernaut**

### **Regular, Resisted by ST or Will**

Juggernaut boosts the subject's speed for one second only, while simultaneously heightening their DR against impact from their movement. Thus, DR would be added if the subject ran into a wall, but not if the subject was shot with an arrow from the side.

DR and Speed are increased based on how much Fatigue was spent,. DR goes up 1 point per Fatigue point spent, Move increases on a sliding scale.

After the spell ends, the subject must roll vs DX or Acrobatics minus Encumbrance level to keep his feet. All momentum is lost at the end of the second, regardless of how fast the subject was going or whether they hit anything - it's magic! Hence, the subject can come to a dead stop if he chooses and higher speed doesn't give any greater penalty to keep your feet.

An unwilling subject can resist with their choice of ST or Will. A subject who is speeded by Juggernaut but has never seen the spell before, or is surprised by it, must make an IQ roll or have the amount they failed the roll by subtracted from their DX or Acrobatics when they attempt to remain on their feet.

**Base Cost:** 1 point per 1 DR, plus Move +1 = 1 Fatigue, Move +2 = 3 Fatigue, Move 3 = 6, Move 4 = 10, Move 5 = 15 and so on. The formula is [Additional Move = {(fatigue + 1) x (fatigue / 2)}], can't be maintained.

**Duration:** 1 second

**Prerequisites** Haste, Apportation, 3 other Movement Spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Mage Only. Energy Cost: 350 points. (b) Clothing, Armor or Jewelry. Works for wearer only. Some versions are always on. Energy Cost: 300 points.

### **Jump**

### **Regular**

Increases the subject's capacity to jump. Each point of energy invested in the spell doubles the subjects normal jumping distance.

**Duration:** 10 seconds

**Base Cost:** 1 to 4 to cast, half to maintain

**Prerequisite:** Apportation

**Magic Item:** Clothing or Jewelry. Energy Cost: 150 points.

### **Lightening Flight (VH)**

### **Regular**

Like Hawk Flight only even faster. Subject has a move of 160! (320 mph) without encumbrance: encumbrance counts x 20 against this speed! For example, Light Encumbrance, normally -1, reduces move by 20. Subject can move and fight as normal and has a combat advantage if above his foes (see B123).

**Base Cost:** 10 to cast, 5 to maintain.

**Duration:** 1 Minute.Base

**Time to Cast:** 4 Seconds.

**Prerequisites** Magery 3, Hawk Flight.

**Magic Item:** (a) Staff, Wand or Jewelry. Mage only. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

### **Mass Teleport**

### **Area, resisted by IQ**

This spell is identical to the Teleport spell except that it will affect all the creatures within a given area.

**Duration:** Instantaneous

**Base Cost:** 3 per hex, plus long-range modifiers.

**Time to Cast:** 5 seconds.

**Prerequisites** Magery 2, Teleport

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.



**Meld****Regular**

Like the Move Through Earth spell, but the mage can meld with and move through any solid substance at his normal movement rate. The caster has his own air supply while he moves through the object, but he won't know what's on the other side.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Swimming

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points., (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Mule****Regular**

The Mule spell operates much like the Air- Golem spell, except that the Mule is less intelligent, but considerably stronger.

The Mule can only obey very simple commands, and won't understand repetitive tasks. If a repetitive task is required, the caster will have to constantly repeat his instructions. It will understand simple, one-word commands such as "Walk" or "Hold This." The ST of the Mule is equal to the mage's spell skill x 3. So, if a mage knows Mule at skill level 12, he can create a Mule with ST 36. A mage who knows Mule at skill level 20 could create a Mule with ST 60!

As the name suggests, the Mule is most commonly used as a porter. The Mule will not attempt to move a resisting life-form and will not engage in contests of ST against living creatures. The life-forms force of will is sufficient to drive the Mule back.

**Base Cost:** 4 to cast, 2 to maintain.

**Duration:** 1 Hour.

**Time to Cast:** 10 Seconds.

**Prerequisites:** Magery 2, Apportation.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Recall (VH)****Regular**

This spell will only work for the caster. When cast, it allows instant, accurate, one-way teleportation to the caster's home, irregardless of distance.

**Duration:** Instantaneous

**Base Cost:** 10 points

**Time to Cast:** 1 minute

**Prerequisite:** Teleport, Teleport Other Clothing or Jewelry. Energy Cost: 1,500 points.

**Remote Control****Regular**

This spell allows the subject to mentally command the motions of an item attached to his body within its normal limits of motion. Typically this spell is used to enchant artificial or augmented limbs so that they function more like real limbs, however, it could be used for a number of other purposes where mentally controlling a flexible object would be useful. For example, a mountaineer with a rope tied around his waist could mentally command it to uncoil and tie itself around a projecting rock while he held onto a sheer cliff with his hands.

**Duration:** 1 minute

**Base Cost:** 4 2 to maintain. An item can be permanently enchanted for 25 points per pound of material.

**Prerequisite:** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Remote Touch****Regular**

This spell allows the subject to have a normal sensation of touch through a single item that they are holding or which is attached to their body. However, extremely uncomfortable sensations are dulled giving +4 to Will rolls to resist pain transmitted through the object. This spell is commonly used as an enchantment for artificial or augmented limbs or armor, but can also be used to allow a weapon or pole to be used as a sensitive probe.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Remote Control

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Any object can have this spell cast on it for 25 points per pound of material.

### ***Running***

### ***Regular***

This spell increases the subject's running speed and endurance. For every point of energy put into this spell the subject gets +1 to Move and +1 to HT to resist fatigue from running. Speed is not increased by this spell. If the caster casts this spell on himself, the fatigue loss for casting the spell occurs when the spell ends, rather than when it begins.

**Duration:** 1 minute

**Base Cost:** 1 per +1 to Move and +1 HT. Same to maintain.

**Time to Cast:** 2 seconds

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Simple Teleport***

### ***Area, resisted by HT***

Instantly transports the targets (the caster may be included) to any location the caster occupied within the last 5 minutes and within 100 yards. All targets within the specified radius are teleported.

If you roll exactly what you need, everyone arrives at the location mentally stunned (p. B106). If you fail by 1, all take 1 die of damage. If you miss by more than 1, the spell just fails. On a critical failure, the targets go someplace else, GM's choice. Just don't kill them outright. The mage cannot cast this spell with less than his full skill in an attempt to damage hostile targets.

**Base Cost:** 4 to cast. Cannot be maintained.

**Prerequisite:** Magery 2, IQ 13+

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Slow***

### ***Regular; resisted by Will***

Halves the subject's Move rate and makes them go last in melee. In addition, the victim is at -2 to Active Defenses, combat skills, and other skills which require quick maneuvering.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Hinder

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Slow March***

### ***Regular, resisted by Will***

Halves subject's long-distance travel rate through minor mishaps, delays, and dawdling. The subject fatigues as though they had marched their full normal distance.

**Duration:** 8 hours

**Base Cost:** 3 to cast, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Quick March

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 400 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 200 points.

**Slow Motion****Regular; resisted by Will**

Makes the subject move at 1/5 of their normal Move. All blows the subject strikes, except at immobile targets miss and blows do 1/2 normal damage and the subject has no effective Active Defenses. In addition, the subject is at -6 to all physical skills which require movement. Spells (or any other task) take 5 times as long to cast.

On the positive side, the subject uses oxygen and food at 1/5 the normal rate.

**Duration:** 1 minute

**Base Cost:** 4 points, 3 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Slow

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points.

**Soft Landing****Regular**

Allows subject to land safely after a lengthy fall, in a manner similar to the Catfall advantage.

This is different from Slow Fall in that the fall is at normal speed, but the subject is protected from the damage this fall would normally cause.

Note that only falling damage is negated by this spell, not the damage from the surface fallen onto. Boiling lava, sharp stakes and the like are still nasty.

**Duration:** 1 minute

**Base Cost:** 1 for every 10 feet fallen, to a maximum of 5, same to maintain.

**Prerequisite:** Jumping

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 200 points.

**Sprinting****Regular**

Allows the subject to run at double their normal speed without fatigue. If the caster casts this spell on himself, the fatigue loss for casting the spell occurs when the spell ends, rather than when it begins.

**Duration:** 1 hour

**Base Cost:** 8 points, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Running

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Succor (VH)****Regular**

This spell is a powerful variant of the Teleport Other spell. When the subject speaks a command word (or just wills it to occur) he, and everything he is carrying, is teleported to a preset location specified by the mage.

In other respects this spell is like the Teleport spell, except that no matter how far away the subject is, he (or the mage) doesn't have to pay any extra cost.

Living creatures carried by the subject get a roll vs. Will to resist being teleported along with the subject.

**Duration:** 1 day

**Base Cost:** 10, same to maintain

**Prerequisites:** Teleport Other, Beacon

**Magic Item:** Clothing or Jewelry. Energy Cost: 2,500 points.

**Telekinesis****Regular**

Lets caster pick things up and move them around just by mentally concentrating on them. The amount of weight a mage can pick up depends on the energy put into the spell:

Energy Weight

|   |         |
|---|---------|
| 1 | 1 lb.   |
| 2 | 2 lb.   |
| 3 | 4 lb.   |
| 4 | 8 lb.   |
| 5 | 16 lb.  |
| 6 | 32 lbs. |
| 7 | 64 lbs. |

Each additional point of energy doubles the mass that can be lifted.

The speed of lifted objects depends on the amount of energy put into the spell above the amount needed to lift the object.

Energy Move

|   |   |
|---|---|
| 0 | 1   |
| 1 | 12  |
| 2 | 24  |
| 3 | 38 (16 mph)   |
| 4 | 416 (32 mph)  |
| 5 | 524 (48 mph)  |
| 6 | 632 (64 mph, equivalent to a thrown rock or spear)  |
| 7 | 40 (80 mph)   |
| 8 | 850 (100 mph, equivalent to a well-thrown baseball) |
| 9 | 960 (120 mph, equivalent to an arrow)               |

Objects can't be made to go faster than 120 mph.

The mage's "skill" in manipulating the objects he has lifted is based on his skill with the Telekinesis spell.

**Duration:** 10 seconds

**Base Cost:** Cost to lift object plus cost to move it, as above, same to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Poltergeist, Levitation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### **Teleport Object**

### **Regular**

This spell is identical to the Teleport spell except that it will only affect non-living objects.

**Duration:** Instantaneous

**Base Cost:** 3 per 50 lbs. of material (minimum 3), plus long-range modifiers.

**Time to Cast:** 5 seconds.

**Prerequisites:** Apportation

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Thrown Weapon**

### **Regular**

This spell allows a weapon which could not normally be thrown to become an effective hurled weapon. Weapons hurled via this spell have Acc 2, SS 14, Eff: Special, Max special. And do normal swing or crush damage (whichever is less or whichever the GM considers to be more likely).

The first point of energy gives 1/2D 10, Max 20. Each point of energy doubles 1/2D and Max range. The ST of the thrower isn't a factor since magic is powering the flight of the weapon.

**Duration:** 10 seconds

**Base Cost:** 2 points, can't be renewed.

**Prerequisite:** Apportation

**Magic Item:** (a) Clothing or Jewelry. Energy Cost: 250 points. (b) Any weapon. Energy Cost: 25 points per pound of material.

### **Unseen Servant**

### **Regular**

Unseen Servant operates much like Air- Golem but is slightly weaker (ST 10) and is much "smarter". A 'Servant can change its task as commanded and it can understand and carry out orders of any complexity as long as the task doesn't vary in anything more than trivial ways. For example, the 'Servant could play a

tune on the harp, make copies of a picture, or fold and put away laundry. The only limitation is that the 'Servant cannot be made to perform any task that the mage could not perform himself and will only work at the mage's skill level.

**Base Cost:** 4 to cast, 2 to maintain.

**Duration:** 1 Hour.

**Time to Cast:** 10 seconds to cast, 3 to "program" the 'Servant after it is created.

**Prerequisites** Air Golem, any Mind Control spell.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Waltzing Weapon***

***Regular, resisted by ST***

A weapon under the influence of this spell acts as though it were enchanted with the conventional Dancing Weapon spell, except that it is under the caster's control. A Dancing Weapon has a skill equal to the caster's skill with that weapon, a strength equal to the least of the singer's Dancing Weapon, Singing, or Musical Instrument skills and a Move equal to that of the caster.

Dancing Weapon may be cast on a foe's weapon: the foe resists with his ST. Should the resistance fail, the weapon has been wrenched free and the opponent will come under attack on the next turn. If the resistance succeeds, the caster must re-spend the energy to maintain the spell immediately in order to try again next round. A foe trying to hold onto a Dancing Weapon cannot attack with that weapon.

**Duration:** 5 seconds.

**Base Cost:** 3 to cast, same to maintain.

**Time to Cast:** 4 seconds.

**Prerequisites** Apportation, Manipulate.

**Magic Item:** None, but see the Dancing Weapon Enchantment spell.

### ***Whirling Dervish***

***Regular***

This spell allows the subject to spin like a figure skater, almost faster than the eye can see, without getting dizzy.

This allows them to attack into or defend against attacks from any direction. While this spell is in effect, all the subject's hexes are treated as "Front" hexes, and the subject can move at up to his normal Move in any direction.

**Duration:** 10 seconds

**Base Cost:** 3 per hex of creature, same to maintain.

**Time to Cast:** 3 seconds

**Prerequisites** Haste

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 750 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

# Necromantic Spells

## Changes to Spells from GURPS Magic

**Death Vision** - The mage can "program" the vision, however, if the vision doesn't reflect a plausible death (drowning in the desert, freezing to death in the jungle) the victim gets +2 to his Fright Check.

**Sense Spirit** - For double cost the mage can know what sort of spirit he is dealing with.

**Summon Spirit** - If the GM wishes, he can allow a given spirit to be summoned more often than once a year. The mage can also attempt to cast this spell even if he doesn't have the subject's entire body to work with. If he only has a possession strongly linked to the deceased he can roll at -5. If he has a partial body or a single body part he rolls at -2. When summoned, the shade rolls its reaction normally. This won't affect the accuracy of the spirit's answers, but it will determine the general tone of the "interview" and the amount of information the mage receives.

**Zombie** - Any specially-prepared body which has been properly preserved, dried, and wrapped can be turned into a mummy. The process of mummification takes approximately 3 days and \$300 worth of ingredients. A successful roll vs. Thanatology or Professional Skill (Mortician) is required to do the job correctly. A failed roll will produce an imperfect mummy which will quickly rot. If animated, it produces a normal zombie.

**Control Zombie** - Zombies can be controlled at long-range using long-distance modifiers for spell success.

**Turn Zombie** - For half cost zombies are just kept at bay but are not harmed.

**Animation** - This spell actually summons a ghostly spirit into an item. The Animate Object spell in GURPS Grimoire produces the same effect without necromancy.

**Skull Spirit** - The Preserve Bone spell (q.v.) allows the skull to be reused.

**Soul Jar** - The "soul" consists of the personality, memory, skills, and mental advantages and disadvantages. If the mage takes over a new body, his IQ and Will are that of his previous body. ST, DX, and HT are that of the new body. Mental skills are unchanged. Points put into physical skills stay the same but they are figured from the attributes of the new body. Physical advantages and disadvantages are that of the new body. Social advantages and disadvantages might be that of the new body or that of the mage, depending on the circumstances and the GM's decision.

**Steal Strength and Steal Health** - For double cost Health or Strength can be stolen from a conscious, unwilling victim. In this case the subject gets a roll vs. Will to resist the spell.

**Age** - Aging is based on the creature's total life span. Creatures with very short life spans might only be aged a few hours, creatures with very long life spans might be aged years. Assume that an "average" human life span is 70 years, so each application of this spell steals 1/840th of its total life span. So a creature with a 10 year life span would be aged  $10/840 = .142$  months or about 4 days.

**Steal Youth** - For triple cost a member of a different race can be affected. If the creature has a shorter life span than the mage, the mage gains half as much youth as the subject loses based on the proportionate life span of the subject (see above). If the subject has a longer life span, the spell works normally. For example, if a human mage steals a "year" of life from a dog (average life span 10 years) then he would only get  $10/70 = .142$  years = 1.7 months of extra life but the dog would only be aged by 3.4 months. If mage were to steal youth from a tree (average life span 500 years) then he would only get 1 year of life and the tree would only be aged two years. Costs in both cases are tripled over the Base Cost of the spell. A desperate mage could steal youth from animals, but the benefits would hardly weigh the costs of casting this spell.

If the GM feels that this spell is being abused, he can limit the maximum skill level at which it can be learned or he can rule that any critical failure "releases" all the youth the mage has ever stolen, returning him to his "proper" age. If this occurs the mage might have to make one or more Aging rolls and he could die.

**Planar Summons** - This spell can also be used to summon ghosts and other free-willed spirits of the dead who reside on other planes.

**Summon Demon** - Greater and lesser demons can be summoned for greater or lesser costs.

**Banish** - This spell can be used against any extra-planar creature, however the mage must know the creature's plane and/or planet of origin to avoid the skill penalty.

## Changes to Spells from GURPS Grimoire

Turn Spirit, Repel Spirits, and Astral Block - These are also Protection and Warning spells.

### Sacrificial Magic by S. John Ross

Basic Sacrificial Values in ST points

| Sacrifice Potency                | ST Points |
|----------------------------------|-----------|
| Small Wild Animal                | 5         |
| Valuable Game (fur-bearers, etc) | 10        |
| Domestic Fowl                    | 15        |
| Small Domestic Animals (pets)    | 20        |
| Livestock                        | 30        |
| Aging, Intelligent Creature      | 50        |
| Adult, Intelligent Creature      | 80        |
| Child, Intelligent Creature      | 100       |

The distinction between domestic and wild is love. If nobody owns a stray dog, then it's a Small Wild Animal, and worth 5. If a little boy owns a pet mongoose, then it counts as a Small Domestic Animal. The table is based on how \*important\* the life is; it is presumed that the souls of the sacrificed are more valuable to Hell if they are valued and cared for. In most societies, the values of sacrifices are increased by 50% for a female victim. If the victim is of an intelligent race (male or female), double value for virginity. Double the value of the sacrifice if the sacrifice is one of the mages performing the ceremony. This must be entirely voluntary. He doesn't die until AFTER the spell is cast.

**Time:** The ceremony for the sacrifice itself may either be woven into a spell ceremony (adding 2x Potency, in minutes, to the ceremony's Duration), or performed for its own sake, to lower the Tally of the mages present (who can divide it in whatever way they agree upon). If everybody that can be reduced to zero Tally IS, the excess energy is lost unless used immediately in the ceremonial casting. If the sacrifice is a stand-alone energy-grab, the energy is simply lost.

If you don't use Umana: Ignore the bit about Tally.

### Spells from GURPS Magic

Age (VH) Animation (VH) Banish Control Zombie Death Vision Pestilence Planar Summons Sense Spirit Skull-Spirit (VH) Soul Jar (VH) Steal Health Steal Strength Steal Youth (VH) Summon Demon Summon Shade (VH) Turn Zombie Wither Zombie Resurrection - Healing

### Spells from GURPS Grimoire

Zombie Summoning Strike Barren Weaken Blood Slow Healing Stop Healing Astral Vision (VH) Turn Spirit Repel Spirits Astral Block Steal Beauty (VH) Steal Skill (VH) Steal Attribute (VH) Burning Death (VH) Rotting Death (VH) Evisceration (VH) Summon Minor Demons Materialize Solidify Animate Shadow

### New Spells

#### **Agonize**

**Regular; resisted by Will-3**

This spell is like the Pain spell, but it can be maintained. It causes every nerve in subject's body to send an intense pain response. The subject must roll vs. Will-3 to perform even the simplest action, and must roll vs. Will-3 to avoid crying out. If the victim critically fails his Will roll, he passes out for 3d6 minutes.

This is also a Body Control spell.

**Duration:** 10 seconds

**Base Cost:** 3, same to maintain

**Time to Cast:** 2 seconds

**Prerequisite:** Pain

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Analyze Spirit****Information; resisted by IQ**

This spell lets the caster know the Attributes, skills, advantages, and disadvantages of an undead creature, demon, or extra-planar being with about 80% accuracy. The better the success, the more accurate the information. If the being to be analyzed is not present, long distance modifiers apply. The creature can attempt to resist or mislead this spell by rolling vs. IQ

**Base Cost:** 5**Time to Cast:** 1 minute**Prerequisites:** Summon Spirit**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.**Bind Spirit****Enchantment; resisted by Will**

Binds the spirit of a demon, ghost, dead soul, or extra-planar creature into an item or forces it to permanently stay in one location.

The mage must enchant the item he wishes to bind the spirit into, then summon the spirit and touch the item to the spirit. If the creature fails a Will roll, it is "sucked" into the and is trapped until it is released by the mage or the item is broken.

If the item isn't sufficiently well enchanted to hold the creature, it gets +1 to Will for every point of ST or Will by which the enchantment falls short.

This spell is useful for making certain Magic Items or for trapping demons, ghosts, and other similar creatures.

**Base Cost:** 20 per point of ST and Will of the creature to be trapped.**Prerequisite:** Enchantment, Bind Spirit**Blood Sacrifice****Special**

The caster may bleed a human victim, extracting 1 mana for every HT taken from the victim until the victim is drained to 0 HP. The victim must either be willing or totally helpless (e.g. bound or unconscious).

Animals may also be bled, extracting 1 mana for every 2 HT drained down to 0 HP.

**Duration:** Mana generated must be used within 1 hour after the last sacrifice.**Base Cost:** None**Time to Cast:** 1 hour.**Prerequisite:** Sacrifice**Magic Item:** Knife. Energy Cost: 500 points. Mage only.**Bone Picker****Regular**

This spell allows a mage to instantly move the flesh from a dead creature to produce a clean skeleton (or husk for creatures with exoskeletons).

**Duration:** Permanent**Base Cost:** 1 per hex of creature affected, can't be maintained.**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.**Breed Curse****Regular, resisted by HT**

This spell allows an offspring to show its parent's worst traits, by altering the fetus while still in the womb. Only "genetic" disadvantages and reduced attributes can be bred for, and they can only be bred for if they are present (or possibly present) in a parent or grandparent. If the mother of the child is not present, there is a -4 penalty to skill, in addition to any normal long-range penalties.

**Duration:** Permanent**Base Cost:** 5 for minor traits (hair color or texture, eye color), 10 for major traits like sex selection, 2 points for every point of disadvantages or reduced attributes to be given (or every point of advantages to be removed).**Time to Cast:** 1 hour**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.



**Cause Bleeding****Regular; resisted by HT**

Makes an existing wound start to Bleed, unless the subject can make a HT roll. The bleeding caused by this spell can only be stopped by First Aid or magic. It will not stop naturally.

**Duration:** Permanent**Base Cost:** 4**Time to Cast:** 3 seconds**Prerequisite:** Drain Blood**Magic Item:****Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.**Chill Touch (VH)****Regular; Resisted by HT**

When this spell is cast, a dark blue glow encompasses the caster's hand and his touch does damage just by its deathly chill touch.

The subject takes 1 points of damage for every points of energy the caster put into the spell. DR is useless versus this attack. In addition, if the subject fails to resist he loses 1 point of ST for every point of energy the caster put into the spell.

This spell has a special effect upon undead. Undead touched by the caster suffer no damage or ST loss but must successfully roll their Will or flee in panic for 2d6 turns.

The caster must touch the subject.

**Duration:** 5 seconds or until the subject is touched. Effects are instantaneous.**Base Cost:** 1 to 3, same to maintain**Prerequisite:** Death Touch, Fatigue**Magic Item:** Staff, Wand, Clothing or Jewelry. Energy Cost: 350 points.**Coerce Spirit****Regular, resisted by Will**

This spell allows the mage to coerce a ghost or other spirit to perform one task for him. If the entity does not do as the mage wishes, it will take 1d points of damage or have some other calamity befall it. (The mage and the GM must agree on the threat the mage uses.) While the spell is in force, the spirit cannot attack the mage and it must work within the letter of the mage's command. However, the spirit may try to pervert the mage's intent and it might attempt to seek revenge on the mage once the spell ends. The details are left to the GM.

If the spirit is commanded to fight for the mage, it will do so for one battle before the conditions of the bargain are fulfilled and it is freed. The mage also cannot command the spirit to perform endless or long-term tasks. It is assumed that any task that doesn't have an obvious end to it is finished at the end of 24 hours. The spirit is free to ignore any task which cannot be completed within a day. Thus, a spirit would interpret "Guard my possessions." as "Guard my possessions for a day." and it would be free to ignore the command "Guard my possessions forever."

**Base Cost:** 3, can't be maintained**Duration:** 1 day or until the task is completed, whichever is less**Time to Cast:** 1 minute**Prerequisites:** Magery, Summon Spirit, Speak With Dead.**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.**Coma****Regular, resisted by HT**

Puts the subject into a deep dreamless sleep from which they cannot waken. If this spell is maintained long enough, the subject will die of dehydration or starvation, though this spell doesn't make them grow hungrier or thirstier any faster than they would normally.

**Duration:** 1 day**Base Cost:** 4 points, same to maintain.**Time to Cast:** 10 seconds**Prerequisite:** Steal Strength**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Command Undead****Regular; resisted by Will**

This spell allows a mage to command an undead creature to do his bidding. If the spell succeeds, the creature must obey to the best of its ability and cannot attack the caster, either directly or indirectly. If the mage asks the creature to do something that goes against its principles or which is dangerous, it gets an immediate Will roll at +2. If the caster asks the creature to do something suicidal, it gets a Will roll at +6 to break the spell. If the creature is freed from the spell, it will either attack or flee, depending on the strength of the caster.

**Duration:** 1 hour**Base Cost:** 8, 6 to maintain**Time to Cast:** 10 seconds**Prerequisite:** Summon Spirit**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.**Create Undead****Regular; resisted by HT**

This spell will permanently turn a living creature into a free-willed undead creature like a ghost or vampire. In order to cast the spell, the victim must be present (though not necessarily conscious or immobile) for the Duration of the spell.

If the victim is unwilling to be transformed, they are allowed to roll vs. Will at the conclusion of the spell.

The undead creature created is a free creature which can react as it sees fit once it is created. It is quite likely to attack or flee its creator.

**Duration:** Permanent**Base Cost:** 10 per point of new advantages and attribute increases, less the cost of any disadvantages or attribute decreases. Minimum 50 points.**Prerequisite:** Magery 2, Zombie**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.**Death Aspect****Regular; resisted by HT**

Makes the subject look, feel and smell like a 3 day old corpse.

This temporarily gives the victim Monstrous Appearance and requires anyone within 5 hexes of the victim to roll vs. HT or gag, even if they can't see the victim.

Anything with a nose will be able to detect the character, and creatures which track by scent will be able to track the subject at +6 to skill. Anyone who sees the victim's face or bare skin must make a Fright Check. (At +2 if they don't see the subject's face.) Most people who see the subject will assume that he is a zombie and will react accordingly, with fear, hatred and revulsion.

**Duration:** 1 hour**Base Cost:** 5, 3 to maintain**Time to Cast:** 10 seconds**Prerequisite:** Quick Rot**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.**Death Mask****Regular**

This spell alters a corpse's features making it hard to identify or possibly resulting in false identification.

The spell gives -6 to IQ rolls to positively identify a body. If the mage is trying to alter a dead person's features into those of a specific person, he is at -6 to skill unless he is extremely familiar with that person, then his penalty is only -5 to -2 depending on the degree of familiarity.

This spell can also be used to make a corpse seem newer or older than it is. A body can be turned into anything from a bare skeleton to a freshly dead corpse for the **Duration** of the spell.

**Duration:** 1 week**Base Cost:** 4 per hex of creature affected, 2 to maintain.**Time to Cast:** 1 minute**Prerequisite:** Zombie

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Death Ray (VH)**

**Missile; resisted by HT**

Lets the caster throw a ray of "black light", that will kill any living creature it touches unless the creature successfully rolls vs. HT (Magic Resistance helps).

The ray has SS 14, Acc 0, 1/2D 25, Max 50. Saving throws are at +2 beyond the 1/2D range.

**Base Cost:** 6

**Time to Cast:** 3 seconds

**Prerequisites** Magery 3, Wither, Deathtouch, Steal HT.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Death Watch**

**Regular, resisted by IQ**

Allows the caster to force the subject to experience the death of another person through that person's senses.

If this spell is cast on another person, they get a roll vs. IQ to resist the spell. If their resistance roll fails, they must make a Fright Check at +2, minus any bonuses or penalties which might affect the viewer (if not the victim). This roll is at an additional +2 if the victim's death is relatively peaceful (quietly bleeding or freezing to death, dying instantly from powerful poisons, or massive injuries, etc).

If the mage casts this spell on himself (for whatever reason) he gets +6 to his Fright Check.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Death Vision

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Large jewel or Mirror. Works for user only. Shows the death of the subject on the surface of the mirror or "within" the gem" Energy Cost: 250 points. (c) Weapon or Jewelry. Works for wearer only. Always on. Can't be removed.

Forces the wearer to see the deaths of the people he kills through their eyes. Energy Cost: 150 points.

**Death's Tale**

**Information**

This spell must be cast on a dead body. It will tell the caster one piece of Information about the body - the name of the victim, the time and location of death, the cause of death, and the circumstances surrounding the death. The spell will NOT tell the caster who killed the victim if he was murdered.

**Base Cost:** 3

**Time to Cast:** 1 minute

**Prerequisite:** Summon Spirit

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Demonic/Planar Servant**

**Regular**

Demonic/Planar Servant is a powerful spell, allowing the mage to summon a creature and make it their servant for a full day. The summoning is very similar to normal demon summoning or planar summons, in that the caster must control the creature. The contest of skills is caster's spell skill + will, versus the creature's ST + IQ. If the creature loses, then it must be the servant of the caster for a full day. The caster gets +4 to the roll if he knows the creature's name.

The Planar Servant is cast, a minor creature from another plane will be summoned. If the Demonic Servant is cast, then a minor demon, with -6 on all randomly generated attributes and powers, just as on page 87 of the Grimoire.

If a planar servant is summoned, the GM must decide which plane it is from. Then, s/he should roll randomly for Size and Speed on the Demon summoning tables, page 83 of the Grimoire, and subtract six from each roll. When it comes to Special abilities, the GM should again roll randomly, subtracting six from the die roll, and then decide if the special ability is applicable. If it is not, they should simply change it to something similar, but closer to the planes genre.

The summoned servant will stay for one full day, and then disappear unless the spell is maintained.

**Duration:** One full day

**Base Cost:** 20. 10 to maintain

**Time to Cast:** 5 minutes

**Prerequisites** Create Servant, Summon Demon for Demonic Servant, or Planar Summons for Planar Servant.

**Magic Item:** Unknown. There are tales of a necklace and matching collar, of which the collar is locked around the demon's neck. The technique for making such an item is still unknown

### ***Destroy Life***

### ***Area, resisted by HT***

Similar to the Sterilize spell, but this spell will kill all life in an area and make it impossible for life to return to the blasted area. Any creature in the area takes 1d6 points of damage and must make a Will roll each minute to stay in the blasted area. Plants and microorganisms are killed outright, though large, ancient, or intelligent trees get a HT roll each day to survive.

The earth in the area is Poisoned as per the Poisoned Earth spell, and nothing will grow in the soil. The only way in which the damage done by this spell can be reversed is by means of the Purify Earth spell and various Healing and Plant spells.

**Duration:** Permanent

**Base Cost:** 7

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Quick Rot

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Destroy Spirit***

### ***Regular, resisted by Will***

This spell completely destroys an ordinary soul or spirit, preventing it from travelling to whatever afterlife it might have expected.

More importantly, this spell keeps spirits from rising as ghosts or undead, and prevents information spells which require communication with the dead from working. It also prevents a body from being Resurrected.

If cast on an undead spirit such as a ghost or a vampire, this spell does 3d6 points of damage if the creature fails a Will roll, but does not kill the monster outright.

**Duration:** Permanent

**Base Cost:** 5 points

**Time to Cast:** 1 minute

**Prerequisite:** Turn Spirit

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Destroy Undead***

### ***Regular; resisted by DX***

Causes pain and damage to any undead being targeted by this spell. The spell will do 1d6+2 points of damage to any undead creature and forces the creature to roll vs. Will or flee from the caster at its maximum Movement rate for one turn.

This spell has no effect on living creatures.

**Duration:** Instantaneous

**Base Cost:** 1 point per 1d6+2 points of damage.

**Time to Cast:** 1 second per energy point

**Prerequisite:** Banish

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Detect Demons***

### ***Information***

This spell will allow the caster to detect any demons or demonic creatures within 20 hexes of his location and will give him some idea as to their power.

**Base Cost:** 4

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Detect Extraplanar Being***

***Information***

This spell will allow the caster to detect any extra-planar creatures within 20 hexes of his location and will give him some idea of what they are.

**Base Cost:** 4

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Detect Possession Wards***

***Information***

This spell will allow the caster to know any precautions against possession that a given subject may have taken. This includes spells like Blessing or Turn Demon which prevent possession by improving the subject's luck or keeping creatures which can possess at bay.

Long range modifiers apply if the subject is not immediately at hand.

**Base Cost:** 3

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

***Detect Undead***

***Information***

This spell will allow the caster to detect any undead creatures within 20 hexes of his location and will give him some idea of what they are.

**Base Cost:** 4

**Time to Cast:** 10 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Disease Carrier***

***Regular; resisted by HT***

This spell makes the subject carry the disease of the caster's choice. The subject is immune to the disease, but can still transmit it to others by normal means. The subject must make an IQ to realize that he is a disease carrier.

**Duration:** 1 day

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Pestilence

**Magic Item:** Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 350 points.

***Drain Blood***

***Regular; resisted by HT***

Magically drains a pint of blood from the subject. This causes weakness, loss of hit points and an overall reduction of HT. For each application of this spell, the victim loses 1 HP, 1 ST and 1 HT. The victim can roll vs. HT each hour to recover the ST and HT loss. The blood drained by this spell can be captured in a container if caster wishes.

**Duration:** Permanent

**Base Cost:** 2, can't be maintained

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Dysentery***

***Regular, resisted by HT***

This spell afflicts the subject with uncontrollable diarrhea. The subject must make a Will roll every 10 minutes to avoid defecating. They must also make a HT roll once an hour or lose a point of ST due to fluid

loss. When ST reaches half, the subject starts losing HT instead. All HT rolls are at -2 if the weather is above 80 degrees and are at -4 if the weather is above 100 degrees.

**Duration:** 12 hours

**Base Cost:** 8 points, 6 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Pestilence

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Envenom Weapon***

***Regular; resisted by HT***

Causes a cutting or thrusting weapon (including spikes, claws etc.) to become covered with a clear, sticky poison. This poison forces the victim to roll vs. HT or take an additional 1d6 points of poison damage whenever they are struck by the weapon.

**Duration:** 10 seconds

**Base Cost:** 4, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Poison

**Magic Item:** Weapon. Energy Cost: 350 points.

### ***Evil Eye***

***Regular; resisted by Will***

This spell singles out the subject for the attentions of malign spirits which will cause the victim all sorts of misery.

They can't kill the victim outright, but they can make him sick, cause him bad luck, and so forth. The game effect is that the victim is at -1 to HT and all skills and has the Unluck disadvantage for the **Duration** of the spell.

This spell is cancelled by the Bless spell or the Remove Curse spell.

**Duration:** 1 week

**Base Cost:** 15, 8 to maintain. The Evil Eye can be made permanent for a cost of 200 points.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Curse, Summon Spirit.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Exaction***

***Regular, resisted by ST + Will***

This spell forces a summoned extraplanar creature or demon to perform one service for the mage and not harm him for the Duration of the spell. In exchange, the mage agrees to free the creature from the confines of the summoning circle and to let it move freely, as long as it returns before the spell ends (if the mage wishes it). If the mage demands that the creature do something contrary to its ethics, the creature gets +4 to Will. If the mage demands that the creature do something suicidal or very dangerous, it gets +8 to its Will. The mage can get a bonus to his effective skill if he offers the summoned creature something in return, either a favor or valuables.

The Banish spell can be automatically Linked to this spell (even if the mage doesn't know the Link spell) as a condition of the "contract". If cast immediately after the Exaction, the mage gets +6 to his effective Will to banish the creature at the end of the spell's Duration.

If the Banish spell is cast successfully, the creature is automatically banished after it fulfils the conditions set by the mage, but before it can retaliate in any way.

**Duration:** 1 day

**Base Cost:** 10 points. The mage gets +1 to Will for every additional point of energy spent. Can't be maintained.

**Prerequisite:** Magery, Summon Demon/Extraplanar Creature, Banish

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Feed Undead***

***Regular***

This spell produces enough "food" to sate undead creature for one day. The type of food created depends on the type of undead.

**Duration:** Permanent

**Base Cost:** 3 per meal

**Time to Cast:** 1 minute

**Magic Item:** Bowl or platter. Energy Cost: 150 points.

### ***Free Soul***

***Regular; resisted by Will***

This spell frees a soul trapped in Magic Jar, Soul Trap or similar container. If the subject's body is intact, the soul is returned to the body. If the body is dead, the soul is released to the afterlife. Undead souls released by this spell do not return to unlife.

**Duration:** Permanent

**Base Cost:** 8 points

**Time to Cast:** 1 minute

**Prerequisite:** Magery

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Grave Stench***

***Area; resisted by HT***

Creates the horrible smell of rotting human flesh. Any humanoid creature in the area must roll vs. HT or be Stunned for 2d6 seconds while they gag.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An area can be permanently affected by this spell for 25 times the

**Base Cost.**

**Prerequisite:** Quick Rot

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Greater Undeath***

***Regular, resisted by Will***

This spell allows the subject to rise after death as a Skull Spirit, Ghost, Vampire or some other powerful free-willed undead.

In other respects this spell is like the Undeath spell.

Each version of this spell is a different spell.

**Duration:** Permanent

**Base Cost:** 15, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Summon Greater Undeath

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 2,500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 500 points

### ***Hold Zombie***

***Area; Resisted by Zombie Spell***

Freezes a number of zombies in place, unable to move until the spell expires.

**Duration:** 1 minute

**Base Cost:** 5, same to maintain

**Prerequisite:** either Turn or Control Zombie

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***InfectArea***

***Area; resisted by HT***

This spell allows the caster to make an area unhealthy. Anyone entering the affected area must roll vs. HT or become infected with a disease.

The type of disease must be appropriate to the area infected, for example, a swamp could be made to be a source of Yellow Fever or Malaria, or a water source could be made the source of Cholera, Typhoid, or Dysentery.

If the area infected is already naturally unhealthful, this spell adds a further -4 to HT rolls to avoid disease. Areas that aren't natural disease reservoirs can't be affected in this way.

**Duration:** 1 day

**Base Cost:** 4, half to maintain. An area can be made permanently unhealthy for 25 times the Base Cost.

**Time to Cast:** 30 seconds

**Prerequisite:** Pestilence

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Infect Wound***

***Regular; resisted by HT-2***

Causes an existing wound on the subject's body to become infected.

If the conditions are especially favorable for infection, this spell gives a further -2 to HT to avoid infection.

The infection caused by this spell is at -2 to HT to resist.

**Duration:** Permanent

**Base Cost:** 4 points, can't be maintained.

**Time to Cast:** 5 seconds

**Prerequisite:** Pestilence

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Intelligent Zombie (VH)***

***Enchantment***

This spell imbues a mindless undead (IQ 2 or less - typically a skeleton or a zombie) with Intelligence. In the casting of this spell, the subject's brain, or the remains thereof, is removed and replaced with a specially prepared gem. The gem acts as a focus to draw together and intensify the dark forces already present in the creature, giving it an intelligence of its own, determined by the size and perfection of the gem (see the table below). In no case can the Intelligence of the undead be more than that of the mage who cast the spell.

Although the monster has Intelligence, it does not have free will - it is still subservient to its master (usually the caster). However, the added IQ enables it to remember and carry out more complex commands and, within certain limits, even display some initiative. Other skills appropriate to the IQ level can be possessed, particularly if the person whose body is affected displayed them. For example, the animated body of a deceased general would almost certainly have the Strategy skill if his corpse was given enough IQ. Psionic or spell casting abilities are not retained, however.

Gem Value IQ Skills (cumulative) 1 karat 4 Simple Commands 2 karat 5 P/E skills and simple strategies, like ambush can be learned. 4 karat 7 P/A skills and multi-step or conditional commands can be learned. 6 karat 8 M/E, P/H skills can be learned. 8 karat 10 M/A skills can be learned. 10 karat 11 Limited Leadership and Initiative. 15 karat 12 M/H skills can be learned. Limited self-awareness. 20 karat 14 Leadership and Initiative present, self-awareness. 50 karat 16 M/VH skills can be learned. Very Cunning. 100 karat 18 Extremely cunning

Undead with an IQ of 7 or better gain the ability to speak with a hollow, sepulchral tone (the gem is emitting the sound, which echoes in the otherwise hollow skull). The undead can perform at a level given by the table above. They can display initiative within their orders, but no more: an animated general given the order "take these troops and defeat that army", would do so to the best of his ability, utilizing appropriate battlefield tactics. However, he would not break off the attack to inform his master that the army is actually composed of allies.

At the higher levels of intelligence, there are rumors that the undead gain levels of self-consciousness. They are forbidden by the spell from disobeying their orders in the slightest or taking actions not supported by orders, but they can use badly formulated orders to the disadvantage of their master. In the former example, for instance, a very intelligent undead general might order his troops to concentrate on the leaders of the friendly army, knowing them to be friends of the caster. Nevertheless, the draw for necromancers to create such undead is immense, since they can be given very general commands - a super-genius skeleton (especially a disguised one) single-mindedly pursuing the goal of killing a single person can do so in unbelievably cunning ways.



Should their creator die, the undead created by this spell immediately gain their own free will, retaining their new IQ.

Hits to the brain of an intelligent undead have a chance of smashing the gem brain automatically destroying the monster. The gem has DR 3, HP 1 and the skull provides a natural DR of 1 for the brain, so any hit to the brain by a crushing or cutting weapon which does at least 5 points of damage will destroy the gem. If the undead is "killed" by other means, the gem may be extracted without breaking it. This irrevocably destroys the undead and releases the magic within the gem allowing it to be used for other purposes.

**Base Cost:** 3 per point of Intelligence.

**Prerequisite:** Magery, Zombie, Wisdom

### ***Invisibility to Undead***

***Regular, resisted by IQ***

Makes the subject invisible to undead for the Duration of the spell. In other respects this is like the invisibility spell.

**Duration:** 1 minute

**Base Cost:** 3 per hex, 2 to maintain.

**Prerequisite:** Turn Zombie

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Know Dead***

***Information***

When cast on a set of remains, tells the caster the identity of the corpse. In the event of multiple personalities/identities, the identity that the subject believed him/herself to be at the time of death will be the one revealed. Spell can also be cast on a gravesite.

**Duration:** Instant.

**Base Cost:** 2.

**Time to Cast:** 1 minute.

**Prerequisite:** Death Vision

### ***Kill***

***Area; Resisted by HT***

All creatures within the area of effect must roll vs. HT or die instantly.

**Duration:** Instantaneous

**Base Cost:** 10 points, can't be maintained.

**Prerequisites:** Death Touch, 10 Body Control spells including Pain, 3 Necromantic spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Leprosy (VH)***

***Regular, resisted by HT***

This spell affects the victim with a "cinematic" version of leprosy, which causes his skin to rapidly slough off and eventually makes his limbs drop away. When this spell is first cast, the subject's body is entirely covered with welts, sores, and boils, reducing his appearance by 2 levels (to a minimum of Hideous) and causing 1d-4 points of damage.

For every minute that this spell is maintained, the victim must roll vs. HT or take 1d6-4 points of damage. When he takes 2 points of damage, he must roll vs. HT again or suffer permanent cosmetic damage (ears and/or nose falling away) which permanently reduces his Appearance by 2 levels. He must also roll vs. HT if he touches anything or lose a finger (as the Missing Finger disadvantage). If he moves quickly, he must roll vs. HT or lose toes. On a critical failure, he loses an arm or leg instead! Fortunately, limbs which drop off due to this spell do no bleed, nor do they cause damage beyond that inflicted by the spell.

**Base Cost:** 6, same to maintain.

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites:** Magery, Plague

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

## **Lich (VH)**

## **Enchantment**

This powerful spell turns the caster into a lich, a powerful undead creature.

The process requires that the caster prepare his body for the transformation to lichedom by swallowing a potion which slowly kills his body. Before he dies, the mage must Soul Jar his consciousness into a nearby object and then transfer his soul back into his freshly dead, preserved, body.

The cost of this enchantment includes the cost of preparing the potion, preparing the caster's body for death, preparing the special Soul Jar, and transferring from the Soul Jar back into the body. In addition to the mana requirements, the lich spell also requires \$50,000 in special ingredients and materials.

A lich gets +2 ST, +1 DX, HT +5, double the caster's normal hit points, PD 3, DR 7, and +1 Move.

In addition, the Lich gets the Claws, Dark Vision, Immunity to Spells (Mind Control, Body Control and Death Spells), Immunity to Natural Attacks (Cold, Electricity), Venom (Paralysis), Silence (1 Level), Damage Immunity (No Vitals, Doesn't Bleed, No Cut/Impaling Bonus), Doesn't Eat, Doesn't Drink, Doesn't Breathe, Immunity to Disease, Immunity to Poison, and Unaging.

It has the disadvantages Dread (Holy Symbols and Light), Vulnerability (Holy People, Holy Water), Skinny, Unliving and Monstrous Appearance.

The process of becoming a lich completely eliminates most physical disadvantages that are associated with living creatures. Only things that change the structure of the skeleton, like Hunchback or One Arm, will follow the Lich into unlife.

Mental disadvantages will generally transfer to the new form. Social disadvantages might transfer or the might not depending on the disadvantage.

Physical advantages that the lich had in life generally transfer, unless they are completely irrelevant in the new form (e.g. advantages like Rapid Healing). Mental advantages always transfer. Social advantages might or might not transfer.

Any Good Looks the lich might have had are replaced by Monstrous appearance. Anyone seeing a Lich must make a Fright Check at -6.

The lich's body gradually becomes desiccated. A fully preserved lich weighs about 100 lbs. less than it did in life and looks like a mummified body.

The Lich's attributes are greatly improved by the transformation to lichedom. HT, HP, PD and DR are especially improved. In addition, the lich form gives the mage several new attack forms.

The Lich's body is imbued with a ghastly chill that freezes living flesh. This allows the lich to do an extra +2 points of crushing damage with any attack it makes with its body. Even touching a victim will do 2 points of damage.

Armor protects with its normal DR, but the chill "eats through" armor at the rate of 1 DR per turn. This assumes the lich keeps continuous contact with the victim, if the victim breaks loose, DR protects normally.

Any touch of the lich also forces the victim to roll vs. HT (Strong Will and Magic Resistance help) or be paralyzed for 10 minutes. At the end of 10 minutes the victim can roll vs. HT (with the above modifiers) to regain his mobility. While paralyzed the victim is conscious of his surroundings, and his involuntary muscles work, but he can't move. Liches typically paralyze victims and then "freeze" them at their leisure. (I have treated this as variant of the Venom advantage. The fact that it's magical in nature is just a special effect.)

**Base Cost:** 10,000

**Prerequisite:** Magery 2, Soul Jar, Zombie, 6 Other Necromantic Spells, 20 spells from 10 different colleges.

## **Life in Death**

## **Special**

This spell allows the mage's spirit to immediately turn into a ghost-like creature when his physical body is slain. Whenever the mage takes damage that would kill him, his spirit is freed, not to pass on to the next life, but to wander about attempting to possess the body of another person. The mage's spirit, while invisible and insubstantial is fairly weak and will quickly die without a host. It cannot regenerate Fatigue (even using the Restore Strength spell) until it possesses a body. Use the rules on Starvation to reflect this slow Fatigue loss. Also note that each attempt to possess a body costs the mage 1 Fatigue, whether he wins or loses the fight! In other respects this spell is exactly like the Magic Jar spell, except that the mage is not trapped in a jar. He must touch the victim (or vice-versa) in order to attempt to possess the victim. While in spirit form, the mage can move as fast as he could in life, and is limited by any physical barriers that would have stopped him in life. A mage can also voluntarily die, activating this spell, whenever he is in the presence of a threat

that could conceivably kill him. For example, if the mage took poison, he could voluntarily fail his Resistance Rolls and take maximum damage from the poison. If the damage is sufficient to bring him below 0 HT, he can will himself to die.

**Base Cost:** 5, 3 to maintain

**Duration:** 1 hour

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Magic Jar, Soul Rider

**Magic Item:** Wand, Staff, or Jewelry. Usable only by a Mage. Allows the mage to cast this spell once. Energy Cost: 500 points.

### ***Life Leech***

### ***Regular; resisted by Will***

This spell is similar to the Magic Jar spell, but it only sucks out part of the victim's soul. The object used to Life Leech, must be touched to the victim's body. The victim can use any Active Defense to avoid being touched and also gets a Will roll to avoid the effects of the spell.

If the victim fails his roll, part of his soul is sucked into the object. He is at -1 to HT, Will, and all skills for each application of the Leech. If his HT is completely sucked out of him, he is trapped in the object while his body lies in a coma, just as if he had been trapped by the Soul Jar spell. If the victim is completely trapped in the jar, he loses the penalty to Will, HT, and skills.

If the object containing part of the victim's soul is destroyed, that part of the victim's soul is destroyed as well, and the penalties he suffers are permanent.

The leech must be a solid object which weighs no more than 3 lbs. Weapons or wands are common.

**Duration:** 10 seconds or one application of the leech, whichever is less.

**Base Cost:** 6, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Steal Health, 3 Necromantic spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Living Barrier***

### ***Area***

To create the barrier, the mage must flay the skin from three human victims into thin strips with a ceremonial knife. These strips of human flesh are then woven into a web that covers the wall to be protected. The wall takes on a reddish tint, but appear normal to most eyes.

This provides enough flesh to protect a circumference of 6 hexes. So long as the Barrier is maintained, creatures of Essence, Ethereal Beings and the like cannot dissipate or teleport across it. This includes Astral travelers, mages using Projection, ghosts, dimensional travelers and the like. There is no contest of skills, it simply cannot be crossed.

No matter how well the mage knows this spell he must still use physical motions to prepare the skins for this spell.

**Duration:** 1 month

**Base Cost:** 4 per hex, 2 to maintain.

**Time to Cast:** 10 minutes, plus 30 minutes per corpse to be flayed.

**Prerequisite:** Banish

**Magic Item:** Knife. Energy Cost: 250 points.

### ***Living Brain***

### ***Regular, resisted by Will***

This spell allows the mage to preserve the living brain of the subject in sealed jar of liquid. While the brain (and all the subject's memories) are normal, the brain itself has no senses and no way of communicating, except through magic or psionics.

If the subject knows spells at skill 20 or more, so they can cast them without words or gestures then they can cast spells while in this form, otherwise, they are helpless.

The process of being turned into a living brain is horrifying. The victim must make a Fright Check at -10 when the process first occurs, and they must make a normal Fright Check every week thereafter. Most victims of this process slowly go mad from sensory deprivation.

In order for this spell to work, the mage must have an extremely fresh brain - it must not have been removed from the victim more than 5 minutes before the mage starts casting the spell - and a sealable container which will hold at least a gallon of liquid. The magic supplies the "embalming fluid" and hermetically seals the container.

The subject brain is allowed a Will check when this spell is first cast. If the Will check is successful, the brain wills itself to die rather than being preserved.

**Duration:** Permanent

**Base Cost:** 15 points

**Time to Cast:** 5 minutes

**Prerequisite:** Magery, Zombie, Preserve Body, 3 other Necromantic spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) A jar which will cast this spell once on any suitable brain placed inside it. Energy Cost: 350 points.

### ***Locate Remains***

### ***Information***

Tells the caster the direction and relative distance to the remains of an individual. Use the modifiers given for familiarity in the description of the Telescan ability in GURPS Psionics (p. 26). If the remains have been atomized or scattered (such as ashes into an ocean) the caster will get a vague sense of area.

**Duration:** Instant.

**Base Cost:** 4.

**Time to Cast:** 2 minutes.

**Prerequisites:** Seeker, Know Dead.

**Magic Item:** Divining rod made from bone or sinew. Energy cost to create: 400.

### ***Mass Pestilence***

### ***Area, resisted by HT***

Like the Pestilence spell except that it affects everyone in the area of effect.

**Duration:** 1 day

**Base Cost:** 5 per hex, same to maintain.

**Time to Cast:** 10 seconds.

**Prerequisite:** Pestilence

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Mass Zombie (VH)***

### ***Area***

This spell is identical to the Zombie spell in almost every respect, except that it reanimates all corpses in the area of effect. As per the Zombie spell, only relatively complete dead bodies are affected; and just as per Zombie, this spell may produce Mummies, Skeletons or Zombies, depending on the age and condition of the corpse. A single casting of this spell can produce a mixture of these three types of undead. Unlike the Zombie spell, however, the subject corpses must be lying in their place of rest (upon a battlefield, in a grave, et cetera) for the spell to work, and cannot be moved into a smaller area to facilitate the casting. Corpse in graves up to 4 yards deep are affected by this spell, and Zombies in graves will claw their way to the surface to join their master!

Corpses animated by this spell become the undead servants of the caster, but orders given to the undead raised by this spell must be the kind that would be given by a leader to a group of followers, such as by a rabble-rouser to a mob, or by an officer to a military unit. Individual members of the undead horde cannot be singled out for specific tasks. Due to the energy costs involved, this spell is often cast ceremonially. In such an instance, the leader of the circle becomes the master of the Zombies, while all other mages involved are viewed by the Zombies as being the master's lieutenants. An order from any of the mages involved will be obeyed, but the master's orders will always take precedence. The undead horde can be divided up into smaller units which can be put under the command of a different individual who was involved in the casting.

For the purpose of this spell, assume that a typical graveyard in civilized parts will contain on the order of  $[3r(r-1)+1]/4$  corpses (round fractions over one-half up), where  $r$  is the radius of the spell. This may vary, depending on where the spell is cast. It would not be unreasonable to halve the number in an upper-class

cemetery with crypts and expansive family burial plots, while one should double this number for a Napoleonic battlefield.

**Duration:** The Zombies remain animated until destroyed.

**Base Cost:** 7. Minimum radius 2 hexes.

**Time to Cast:** 1 minute per hex of radius

**Prerequisite:** Zombie, and two or more levels of either Charisma or Strong Will.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,50 points.

### ***Mirror Trap (VH)***

### ***Enchantment; Resisted by Will***

Like the Soul Trap spell, but the "trap" is a mirror. Anyone who sees their reflection in the mirror must roll vs. Will or have his body and soul sucked into the mirror. Roll vs. DX to avoid looking at the mirror. This roll is at -4 if the victim is unsuspecting or has reason to look at the mirror, and is at +4 if the victim is wary and is purposely averting his eyes.

While in the mirror, the victim is held in stasis, unless he is commanded to appear before the owner of the mirror. Then he appears as a reflection in the mirror and may speak normally if the owner of the mirror commands it. While trapped in the mirror, mages cannot use spells and psi characters may not use psionic powers.

Victims bound into the mirror can only be freed by a mage outside of the mirror casting a spell to release them, or by the command of the owner of the mirror.

The owner of the mirror can cast spells on victims in the mirror, "turn off" the mirror's trapping powers, and free victim's from the mirror by speaking a command word.

If more victims are trapped in the mirror than the mirror has "cells" the victim who has been held the longest is magically expelled from the mirror. If the mirror is smashed, all the trapped victims are released.

**Duration:** Permanent (Effects are instantaneous)

**Base Cost:** 5,000, plus 200 points per "cell" of storage capacity.

**Prerequisite:** Soul Jar, Password

### ***Miscarriage***

### ***Regular, resisted by HT***

Will spontaneously abort a fetus, doing 1d6 points of damage to the mother and killing the child.

**Duration:** Permanent

**Base Cost:** 4 points, can't be maintained.

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Necrosculpt***

### ***Regular***

Necrosculpt allows the caster to create designer Zombies by mixing and matching parts. The necromancer simply joins body the parts and casts Necrosculpt to create unique horrors. A mage can create 4armed zombies, zombie-centaurs made of human and animal corpses, winged zombies, or anything else he can imagine. He is limited only by "what he has on hand."

Although, initially, the mage must physically affix the body parts (sewn on, glued together, or what have you), once the creature is animate, the pieces are held together by magic and won't come loose. Necrosculpt does not, itself, animate the hodge-podge the mage produces - it simply allows such a construct to be subject to the Zombie spell.

On a regular failure, the Zombie spell only works on part of the creature. The "rest" remains inert, or comes to life but is not under the mage's control. In the latter case, the Zombie is likely to go Berserk! Every minute that the zombie is animated, the mage must concentrate and make a Will roll to control the zombie. Otherwise the zombie moves in a random fashion and attacks anyone who gets near it.

On a critical failure, some sinister spirit likes the mage's handiwork so much that it decides to possess the Zombie. The nature of the spirit and the nature of its control is entirely up to the GM's whim.

Once the zombie is animated, the GM is the sole arbitrator of the hybrid zombies abilities and statistics. He should base Hit Points, Move, and Advantages based on living creatures with similar characteristics. GMs are encouraged to be creative.

**Base Cost:** 2 per hex that the creation occupies when standing upright, multiplied by the number of corpses (or different types of corpses for corpse of small creatures) from which parts were taken to build the thing.

**Duration:** Permanent.

**Time to Cast:** 1 minute, multiplied by the number of corpses from which parts were taken to build the horror. Each hex worth of small creatures counts as one corpse.

**Prerequisites** Enchant, Zombie, Shape Bone, 3 Necromantic Spells

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 350 points.

### ***Night Watchman***

### ***Regular***

The Necromancer must bury or burn one or more corpses at a site he wishes to protect when he casts this spell. From the next night on, the area will be, the area will be haunted by the ghost(s) of the deceased. The ghosts will attempt to frighten away anyone who comes near, no matter what their wishes would have been in life.

The ghost(s) created by this spell are normal spirits in all respects. They generally cannot materialize, but have host of magical or supernatural powers which they can use to drive away intruders. However, after a very long time (or shorter in some cases, Strong Will helps) some ghosts start to regain their free will. These ghosts stray from their mission and attempt to get people to free them.

A guardian ghost can be freed either by the removal or destruction of whatever it was that they were guarding, or by receiving proper funeral or burial for their mortal remains. (If the remains of the ghosts body are placed inside the object they are supposed to guard, the remains must be removed from the guarded object, simply moving both the object and the bones doesn't break the spell.) Unfortunately, the spirit might not speak coherently, and it might have such a distressing appearance and frightful manner that they frighten away potential rescuers. In addition, certain spells and religious rites will prevent a body from being used as a Night Watchman or will free a ghost from its duty.

While the ghosts are powerless during the day, in most cases the knowledge that an area is haunted is enough to keep people away in the daytime as well. However, if the area they are to guard is dark during the day, the Night Watchman will be as visible and audible as at night. Watchmen do no actual damage, but they can make noises, create cold spots, manipulate small objects, create odd lighting effects, interfere with machinery, and cause Fright Checks. A ghost has ST 12, IQ 9, DX 10, HT 13/15 and Move 6, They are Insubstantial and Invisible (when they want to be) and they can Fly without Wings. Their body is equivalent to a Body of Air. They are also Immune to Cutting and Impaling attacks, and they have No Neck, No Brain, and No Vitals. They have Horrifying appearance (Fright Checks required when they materialize.)

The distance a ghost can move from the location where it's body is buried is equal to the mage's Night Watchman spell skill in feet. Some particularly nasty Necromancers will cast Night Watchman on a corpse purely as an act of revenge. "So, you thought you would steal from me? Why don't you guard this stone in the middle of the desert for the next eternity?"

**Base Cost:** Variable. 10 for a body, 15 for a body part as small as a hand, 20 for a body part as small as a tooth.

**Duration:** Permanent, until body or guarded object is disrupted.

**Time to Cast:** 30 minutes per body.

**Prerequisites** Magery, Enchantment, Summon Spirit.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 500 points.

### ***Permanent Death***

### ***Regular; resisted by Spell***

Gives -5 to skill (or HT-5) to Resurrect, Reincarnate, Revive, or Zombify the subject. This spell is cumulative with the Quick Rot spell.

**Duration:** Permanent

**Base Cost:** 3 per hex of creature

**Time to Cast:** 10 seconds

**Prerequisite:** Quick Rot

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Personal Plague (VH)****Resisted by HT**

This spell inflicts the subject with a disease, similar to the Pestilence spell, but the victim is immediately begins to suffer severe symptoms of the disease as if it had progressed to an advanced state. The victim isn't so ill that he will die immediately, but he will certainly be incapacitated (reduced ST, IQ, and possibly reduced DX and Appearance) and he certainly could die unless he gets medical aid. The exact symptoms are up to the GM.

**Base Cost:** 8

**Duration:** Permanent, until cured or death.

**Time to Cast:** 30 Seconds

**Prerequisites** Magery 2, Pestilence, 6 other Necromantic spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

**Plague****Area**

This spell allows the caster to infect an area (actually a colony of microbes within the area), a group of small animals (such as a swarm of insects or a horde of rats), or a single large animal (the size of a cat or larger) with a single contagious disease of his choice which could be transmitted by that animal. Thus, mosquitoes can be made to carry malaria or yellow fever, rats can be made to carry plague or rabies, or bacteria can be turned into cholera or anthrax bacilli.

The microbes or creatures will behave normally, but will spread their disease to others through the normal vector for their disease, possibly causing an epidemic in susceptible areas. For example, rat fleas could be made to carry the bubonic plague bacillus which would gradually kill the rats. As their rodent hosts died, the fleas would bite humans, possibly starting a plague epidemic. Or, cholera bacteria could be introduced into a well, sickening those who drank from it. However, if effective flea or rat-control measures are in place, or if drinking water is purified before use then the epidemic won't spread very far.

In game terms, an area with the Plague spell on it will force anyone who is exposed to the disease vector (based on the GM's judgement) to roll vs. HT or suffer from the effects of the disease. Large animals get a roll vs. HT to avoid becoming plague carriers. If the mage attempts to affect an area of creatures, the GM can assume that any successful casting of the spell infects enough of the animals to be a possible disease vector. For game balance, the GM can prohibit the player from naming a disease that his character is unfamiliar with.

**Duration:** 1 hour (effects of plagues transmitted out of this area are spread normally.)

**Base Cost:** 4 per hex, same to maintain. An area can be made to permanently cause a plague of a specific sort on any appropriate creature in the area for 25 times the Base Cost.

**Time to Cast:** 1 minute

**Prerequisite:** Cause Disease, Summon Animal

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Planar Summons (Spheres of Madness)****Special**

Calls a Sphere of Madness to the caster's dimension. The Sphere will react to the caster (only) at +4, and will listen to negotiations on a Neutral or better reaction. Any other reaction results in the Sphere leaving immediately. Critical failure results in a hostile, attacking Sphere; critical success brings 1d6+1 Spheres. The Sphere may stay indefinitely, but typically leaves all but the most charismatic and evil summoners after 1 hour. Some GM judgement is required here!

Spheres of Madness ST: 17 Move/Dodge: 14/9 Size: 1 DX: 14 PD/DR: 3/6 Weight: 180 lbs. IQ: 10 Damage: Cut 1d6+4\* HT: 14/17 Reach: C,1

\* Can claw for Cut 1d6+4 twice per turn, in close combat or into any adjacent hex; a claw hit counts as a grapple, even if it does no damage. When grappling, it can use both claws and 4 tentacles, giving +8 DX! The beak can chew a hold in armor (usually head armor) in (DR/2) turns. After that, it does 2 points of cutting damage each turn, ignoring DR!

Special Abilities: Constriction Attack (with tentacles), Extra Flexibility (all limbs), Full Coordination/2, High Pain Threshold, Immunity to Disease, Immunity to Poison, Injury Tolerance (No Brain, Cutting/Impaling Bonus, Neck or Vitals), Magic Resistance 10, 360-Degree Vision.

Special Weakness: Dies at HT-1

Description: A solid sphere, from 28" to 32" in diameter, ringed with eyes just above its equator. A 3' long armored, crab-like arm projects from either side, ending in a vicious pincer. Sports eight octopoid tentacles - four on top, four beneath - which ring squid-like beaks below and above. Putrid brown-green in color. Move at Move 14 by levitation.

**Duration:** 1 hour or more.

**Base Cost:** 20

**Time to Cast:** 5 minutes

**Prerequisites** Magery, and at least 1 spell from each of 10 different colleges.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Planar Summons (Demon Steed)***

### ***Special***

Calls a Demon Steed to the caster's dimension.

The caster must immediately try to bond the Steed to its rider-to-be: this is treated as a Quick Contest between the caster's spell level plus the desired rider's Will, versus the Steed's (ST+IQ)/2 of 31

If the caster is also to be the rider, use the caster's skill level plus Will. A success bonds Steed and rider indefinitely. A failure results in the Steed vanishing. Critical Failure means the Steed attacks, while Critical Success results in a Steed with +1 on all attributes.

At any time when the rider is unconscious or in the danger of dying (i.e. at -HT or worse), roll a Contest between the rider's Will only and the Steed's (ST + IQ/2 of 31. If the rider wins (unlikely), the Steed remains. Otherwise, it vanishes in 1d6 seconds. A Steed can be Banished like a Demon, and should be treated as a Demon in most regards.

Demon Steed ST: 55 Move/Dodge: 16/8 Size: 3 DX: 12 PD/DR: 2/2 Weight:2,200 lbs. IQ: 6 Damage: \* HT: 15/24 Reach: C, 1

\* Bite: (Reach C): Cut 1d6+2, +2 for flame (after DR); Kick (Reach 1, any F or B hex): Cr 3d6-1, +2 for flame (after DR); Trample: Cr 1d6+2, +2 for flame (after DR).

Special Abilities: High Pain Threshold, Magic Resistance 10, Night vision, Peripheral Vision

Senses: Hearing, Taste and Smell 16; Vision 14

Special Weaknesses: Dies at HT -1.

Description: A huge, jet-black horse with flaming eyes and hooves, curls of smoke and tongues of flame leaping from its nostrils and mouth.

**Duration:** Permanent, subject to the limitations noted above.

**Base Cost:** 30

**Time to Cast:** 5 minutes

**Prerequisite:** Magery, at least one spell from each of 10 different colleges.

**Magic Item:** Jewelry. Energy Cost: 500 points.

### ***Possession***

### ***Special; resisted by Will***

Summons a demon, ghost, or extra-planar creature to possess the victim.

In order to possess the victim the spirit summoned must win a contest of Wills with the subject. If it is successful, the victim is possessed. If the victim defends against the attack, the summoned being must roll its reaction. On a neutral or better reaction it will vanish. On a Poor or worse reaction, the summoned creature will attempt to possess the mage who summoned the creature.

If the victim is possessed, the summoned creature is now in control of the victim's mind and body. The subject will have no memory of being possessed or their actions while possessed if they are ever freed from possession.

While the spirit is in charge, it will use the victim's body as it sees fit. Demons will use their victims to do as much evil as possible and then damage the body as much as possible before leaving. Ghosts will use their victims to fulfill goals that the ghost left unfinished in life. Extra-planar creatures will have their own weird agendas. Possessed characters could very well attack the caster of the spell!

The cost of the spell is based solely on the Will score of the creature to be summoned. However, the creature will have other attributes and advantages as the GM sees fit. Generally, the more powerful the Will, the more powerful the creature will be over all.



The victim of this spell need not be present when the spell is cast, but if the victim is not present, then there is a -2 penalty to skill in addition to any Long Range modifiers. In addition, if the caster doesn't know the complete name of the victim, there is an additional -2 to skill.

**Duration:** Permanent, until possessing being decides to leave possessed body or until it is exorcised.

**Base Cost:** 1 point per point of Will of the creature summoned.

**Time to Cast:** 10 minutes

**Prerequisite:** Summon Demon, Summon Undead, and/or Planar Summons. A caster can only use a creature to possess someone if he knows how to summon that spirit.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for user only. Always on. Can't be removed. Casts this spell on the wearer. Energy Cost: 250 points.

### ***Potent Poison***

### ***Regular***

This spell makes existing poison or venom more dangerous. Every 2 points of energy put into this spell gives -1 to HT to Saving Throws to avoid being poisoned and gives +1 to damage rolls if the poison is effective (up to the normal maximum damage).

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Create Poison

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Prepare Body***

### ***Regular***

Prepares a body for burial according to whatever rites the mage is familiar with (mage's choice if he is familiar with more than one method).

If goods or clothing are to be placed on the corpse, they must be immediately at hand when this spell is cast.

**Duration:** Permanent

**Base Cost:** Variable. 2 for simple preparations, 3 to 5 for more elaborate rites.

**Prerequisite:** Death Mask

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Preserve Body***

### ***Regular***

Allows the caster to mummify or embalm a corpse, preparing it for burial or making it suitable for use as a mummy or a zombie respectively.

Bodies preserved with this spell are obviously dead, but decay extremely slowly. Even in the wettest and warmest conditions, bodies will decay at 1/10 the normal rate. In cool, dry conditions dead preserved with this spell can last for centuries.

**Duration:** Permanent

**Base Cost:** 2 per hex of creature

**Time to Cast:** 10 minutes

**Prerequisite:** Prepare Body

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Protection From Demons***

### ***Regular; resisted by Will***

This spell gives the subject +4 to Will to avoid possession by demons, and gives demons -1 to all attacks against the subject.

**Duration:** 1 hour

**Base Cost:** 4, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Banish

**Magic Item:** Clothing or Jewelry. Energy Cost: 350 points.

**Protection From Extra-Planar Being****Regular; resisted by Will**

This spell gives the subject +4 to Will to avoid possession by extra-planar beings, and gives extra-planar beings -1 to all attacks against the subject.

**Duration:** 1 hour**Base Cost:** 4, same to maintain**Time to Cast:** 1 minute**Prerequisite:** Banish**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.**Protection From Possession****Regular**

This spell gives the subject +4 to Will to avoid possession or loss of their soul by any spell or being.

**Duration:** 1 hour**Base Cost:** 4, same to maintain**Time to Cast:** 1 minute**Prerequisite:** Summon Spirit**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.**Protection From Undead****Regular; resisted by Will**

This spell gives the subject +4 to Will to avoid possession by undead, and gives undead -1 to all attacks against the subject.

**Duration:** 1 hour**Base Cost:** 4, same to maintain**Time to Cast:** 1 minute**Prerequisite:** Summon Spirit**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.**Quick Death****Regular; resisted by HT**

If the subject is reduced to 0 H.P. or below, this spell gives them -4 to HT rolls to stay conscious, avoid death, or stop severe bleeding. In addition, any spells or skills used to revive the character are at -4 to skill.

**Duration:** 1 hour**Base Cost:** 4, 2 to maintain**Time to Cast:** 30 seconds**Prerequisite:** Quick Rot**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.**Quick Rot****Regular**

This spell causes dead flesh to quickly putrefy and crumble to dust. In addition to being a convenient way of disposing of corpses, this body will prevent the use of the Reattachment, Revive, or Resurrection spells. This spell cancels the Preserve or Suspend Animation spells (if used on a dead body).

**Duration:** 1 minute (effects are permanent)**Base Cost:** 2 per hex of creature**Time to Cast:** 10 seconds**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.**Reanimate Body Part****Regular**

This spell allows the caster to animate severed body parts which can be moved around or used to attack.

- Severed heads have PD 0, DR 1, HP 3 and are -5 to hit. They roll along at Move 2 and bite for d6-3 thrust/crushing damage.

- Severed arms have PD 0, DR 0, HP 4 and are -4 to hit. They drag themselves along at Move 3 and punch for d6-2 thrust/crushing damage. A severed arm can use a small melee weapon (like a knife) or pistol at -4 to hit. An arm has 1/3 its owner's ST and can grapple.
- Severed legs have PD 0, DR 0, HP 5 and are -3 to hit. They drag themselves along at Move 2 and kick for 1d6-2 thrust/crushing damage.
- Severed hands have PD 0, DR 0, HP 2, and are -6 to hit. They scuttle along at Move 5. A hand has 1/6 its owner's ST and can grapple. Hands can't use melee weapons. They can use light pistols and similar weapons. The can also pull the triggers on weapons which are braced. in some other way.

**Duration:** 1 minute

**Base Cost:** 2 for a hand or head, 3 for an arm or leg, same to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Zombie

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Reconstruct Brain (VH)***

### ***Regular***

Reconstruct Brain allows the mage to restore intelligence, personality, and memory to a dead brain. He can then implant this brain into a zombie to create an intelligent zombie.

In order to cast Reconstruct Brain the mage must have the zombified body of an intelligent creature and a brain, though the two don't necessarily have to come from the same person. Both the brain and the body must be fresh (2 days dead or less) and must not be undergoing decomposition. The mage can either use conventional embalming techniques or the Reverse Decay spell to achieve this.

Each casting of the spell can increase the brain's IQ by 1, until its old IQ is reached. Once the brain is restored to full intelligence, consciousness, speech, and general information will soon return. However, the subject completely forgets personal details - although a few odd memories may filter through where the G.M. thinks it interesting. Skills, apart from languages and basic social skills, will not return, and must be relearned.

All Physical and Mental advantages and disadvantages re-emerge after reconstruction, whether the caster wishes them to or not. This includes Magical Aptitude and Psionic Power. "Reconstructed" zombies will be subject to Depression, although usually only at a quirk level. Deep down they sense that something is not right.

This spell does not give the caster control over the Zombie, and the Control Zombie spell will not work on a corpse with a reconstructed brain. Charm and Enslave spells work normally.

**Base Cost:** 15 points

**Duration:** Permanent.

**Time to Cast:** 1 hour

**Prerequisites** Magery 2, Zombie, Reverse Decay, Summon Spirit, 3 Mind Control Spells.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 500 points.

### ***Rending (VH)***

### ***Regular, resisted by Will***

This gruesome spell allows the mage to tear a victim limb from limb.

In order to cast the spell, the mage must make motions with his hands or body mimicking the motion he wishes to have performed on the victim. If the spell is successful, one of the victim's limbs may be pulled off as if he were in the grasp of a huge, invisible giant.

Pulling off an arm or leg does 3d6 points of damage. Pulling off a hand or foot does 2d6 points of damage. Tearing a chunk of flesh from the victim's body does 1d6 points of damage. In all cases the victim must roll for bleeding. Pulling off the head or tearing the body in two does 10d6 points of damage and instantly kills the victim.

**Duration:** 10 seconds

**Base Cost:** 10 points, 5 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Wound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Resist Banishment****Regular**

When cast on an extradimensional creature, this spell improves its chances of resisting the Exorcism spell. For every point of energy used to power this spell, the creature gets +2 to effective Will to resist the Banishment or Exorcism spells. Note that this spell only works on creatures which must be summoned using the Summon Demon, Summon Elemental, Create Elemental, Summon Extraplanar Creature, and so on. It does not work on "normal" creatures unless they are subject to being Exorcised or Banished for some reason.

Note that a spellcaster cannot use this spell on himself.

**Base Cost:** 1 point per every +2 increase in Will, same to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, 2 Summoning spells, Banish

**Magic Item:** Wand, Staff, or Jewelry. Usable only by a Mage. Energy Cost: 350 points.

**Resurrect Undead (VH)****Regular; resisted by Will**

This spell allows a undead creature, regardless of age or condition, to be restored to completeness and then returned to life.

The creature will have the personality it had in life, but it will remember its life as an undead being, and will react accordingly. This could mean that the "reborn" creature will attack the mage who resurrected it or seek to return to unlife!

**Duration:** Permanent

**Base Cost:** 500

**Time to Cast:** 2 hours

**Prerequisite:** Magery 2, Create Undead or Resurrection

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 10,000 points or more.

**Return (VH)****Regular, resisted by Will**

This spell must be cast on a subject with a positive HT score.

If, subsequently, while the spell is in effect, the subject dies, he will come back as if he had the Resurrection advantage. However, this will cost the subject 25 character points if he is revived in this manner.

Some versions of this spell add 25 points of disadvantages (usually a Stench, Odious Personal Habits, or evil mental disadvantages) rather than subtracting 25 character points.

**Duration:** 1 hour

**Base Cost:** 6, same to maintain.

**Time to Cast:** 1 minute

**Prerequisite:** Zombie

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 10,000 points. (b) Jewelry. Works for wearer only. It will resurrect the subject once and then vanish. Energy Cost: 1,000 points.

**Revenge****Regular, resisted by HT**

This spell will allow the mage to inflict a single physical injury on the subject identical to an injury previously inflicted on the mage by the victim, even if the mage's injury was subsequently healed or repaired.

For example, if the mage was previously hit in the eye for 5 points of damage and blinded by the subject, at some time in the future, the mage can later use this spell to inflict an identical injury on his tormenter. Once a given injury has been inflicted, it may not be inflicted again until the damage has been healed or repaired.

**Duration:** Instantaneous

**Base Cost:** 1 point per 3 points of damage done.

**Prerequisite:** Wound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Robot****Regular**

This spell allows the caster to animate a soulless body (like one left behind when its owner is sucked into a Soul Jar) or a body in a comatose state. The "robot" created by this spell will be a mindless servant with 1/2 the IQ of its original owner and the Slave Mentality disadvantage. Mental skills are based on the new IQ, Physical skills are at -5.

If the original owner of the body regains consciousness or frees their soul, they immediately reclaim their body (if it is still living) and the spell is automatically cancelled.

**Duration:** 1 hour

**Base Cost:** 5, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Animation

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Jewelry or Clothing. When placed on an appropriate body, the Magic Item casts this spell and animates the body for as long as the jewelry or clothing remains on the body. Energy Cost: 250 points.

### **Rot Limb**

**Regular; resisted by HT**

Similar to the Wither Limb spell, but the affected limb drops off after 1d6 days.

When the limb drops off the victim must roll vs. HT to avoid having the stump become infected. The caster must touch the subject. If the HT roll is not successful, the victim takes 1d6 points of damage their limb is crippled.

**Duration:** Permanent unless magically healed.

**Base Cost:** 6

**Time to Cast:** 10 seconds

**Prerequisite:** Quick Rot

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Sacrifice**

**Special**

This spell makes the life force released by the sacrifice of a living being available to another spell.

The Sacrifice must be cast first, at the moment the caster kill the sacrificed being. The second spell must be cast immediately after, without any intervening delays. The Sacrifice counts as a spell "on" during the second spell's casting. If the caster is not within one hex of the sacrificed being, apply a regular range penalty to both the Sacrifice and the second spell.

The energy released by the sacrifice of a living being is given by HT x IQ. The GM may devise and modifiers to suit his world; for example virgins and mages may be worth double. . .

Multiple sacrifices are possible. All mana generated can be used at any time during the sacrifices, or saved up for the end. However, each sacrifice that hasn't been "used" counts as a spell "on" when casting subsequent spells.

**Duration:** Mana generated must be used within 1 hour after the last sacrifice.

**Base Cost:** None

**Time to Cast:** 1 hour.

**Prerequisite:** 6 Necromantic spells, including Steal HT

**Magic Item:** Knife. Energy Cost: 1,000 points. Mage only.

### **Sealed Skin**

**Regular, resisted by HT**

This spell causes the skin around one of the victim's bodily orifices to seal and fuse over, replaced by ordinary skin.

For example, the victim's eyes, nose, mouth or ears could be made to vanish. Fusing both the mouth and the nose will cause the victim to suffocate in short order.

Particularly evil wizards use this spell to seal other orifices of the body, which has the effect of slowly killing the subject (1d6-2 points of damage per day, roll vs. HT to halve).

This spell can be dispelled by the appropriate Cure Sense (Cure Blindness, Deafness, Anosmia) or by a counterspell.

A positive use of this spell is to seal over wounds using the subject's own skin. This doesn't repair damage to tissue underneath, but will slow or stop bleeding (+4 to HT to stop bleeding) and will prevent infection after

the wound is closed. If the wound was already infected an abscess might develop unless the wound is cleaned.

**Duration:** 1 day

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Wound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Sentinel**

### **Regular**

This spell is identical to the Night Watchman spell, but the ghosts become Skull Spirits and can inflict damage on intruders.

**Base Cost:** Variable. 30 for a body, 45 for body part as small as a hand, 60 for a body part as small as a tooth.

**Duration:** Permanent, until body or guarded object is disrupted.

**Time to Cast:** 1 Hour per body.

**Prerequisites:** Magery 2, Night Watchman, Skull Spirit.

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 1,000 points.

### **Shape Bone**

### **Regular, resisted by HT**

Using this spell, the mage can mold bone as if it were soft clay. Bones can be bent, joined together, added or altered in shape. When used on living or animated bone, the subject gets a resistance roll. Generally this spell is used by necromancers to "customize" skeletons, but healers occasionally use it to quickly knit broken bones together.

**Duration:** Permanent

**Base Cost:** 1 per 10 pounds of material

**Prerequisite:** Zombie

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### **Singing Bone**

### **Enchantment**

A singing bone is the soul of an evil person which is bound into one of the long bones of their body.

When used for divination spells or other spells dealing with information about death, summoned spirits, or the undead, the bone will vibrate, hum or even moan in a way that aids the caster of these spells.

A singing bone will give +4 to any Necromantic information spell or Divination spells which use dead spirits.

**Base Cost:** 100

**Prerequisite:** Enchantment, Bind Spirit

### **Skin Death**

### **Regular; resisted by HT**

Makes the subject's skin die at an accelerated rate, causing sores, raw spots, minor damage and unsightly appearance. This spell will do 1d6-2 points of damage to the subject, temporarily cancel one level of the Toughness advantage, and will reduce Appearance by one level, to a minimum level of Hideous.

**Duration:** 1 minute (effects are permanent until healed)

**Base Cost:** 4 per hex of creature

**Time to Cast:** 3 seconds

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Soul Blast**

### **Missile**

This spell shoots a silvery circle of energy which removes the victim's soul, leaving them mindless. The soul can only be returned with the Resurrection spell, or some other equivalent.

This spell can be dodged and blocked but not parried. It can also be deflected by Force Dome, Utter Dome, Missile Shield, Reverse Missiles, and Spell Shield. It has SS 13, Acc 1, Max 60.

**Base Cost:** 6

**Time to Cast:** 3 seconds

**Prerequisites** Magery 2, Soul Separater.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Soul Separator***

***Regular; resisted by Will***

Sucks the victim's soul from his body, leaving his body as a comatose, mindless husk.

If the caster has a Soul jar spell prepared then he can transfer the victim's soul to it, if not the soul wanders as a powerless, homeless spirit which dies (or passes on to the afterlife) when its body dies.

The spirit has the victim's IQ, Will and mental skills, but 1/2 the victim's DX, HT and ST (for fatigue purposes only). The spirit is Insubstantial and can't cast spells in the "real world". It can cast spells on whatever plane it is banished to.

**Duration:** 1 hour.

**Base Cost:** 10, 5 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Soul Jar

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Soul Trap (VH)***

***Regular; Resisted by Will***

Like the Soul Jar spell, but the "trap" may be prepared in advance.

When the subject (who may be a person or class of person specified by the caster before he begins the spell) touches the soul trap, he must roll vs. Will or his soul is sucked into the item, as if he were trapped by a Magic Jar. If a class of person is specified by the caster (as opposed to an individual person) the victim's Will rolls are at +2.

The trap can be any object which is suitable as a Soul Jar. Gems and weapons are common.

**Duration:** 1 hour (effects are permanent once the trap is triggered).

**Base Cost:** 8, 4 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Soul Jar, Delay

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Any item. When the selected class of victim touches the item, this item casts the spell once.

### ***Speak with Dead***

***Information, resisted by Will***

This spell allows the mage to speak with the spirit of a dead person.

In order for the spell to work, the mage must have part of the body or an item closely associated with the person he wishes to speak to. He is at -4 to skill if he just has an item linked to the subject, and he is at -3 if he only has a fragment of the body. If he only has the skull of the person he is at -2 to skill and he is at -1 to skill if he has only a skeleton or partial body.

In addition, there is a penalty for the length of time that the subject has been dead. -1 for 1 week or more, -2 for 1 month or more, -3 for 1 year or more, -4 for up to 5 years, -5 for 25 years, and -1 for every 25 years beyond the first 25.

The mage may ask and receive an answer to one question per minute. The GM should also make a reaction roll for the spirit modified as he sees fit. On a reaction of Poor or worse, the spirit is entitled to a Will roll to resist the spell and the mage must win a contest of Will or his spell skill vs. the spirit's Will in order to receive an answer to a question. Even then there is no guarantee that the spirit won't lie.

Spirits of the dead will only know answers to questions that they knew in life and might be just as ignorant or misinformed as a living person.

This is also a Knowledge spell.

**Base Cost:** 3, same to maintain

**Time to Cast:** 1 minute

**Prerequisites** Magery, Divination, 3 Knowledge or Necromantic spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

**Spectral Hand****Regular**

Causes a ghostly, glowing hand shaped from the caster's own life force to materialize and move as the caster desires.

This hand can move at the same speed as the caster. It is DR8, HP12. The caster can use this hand to perform any action he could with his own hand. The caster can cast other spells as at range touch upon any creature or item that the spectral hand is holding. If the spectral hand is destroyed, the caster immediately takes 1d-2 damage.

The caster must concentrate to maintain control of the hand. If he stops concentrating the hand will return to his side until the spell expires (or he begins to concentrate again).

**Duration:** 5 seconds

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisites** Death Vision

**Magic Item:** Clothing or Jewelry. Energy Cost: 250 points.

**Spirit Travel****Regular**

This spell temporarily turns the subject into a ghost, dead spirit, or similar being, allowing them to possess people, travel to the spirit world, enter the land of the dead, and so forth.

The subject's aura appears to be that of a dead spirit unless the user of the Aura spell scores a critical success, then he realizes the true nature of the subject.

While in spirit form, the subject is vulnerable to all the things that any other spirit would be vulnerable to. For example, a ghost in a Christian world would be vulnerable to silver, crosses, holy water, and the prayers of the faithful.

Damage taken while in spirit form is kept when the character turns back to flesh. If the character is killed while in spirit form, he is permanently dead, as if his ghost had been destroyed.

Objects worn or held by the subject transform into the spirit form, if appropriate. Carried items like backpacks are left behind.

**Duration:** 1 hour

**Base Cost:** 7, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisites** Magery, Summon Spirit

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points. Mage only.

**Steal Dexterity****Regular**

This spell allows the mage to temporarily steal the subject's dexterity to enhance his own.

For every 3 points of DX stolen from the victim, the caster's DX is improved by 1 point. Secondary attributes and physical skills based on DX improve as well. The subject either be willing or totally helpless (i.e. bound or unconscious).

The caster must touch the subject. This works on living, intelligent subjects only! The spell stops when the caster's DX is 50% above normal, when he decides to stop, or when the victim's DX is reduced to zero.

DX stolen by this spell "evaporates" at the rate of 1 point per turn until DX has returned to the caster's normal level. Likewise, DX stolen by this spell returns at the rate of 1 point per minute.

**Duration:** See Above.

**Base Cost:** None for the Caster! For every 3 points of DX taken from the subject, the caster gains 1 point of DX, up to 150% his normal DX score.

**Prerequisite:** Steal Strength

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Steal Intelligence****Regular**

This spell allows the mage to temporarily steal the subject's intelligence to enhance his own. For every 3 points of IQ stolen from the victim, the caster's IQ is improved by 1 point. Secondary attributes and "mundane" skills based on IQ improve as well, but spells and psionic skills do not.



The subject either be willing or totally helpless (i.e. bound or unconscious). The caster must touch the subject. This works on living, intelligent subjects only! The spell stops when the caster's IQ is 50% above normal, when he decides to stop, or when the victim's IQ is reduced to zero.

IQ stolen by this spell "evaporates" at the rate of 1 point per turn until IQ has returned to the caster's normal level. Likewise, IQ stolen by this spell returns at the rate of 1 point per minute.

**Duration:** See Above.

**Base Cost:** None for the Caster! For every 3 points of IQ taken from the subject, the caster gains 1 point of IQ, up to 150% his normal IQ score.

**Prerequisite:** Steal Health

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Summon Undead***

### ***Special***

Allows the mage to summon any sort of undead creature that he is familiar with to his location. If the GM rules that the sort of undead creature that the mage wants is immediately at hand, use the Long Distance modifiers to adjust the caster's skill with this spell.

If successfully summoned, the undead will proceed towards the caster's location as fast as is safely possible. If the spell expires before they get to the caster, they are dismissed and go back where they came from, so the mage would be wise to continue the spell if he is trying to summon very rare or slow-moving undead.

Once the undead reach the caster's location, they must roll for reaction. On a neutral or better reaction they will listen to what the mage has to say. On a poor reaction or worse, they will leave immediately or possibly even attack. Mindless undead can be commanded to service by means of the Take Zombie spell unless they are under the direct control of another mage. Free-willed undead must be bargained with or commanded to service with the Lesser Geas or Command Undead spell.

Undead commanded to service will serve until the expiration of the Summon Undead spell, one hour, or until their task is completed whichever is less. After they are freed, they will leave, attack, or stay near the caster as their nature takes them.

A caster can specify a given type of undead and can exclude known undead of that type by saying so before he begins the spell. The mage can also attempt to summon a specific undead creature. This spell is at -4 if the mage doesn't know the full name of the being he wishes to summon.

**Duration:** 1 hour (creatures commanded to service stay until the spell ends, their task is complete, or one hour, whichever is less.)

**Base Cost:** 6, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Summon Spirit

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Take Zombie***

### ***Regular; resisted by Spell***

Allows the mage to take over zombies, skeletons, or mummies animated by another caster. If the mage who created the zombies is present and opposes the take-over, roll a contest of skill between the interloper's Take Zombie skill and the Creator's Zombie skill.

A zombie taken over by this spell will be loyal to its new owner.

**Duration:** Permanent

**Base Cost:** 5 per zombie, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Zombie

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Temporary Aging***

### ***Regular, resisted by HT***

Temporarily ages the subject by 5 years per energy point put into the spell.

This spell cannot be used to kill the subject outright, but it can force them to make Aging rolls which will temporarily lower their attributes and skills. (As a quick guideline, assume that a character with HT 10 will lose 2 points from one or more different attributes for every 5 years over 50 years of age.)

**Duration:** 1 minute

**Base Cost:** 1 point per 5 years of age, same to maintain.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Steal Strength, Steal Health

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,000 points. Mage only. (b) Clothing or Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 100 times the **Base Cost** to cast the spell.

### ***Touch of Decay (VH)***

### ***Resisted by HT***

This spell turns a living creature into an undead creature which eventually decays to become a mindless zombie.

Touch of Decay requires the caster to touch the subject - armor and clothing do not protect. The subject gets two chances to escape the spell effects. The first is a quick contest between the mage's skill with the spell and the subject's HT. If the subject wins, then they come to no harm. If the subject loses, they must roll again against their HT, at -1 for each 3 levels over 10 at which the mage knows the spell.

If the subject succeeds, they are physically Stunned for 1d6 minutes. If the subject fails, they are stunned for 1d6 minutes and they become undead, intelligent zombie.

Initially, the victim will appear normal, except that physical examination will reveal a lack of pulse and the cessation of all bodily functions. Decay progresses normally except that rigor mortis never sets in. In cold temperatures, the body will keep better, but the victim must roll vs. HT every hour in freezing temperatures in order to avoid freezing into a motionless "corpsicle". In hot temperatures, the victim will quickly become flyblown.

Initially, being dead will have many advantages. The victim is immune to extremes of heat and cold, they Do Not Breathe, Do Not Eat or Drink, have High Pain Threshold, and have No Vitals, and take no extra Damage from Cutting or Impaling weapons. They also have No Blood. On the negative side they have the Unliving disadvantage (they die when they go below 0 HP) and they quickly deteriorate to Horrifying appearance with a Disgusting Smell.

In addition, the victim must make a HT check every day (at a penalty in high temperatures) to avoid losing point of IQ, and a level of Appearance as the body and brain deteriorate. Roll separately for each. Reverse Decay or Preservation spells can halt or reverse this process, but levels of IQ lost due to decay are permanently gone. Without magical aid, the subject will eventually rot to a mindless corpse. When IQ reaches 0, the victim becomes a normal zombie which can be commanded with the Command Zombie spell.

**Base Cost:** 10.

**Duration:** Permanent.

**Time to Cast:** 4 Seconds.

**Prerequisites:** Magery, Death Touch, Zombie, Reverse Putrefaction.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

### ***Transfer Wound***

### ***Regular, resisted by Will***

This spell allows the mage to transfer a wound from one part of the victim's body to another part. The amount and type of damage done is unchanged, only its location is altered.

While this spell can be used to cripple a limb (or other body part) it can't be used to transfer a wound so that it severs or destroys a body part. Specifically, it is impossible to transfer a wound to the brain, vitals, eyes, nose, ears, or any other internal organ.

**Duration:** Permanent

**Base Cost:** 3 points, can't be maintained.

**Time to Cast:** 3 seconds

**Prerequisite:** Wounding

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***True Name***

### ***Information***

Allows the caster to know the true name of a demon, spirit, or other creature that has a secret, magical name. This spell will give the caster +2 to his rolls to Summon or control that creature. The caster can only know the true name of creatures he can summon.

**Base Cost:** 2 per hex of creature

**Time to Cast:** 10 seconds

**Prerequisites** Summon Demon and/or Planar Summons.

### ***Turn Extra-Planar Creature***

***Regular; resisted by IQ***

Causes a single extra-planar creature to retreat from the caster.

On every turn that the spell is maintained, the subject extra-planar creature may attempt to resist it; if it fails, it must move away from the caster at its current maximum Move rate. (If somehow cornered, it can turn and use and All-Out Defense.)

If it succeeds, it can remain stationary (or move away slowly) without problems; if it attempts to move toward, cast spells at, or in any way attack the caster, it must make a Will roll to do so. Whether or not it succeeds, it will then lose 1d6-2 ST (as Fatigue), and any die rolls it makes are at -2.

The caster must have line of sight; his skill level with the spell is the maximum radius in hexes. Extra-planar creature that are farther away are still subject to the restrictions on attacking him.

**Duration:** 10 seconds

**Base Cost:** 4 to cast; 2 to maintain. For every +1 paid to cast (half the casting roll to maintain), reduce the extra-planar creature's resistance and Will rolls by 1.

**Prerequisite:** Planar Summons

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Undead Form***

***Regular***

Temporarily turns the mage into an undead creature of his choice.

Only outward appearance is changed - mental advantages, personality, and most disadvantages and skills are generally unaffected. It is up to the GM to determine what skills, advantages, and disadvantages transfer to the new form.

The subject gains all the disadvantages and inherent physical advantages of a given type of undead. If undead have optional special powers (like Vampires in GURPS: Vampire The Masquerade or Bloodtypes), the subject doesn't get these powers unless they are possessed by all vampires in the campaign world.

In most cases, the mage's personality is unaffected, but the GM might rule that the personality of an undead creature is a byproduct of its form, and require the character to make a Will check every 10 minutes he is in the undead form.

If he fails the Will check Will is reduced by 1 to resist future checks until effective Will reaches 1. At that point the subject ceases to be even remotely human and takes on the personality of that type of undead creature. Each undead form is a different spell.

**Duration:** 10 minutes

**Base Cost:** Variable. Zombie or skeleton: 5 points. Skull Spirit: 7 points. Ghost, Vampire or similar spirit: 10 points. Same to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Zombie, 5 other Necromantic spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 times the Base Cost to cast the spell.

Mage only. (b) Clothing or Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 25 times the Base Cost to cast the spell.

### ***Undead Form Other***

***Regular, resisted by Will***

Temporarily turns a person into an undead creature of the mage's choice. In other respects this spell is exactly like the Undead Form spell.

Each variant of this spell is a different spell.

**Duration:** 10 minutes

**Base Cost:** Variable. Zombie or skeleton: 5 points. Skull Spirit: 7 points. Ghost, Vampire or similar spirit: 10 points. Same to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Undead Form

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 times the Base Cost to cast the spell. Mage only. (b) Clothing or Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 25 times the Base Cost to cast the spell.

### ***Undeath***

### ***Regular, resisted by IQ***

This spell allows the subject to rise after death as a zombie.

Unlike the Zombie spell, it can be cast on a living subject, but it only takes effect once the subject dies. If the victim dies due to violence (sacrifice, combat, murder) their bodies reanimate 3d6 rounds after they die. Otherwise, their bodies reanimate when they are buried or just before they are to be cremated (or what have you) if they are to be disposed of in some other way.

If the mage who cast the spell is still alive when the subject becomes undead, then the new zombie immediately comes under the control of the mage and the mage becomes aware of the new zombie's presence. If the mage is dead, then the spell automatically fizzles.

This spell can be dispelled by means of a counterspell, or by the Remove Curse or Bless spells.

**Duration:** Permanent

**Base Cost:** 5, can't be maintained.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Summon Zombie

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points

### ***Unhallowed Ground***

### ***Area***

Anyone who dies or is buried in the area of effect while the spell is in effect will return as some form of undead.

Most people will return as zombies or skeletons, but some powerful creatures might return as ghosts or vampires. The mage can command skeletons and zombies to serve him. Greater Undead creatures are free-willed. Only the most wicked and strong willed of dead will come back as ghosts or vampires.

**Duration:** 1 hour

**Base Cost:** 7 per hex, minimum of 2 hexes. An area can have this spell cast on it permanently for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Mass Zombie, Contingency, Curse

**Magic Item:** Shovel. Energy Cost: 500 points.

### ***Vampiric Regeneration***

### ***Regular***

When this spell is cast on a melee weapon, the user of the weapon gets back as many hit points as he did with the weapon strike, after the weapon penetrated any armor the victim was wearing, but before damage was modified for hit location or weapon type. So, for example, if you did 5 points impaling damage, and your foe was wearing armor with DR2, then you'd regenerate (5-2 = ) 3 points of damage, even though the adjusted damage of the weapon would be 6 points (3 points of damage doubled for impaling).

This spell may be cast on an unarmed fighter's fists or feet, but not both, unless this spell is cast twice. When cast on fists or feet, the spell does damage based on a single strike, or closely linked series of strikes with the same body part (like a grapple and arm lock combination, or damage from a turn of choking someone).

Note that this spell is "blind" towards its victims and can't be turned on or off. If you accidentally strike a friend with this spell, you will gain HT from him. Likewise, if you accidentally strike yourself, your drain HT from yourself, but you get it back (at least partially) as regeneration!

This spell will not work on missile weapons or any other weapon which must leave the user's hand in order to do its damage. If the GM feels that this spell is abused, he can also rule that it will not work with powered or magically enhanced weapons, such as vibroblades, or that the amount of damage that is "sucked" from the victim is reduced.

**Duration:** 10 seconds or one successful strike, whichever comes first.

**Time to Cast:** 3 seconds

**Base Cost:** 4, 3 to maintain

**Prerequisite:** Magery, Steal Health, Puissance

**Magic Item:** a) Weapon. Energy Cost: 1,500 points. b) Staff, wand, or jewelry. Mage Only. Energy Cost: 750.

### ***Vulnerability to Disease***

***Regular; resisted by HT***

The subject becomes much more vulnerable to disease. He has -4 HT to avoid or fight disease and infection.

**Duration:** 1 day

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Steal Health

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Vulnerability to Poison***

***Regular; resisted by HT***

The subject becomes much more vulnerable to poison. He has -4 HT to avoid or fight poison and radiation.

**Duration:** 1 day

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Steal Health

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Vulnerability to Possession***

***Regular; resisted by Will***

This spell makes the subject much more prone to being possessed, and much less able to defend against possession. Creatures which can possess people will attempt to possess the victim of this spell first, and the victim will naturally attract the attentions of a random creature which can possess on a roll of 5 or less (3d6) each day.

If a creature attempts to possess the victim, the victim has -4 to Will rolls to resist the possession and Exorcism (and similar spells) are at -4 to skill to drive the possessing creature out.

**Duration:** 1 day

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Steal Intelligence

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

### ***Wall of Bones***

***Area***

Causes a wall of bones to erupt from the earth in whatever shape the caster desires.

The wall must be solidly based, or it will collapse in a pile. The wall is not solid, having many small gaps and openings. It will provide cover from missile fire, and will severely impede movement through the area.

Anyone trying to move through the wall will take damage from the spikes, horns and jagged edges of broken bones. The wall can be smashed down, each 1 hex section has DR 3 and 20 HT.

It can also be climbed, if the climber is careful and skillful. Make a DX roll and a Climbing roll every 10 seconds. On a failed DX roll you are caught on the bones and are at -3 to your Climbing roll for that period. On a critical failure, you fall and take +1 to each die of damage (up to +3 maximum) as you fall and slide past the jagged bones.

If cast at an occupied hex, the wall will spring up around the target, causing 1d-3 wounds of 1d-3 damage each, and trapping the subject unless they can make a roll vs. ST-5 to escape..

**Duration:** 1 minute.

**Base Cost:** 2 per hex to cast, same to maintain.

**Prerequisite:** Control Zombie, 4 other Necromantic spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Wound***

### ***Regular***

Magically wounds the subject by causing a cut on his body. Does 1d6+1 cutting damage per point of energy put into the spell. Wounds caused by this spell cause Stunning, might Bleed and must be healed like any other sort of injury.

**Duration:** Permanent

**Base Cost:** 1 to 3 points, 1 per 1d6+1 of damage.

**Time to Cast:** 1 second per point of energy put into the spell

**Prerequisite:** Drain Blood

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Wound Missile***

### ***Missile***

Lets caster throw a sickly globe of greenish light from his hands. When it strikes a living creature, it causes 1d6-1 cutting damage and causes pain and bleeding like a normal missile would. It has SS 12, Acc +2, 1/2D 30, Max 60.

**Base Cost:** Any Amount from 1 to 3; the spell does 1d6-1 cutting damage for each energy point spent casting it.

**Time to Cast:** 1 to 3 seconds.

**Prerequisite:** Magery, Death Touch

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Summon Totem Spirit***

### ***Information***

This spell let the caster talk to his totem spirit. For the Duration of the spell, the caster may ask one yes-or-no question per minute, which the totem spirit must answer to the best of its knowledge and ability.

Skill modifiers: +2 if the medium has an object to which the totem is tied (i.e. a bear mask to summon a bear totem.), +6 if the mage goes on a Vision Quest (a trip led by the spirits where the mage fasts and prays) to summon the spirit.

**Duration:** 1 minute

**Base Cost:** 6, 4 to maintain

**Time to Cast:** 1 hour (1d6 days if the mage goes on a Vision Quest)

**Prerequisites** Summon Spirit

## **Chaos Magic by Jeff Keown**

The following spells are used by Chaos mages in the Warhammer Fantasy Battle Game.

### **New Spells**

#### ***Seek Chaos***

#### ***Information***

This spell allows the mage to identify or seek creatures and places that are tainted by Chaos. If the mage say so before he casts the spell, he can exclude known sources of chaos from his search.

**Duration:** Instantaneous

**Base Cost:** 3 points

**Time to Cast:** 1 minute

#### ***Invoke Lesser Power***

#### ***Special***

This spell opens the caster's mind to Chaos. After making his Fright Check, the caster gains +3 to all spell rolls for 1d hours and all spells are cast at 0 energy cost. Furthermore, they are resisted at -2! The Mage is crackling with power and his aura will reveal the presence of the Chaos Gods in his mind for the Duration of the spell. The air around him will change to reflect the personality of the Chaos Power he invoked; a stinking miasma, a swirling fiery mist or perhaps a perfumed musky scent.

However, characters acquire 5 points of disadvantages or quirks when they first learn this spell, and each time the spell is cast, they must make a Fright Check, at -1 to Will for every time that they have ever previously used this spell. A critical failure indicates temporary insanity. The mage will act as if he was affected by the Madness spell for the Duration of the spell.

**Duration:** 1d hours

**Base Cost** 10, can't be maintained

**Time to Cast:** 1 minute

**Prerequisite:** Chaos Mark disadvantage, Summon Chaos Servitors, Summon Greater Demon.

### ***Invoke Chaos Power (VH)***

### ***Special***

This spell opens the mage's mind to raw Chaos. Untold amounts of power and insanity rush into the caster as he struggles to control the raging Chaos. The mage must immediately make a Fright Check (see below). If he succeeds, he gains a level of Magery and all spells are cast at 0 energy cost for 1d hours. Further, they are resisted at -4! The Mage is crackling with power and his aura will reveal the presence of the Chaos Gods in his mind for the Duration of the spell.

Characters acquire 10 points of disadvantages or quirks when they first learn this spell, and each casting (cumulative) gives them -1 to Fright Checks when they subsequently cast this spell. Upon learning this spell, and each casting adds 1 to the modifier of the required Fright Check. A failed Fright Check automatically afflicts the mage for the Duration of the spell as if the Madness spell had been cast on him. A critical failure earns the attention of a Chaos Power and the unfortunate sorcerer is immediately transformed into a Chaos Spawn.

**Duration:** 1d hours

**Base Cost** 10, can't be maintained

**Time to Cast:** 1 minute

**Prerequisite:** Summon Minor Demons, Summon Demon, Invoke Lesser Power.

### ***Summon Greater Demon (VH)***

### ***Special***

This spell summons a Bloodthirster, Great Unclean One, Keeper of Secrets or Lord of Change. It is otherwise identical to Planar Summons. The demon will stay until the caster dies, then they will begin to suffer from Instability. They must roll vs. Will each hour or be banished back to the Warp.

**Duration:** Until Instability sets in . . .

**Base Cost:** 20

**Time to Cast:** 5 minutes

**Prerequisite:** Magery and at least the Chaos Mark of the Chaos God in question.

**Magic Item:** No known items can summon a Greater Demon

### ***Summon Khornate Servitor***

### ***Special***

This spell summons a Bloodletter, a Flesh Hounds or a Juggernaut.

**Duration:** Until Instability sets in . . .

**Base Cost:** 10

**Time to Cast:** 5 minutes

**Prerequisite:** The Mark of Khorne and 15 dead bodies!

**Magic Item:** Wand or Staff. Energy cost to create: 10,000!

### ***Summon Nurgle Servitor***

### ***Special***

This spell summons a Plaguebearer, a Beast of Nurgle or a Swarm of Nurglings. It is otherwise identical to Planar Summons.

**Duration:** Until Instability sets in . . .  
**Base Cost:** 10  
**Time to Cast:** 5 minutes  
**Prerequisite:** Magery and at least the Mark of Nurgle.  
**Magic Item:** Wand or Staff. Energy cost to create: 10,000!

***Summon Slaaneshi Servitor***

***Special***

This spell summons a Fiend, a Steed of Slaanesh or a Daemonette of Slannesh. It is otherwise identical to Planar Summons.

**Duration:** Until Instability sets in . . .  
**Base Cost:** 10  
**Time to Cast:** 5 minutes  
**Prerequisite:** Magery and at least the Mark of Slaanesh.  
**Magic Item:** Wand or Staff. Energy cost to create: 10,000!

***Summon Tzeentch Servitor***

***Special***

This spell summons a Pink Horror, a Flamer or a Disc.

**Duration:** Until Instability sets in . . .  
**Base Cost:** 10  
**Time to Cast:** 5 minutes  
**Prerequisite:** Magery and at least the Mark of Nurgle.  
**Magic Item:** Wand or Staff. Energy cost to create: 10,000!



# Plant Spells

## Changes to Spells from GURPS Magic

**Seek Plant** - The mage can also seek a class of plants (i.e. food plants, trees, herbs, etc.)

**Identify Plant** - If this spell is used, the mage will know the useful parts of a plant. Herbalism, Survival, or Poisons is required to properly utilize the plant depending on its type.

**Heal Plant** - Dead plants can be revived for double cost.

**Shape Plant** - This spell makes plant material become soft in the subject's hands (sort of like the effects of the Reshape spell). This allows the subject to "dig" through wood, removing 1 HP or 1 DR of material per turn.

**Plant Growth** - For three times normal cost a plant can be aged by a year.

**Bless Plants** - For double cost the yield can be tripled. For triple costs the yield can be quadrupled. Plants also get +4 to HT to resist the effects of natural diseases and pests.

**Create Plant** - The mage can specify any type of plant that he is personally familiar with. Rare or valuable plants cost double to create. All plants created are sprouts or seedlings, use Plant Growth to increase the size of the plant.

**Tangle Growth** - The plants can be made to grow sharp thorns, spines and burrs for double cost. These do 1d6-2 points of damage per minute to anyone who attempts to move through the area. Damage is doubled if the victims struggle or attempt to run. Damage is halved if the subject is wearing heavy clothing and/or moves at a rate of 1 hex per turn through the tangled area.

**Hide Path** - Each multiple of cost allows the tracks of another 5 people on foot or an extra horseman to be hidden. Costs to mask the trail of larger creatures are based on the number of hexes the creature takes up. For example, a giant who took up 5 hexes would require two castings (or a double strength single casting) of this spell to hide. A 6 foot x 15 foot off-road vehicle or wagon would take up 10 hexes and would require 4 castings (or a single quadruple strength casting) to become untrackable. The GM can rule that large but relatively stealthy creatures (like tigers or bears) require less effort to hide and that especially clumsy or destructive creatures (bulldozers, fire elementals) require more effort to hide. Most "natural" forest creatures are good at hiding their tracks, so they cost half the normal cost to hide. Likewise, a group of trained woodsmen (Tracking 12+) who are trying to cover their tracks by natural means only costs half.

**Plant Sense** - This spell can also be used to determine the chemical make-up and health of plants. A high-tech mage with the Botany, Agronomy, or Gardening skill can use this spell as a substitute for any number of scientific tests to determine the condition of a given plant.

**Animate Plant** - If the plant has any special attacks (spines, thorns, thrown fruit), poison) it costs double to animate. A Man-sized tree has ST 6+1d6, IQ: 0, DX 6+1d6, HT 3+ 2d6, and does Swing/Crushing damage equal to a club with its branches. Thin branches and vines do damage equal to a baton but can be used to grapple and choke.

**Plant Form** - For an extra point all the mage's possessions can be incorporated into his tree form. For another point the mage is also immune to losing IQ from the spell.

Impaling and crushing attacks do 1/10 normal damage. Cutting attacks do 1/2 damage. Cold, electricity and most other attacks do normal damage. A person in plant form is immune to injected poisons or poison gasses which affect the respiratory system. They take 1/4 damage from caustic gasses. Fire does double damage. The mage can "sleep" and regain Fatigue while in tree form, regaining 1 point of Fatigue per hour. He can also feed on soil and sunlight getting the equivalent of 1 meal for every 3 hours he spends "eating".

## Changes to Spells from GURPS Grimoire

**Plant Vision** - For double cost magical plants or wood can also be made transparent.

**Pollen Cloud** - The pollen is created from whatever plants are handy. If there are no plants then the local fungi and molds produce a spore cloud instead. Characters with Asthma or Allergies must roll vs. HT to avoid being afflicted by their condition.

**Rain of Nuts** - If there are no nuts small branches, thorns, etc. are thrown instead. Bucklers and small shields reduce base damage by 1 point.

**Blight** - Plants afflicted by Blight have -5 to HT rolls to resist natural disease and parasites.

**Rejuvenate Plant** - Objects which are held by someone or which have been painted or finished get a resistance roll. In the former case the roll is vs. the owner's IQ. In the second case, the resistance roll is vs. the Craft skill of the person who made the item. The Deadwood spell (q.v.) automatically blocks this spell. Fine wooden objects (like finished doors, fine furniture or bows) are severely damaged by this spell. Door and drawers might grow into the doorframe or the rest of the furniture or they might warp open. Bows, arrows, and other missile weapons are reduced by one level of quality for each casting of this spell. Other wooden weapons are not affected, though they look peculiar

**False Tracks** - This spell also fools scent tracking since the plants will alter their smell to cover the trail. It will not affect magical tracking.

**Conceal** - Each casting of this spell gives the mage +6 to Camouflage skill (even if he is working from his default skill).

**Walk Through Plant** - This spell also fools scent tracking since the plants will alter their smell to cover the trail. It will not affect magical tracking.

**Plant Speech** - The older and more impressive the plant the more "Intelligence" it has for purposes of this spell. Most plants have IQ 1. Older plants get +1 to effective IQ for every 25 years of age (or portion thereof). This means that most small plants will have an IQ of 1 or 2, but large trees can be very wise indeed!

### **Spells From GURPS Magic**

Seek Plant Identify Plant Heal Plant Shape Plant Plant Growth Bless Plants Create Plant Wither Plant Forest Warning Tangle Growth Hide Path Plant Sense Animate Plant Plant Form

### **Spells From GURPS Grimoire**

Plant Vision Pollen Cloud Rain of Nuts Purify Earth Blight Rejuvenate Plant False Tracks Conceal Walk Through Plants Walk Through Wood Plant Speech Plant Control Body of Wood Body of Algae Plant Form Other Immurement

### **New Spells**

#### ***Back to Nature***

#### ***Area, special resistance***

This spell turns man-made objects into their nearest natural equivalent – buildings turn into rock formations or groves of trees, roads turn into meadows, and man-made items turn to small rocks or shrubbery. Other man-made features are converted as the GM sees fit. The newly created vegetation will be identical to the natural vegetation found in the area.

Objects to be transformed get a Resistance Roll. Flimsy, transient, or overgrown items have "HT" of 89 "Normal" items have HT 10-12, and extremely solid, well-built, or ancient structures have HT13+.

Note that if a building is to be affected by this spell, the whole building must be affected, not just part of it.

**Duration:** Permanent

**Time to Cast:** 1 minute

**Base Cost:** 8

**Prerequisite:** Magery 2, Shape Earth, Create Plant, 5 Plant spells, 5 Earth spells

**Magic Item:** Staff, Wand or Jewelry. Mage Only. Energy Cost: 2,500 points.

#### ***Ball of Thorns***

#### ***Missile***

This spell allows the caster to create and throw a smooth, dark sphere of wood which will burst into hundreds of sharp thorns when it hits something solid. The missile has SS 12, Acc +1, and is limited in range by the caster's ST. The missile weighs about 1 pound, so it can be thrown ST x 6 hexes. When the ball hits a solid surface it will burst for 1d6 points of cutting damage. Anyone who is in contact with the sphere when it bursts takes double damage. Anyone within 1 hex of the burst takes 1d6-3 points of cutting damage.

Even if the ball doesn't hit anything solid, it will burst 1 to 5 seconds after being thrown, as specified by the caster when the spell is cast. This feature can be used to make the ball burst in air or detonate after a certain amount of time.

If the caster fumbles his throwing roll, he might well drop the ball, causing it to explode in his hex.

**Duration:** 1 to 5 seconds, as specified by the caster.

**Base Cost:** 3 points, can't be maintained

**Time to Cast:** 2 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Barkskin***

### ***Regular***

Makes the caster's skin tough and woody. This provides PD 1, DR 2 against all types of damage except fire. While the spell is in effect, the caster's appearance is lowered by one level.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Create Plant

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### ***Basketwork***

### ***Regular***

Grass or wicker-like plants or plant materials will weave themselves together to form whatever object the caster can imagine.

Containers or shields can be created by means of this spell, but their quality is limited by the quality of the materials the mage has to work with. Wicker shields have PD 2, DR 4, and 4 HP and 2 lbs. per size (so a buckler would have 4 HP and weight 2 lbs., a small shield would have 8 HP and weigh 4 lbs., and so on.).

Well-made woven baskets can be made waterproof.

**Duration:** Permanent

**Base Cost:** 1 per 5 lbs. of materials to be shaped.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

### ***Blight***

### ***Area***

Similar to the Sterilize spell, but this spell will kill all plant life in an area and make it impossible for growing things to return to the blighted area. Any mobile, plant-based creature in the area of effect when the spell is cast takes 1d6 points of damage and must make a Will roll each minute to stay in the blasted area. Plants and microorganisms are killed outright, though large, ancient, or intelligent trees get a HT roll each day to survive.

The earth in the area is Poisoned as per the Poisoned Earth spell, and nothing will grow in the soil. The only way in which the damage done by this spell can be reversed is by means of the Purify Earth spell.

**Duration:** Permanent

**Base Cost:** 5

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Destroy Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Blow Gun***

### ***Missile***

Creates a small tube about 3' long which the caster can use to fire poisoned thorns. The caster can fire one thorn per turn. The blow gun has SS 12, Acc +1, 1/2D 7, Max 15. The thorns do 1d6-4 cutting damage. If they penetrate the subject's armor, the victim must roll vs. HT or take an additional 2d6 points of poison damage.

At the caster's option, the poison can be made into paralysis poison instead. Paralysis poison does 1d6-1 points of damage and the subject must roll vs. HT or fall to the ground with all but their involuntary muscles paralyzed. Paralysis lasts for 2d6 minutes. At the end of this time, the subject can roll vs. HT each minute in order to regain control of their body.

**Duration:** 1 second (effects of poison last longer, as above)

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Poisonous Plant, Shape Wood

**Magic Item:** Staff or Wand. Energy Cost: 500 points.

### ***Briar Patch***

### ***Area***

Makes plants in the area of effect tangled and thorny, with sharp spikes and saw-like leaves.

Any creature attempting to move through the affected area must move at 1/2 normal speed and will take 1 point of general body damage per minute of travel through the affected area. Creatures which try to move at full speed must roll vs. DX every 10 seconds or fall (for normal falling damage). In addition, they take 1d6-4 points of damage every turn that they attempt to move faster than 1/2 speed. Creatures which stand still do not take damage.

Clothing and fragile equipment will be torn and damaged by the thorns unless the subject can make a DX roll every 10 seconds to avoid being tangled. Characters who try to move fast automatically tear their clothing.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Tangle Growth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Bridge***

### ***Area***

The mage creates a wooden bridge. The bridge can be as long and wide as the mage wishes, with the exception that it must have a roughly rectangular shape and it must be at least 1/4 as wide as it is long. The bridge can support up to 500 lbs.

**Base Cost:** 2, same to maintain. Each doubling of cost doubles the weight that the bridge can carry.

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites:** Magery, Create Plant, Shape Wood

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Brown Thumb***

### ***Regular; resisted by Will***

The subject can kill plants by touch.

The touch of the subject will automatically Wither (as the spell) small plants. The touch will do 1 point of damage per turn to large plants like shrubs or trees. Mobile or sentient plants find the subject's touch extremely painful and must roll vs. Will to avoid crying out or shying away from the subject.

If used to kill large amounts of plants, this spell can be used to wither one hex of plants per turn.

**Duration:** 10 seconds

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Wither Plant

**Magic Item:** Clothing or Jewelry. Some versions are Always On and Can't Be Removed. Energy Cost: 150 points.

### ***Burrs***

### ***Area***

Causes every plant in the area to grow hundreds of burrs.

The burrs will attach themselves to fur, hair or clothing of any creature who passes through the affected areas and are impossible to remove short of cutting or burning them off or magic (Dispel Magic, Remove Curse, or Shape Plant are all effective at removing Burrs).

Each hour that the burrs remain attached they will become increasingly scratchy, causing a -1 IQ and Will per hour to any task which requires patience or concentration. Animals will become increasingly bad tempered because of the burrs: -1 to all reactions and handling rolls per hour of suffering. The burrs will drop off after 6 hours, if the victim's can wait that long.

**Duration:** 1 minute (burrs which attach themselves last for 6 hours.)

**Base Cost:** 3, 1 to maintain (attached burrs can't be maintained by means of this spell.) An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Carnivorous Plant***

### ***Regular***

This spell turns a bush or tree at least 6' tall into a ravenous, carnivorous monster.

A carnivorous plant will still be sessile, but can move freely in other ways. DX will be equal to the energy put into the spell. HT and Hit Points will be equal to double the energy put into the spell and IQ will be equal to 1/2 the energy put into the spell.

For every 10 hit points the plant has, it will have one attack which will do 1d6 points of damage. This can either be a vine which will grapple and constrict for 1d6 damage and which has a reach of 3 hexes, or a "mouth" which looks like a giant Venus fly trap which can bite for 1d6 Cutting damage. Two or more separate attacks can be combined into one larger attack (so a vine could constrict for 2d6 and would have a reach of 6 hexes if two attacks were combined into one). However, the caster must specify which attacks he is combining when he casts the spell.

PD and DR are normal for that sort of plant. Certain plants might have special abilities either magicked into them by the caster or inherent to them.

**Duration:** 1 minute

**Base Cost:** 5 for a man-sized plant, 18 for a large tree. A plant can be permanently animated for 25 times the **Base Cost**.

**Time to Cast:** 5 seconds

**Prerequisite:** Animate Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Change Wood***

### ***Regular***

This spell allows the mage to change wood of one type into another type with which he is familiar. For example, knotty pine boards can be turned into flawless, oak suitable for fine furniture (or vice-versa). Note that wood cannot be shaped by means of this spell, only altered.

**Duration:** Permanent

**Base Cost:** 2 per 5 lb. of material.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Shape Wood

**Magic Item:** (a) Staff, Wand or Jewelry. 500 to create.

### ***Charm Plant***

### ***Regular; Resisted by Animate Plant Spell or HT***

Allows the caster to command any plant. This spell does not bestow the plants with any increased abilities. This spell works on any plants animated by another's animate plant spell or other plant beings.

**Duration:** 1 minute

**Base Cost:** 2 to cast, half that to maintain

**Prerequisites:** Animate Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Compost****Area, resisted by HT**

This spell kills all plant life in an area and causes all plant material to instantly rot into soil. Mass Rot spell turns living material into dead, organic material. Large and/or sentient plants are allowed a roll vs. HT to resist. If they fail their roll they take 1 point of damage per turn until they die.

**Duration:** Permanent (the process takes about a minute)

**Base Cost:** 5, can't be maintained.

**Time to Cast:** 5 seconds.

**Prerequisite:** Wither Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Create Vines****Area**

This spell creates an area of tough, flexible vines which can be used as rope. Each hex of vines provides the equivalent of 50 feet of rope which will support up to 250 lbs. The mage can magically splice the vines together to make longer or stronger ropes.

**Base Cost:** 2

**Duration:** Permanent

**Prerequisites** Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Crop Failure****Area**

This spell allows plants to grow normally, but prevents them from bearing fruit that season. Food crops can be made to completely fail by means of this spell.

**Duration:** Permanent (1 year for long-lived plants)

**Base Cost:** 4, can't be maintained

**Time to Cast:** 1 minute

**Prerequisite:** Frost

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

**Crop Poisoning****Area, resisted by HT**

Any crops in the area of effect will produce poisonous food. Anyone who eats this poisoned produce is treated as if they were affected by the Food Poisoning spell.

**Base Cost:** 3

**Duration:** Permanent

**Time to Cast:** 30 Seconds

**Prerequisites** Magery, Wither Plant, Food Poisoning.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Cuttings****Regular**

Allows cuttings taken from a larger plant to automatically take root and begin to grow on their own.

If the plant is not rooted in appropriate soil when this spell is cast, the plant will eventually die, but it will last ten times longer than a normal cutting would in similar circumstances.

**Duration:** Permanent

**Base Cost:** 1 per pound of material affected (minimum 1 point)

**Time to Cast:** 10 seconds

**Prerequisite:** Plant Growth

**Magic Item:** Vase or Pot. Casts this spell on any cutting placed in it. Energy Cost: 50 points.

**Dart****Missile**

Creates a long, sharp thorn that the mage can throw at a target. If it hits its target, the thorn will do Impaling damage. The missile has SS 12, Acc +3, 1/2D 30, Max 60, and does 1d6-1 Impaling damage per energy point put into the spell.

**Duration:** Instantaneous

**Base Cost:** 1 to 3 points (1 point per 1d6-1 damage done).

**Time to Cast:** 1 second per energy point

**Prerequisite:** Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Deadfall***

### ***Regular; resisted by Dodge***

Makes a nearby tree or other large wooden object (which can't be a load-bearing member of a building or other structure) fall on the subject.

Damage done depends on the weight of the falling object and the distance it falls. At the very least, the subject will take 1d6 points of damage, and a beam or moderate sized tree will do at least 3d6 points of damage, probably more. Other creatures which would logically be affected by the falling object will be damaged as well.

The victims of this spell can roll vs. Dodge to avoid being hit.

**Duration:** Instantaneous

**Base Cost:** 6, can't be maintained

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Delayed Lethal Crops (VH)***

### ***Area***

Any crops in the area of effect will produce poisonous food. Anyone who eats this poisoned produce is treated as if they were affected by the Delayed Lethal Food spell.

**Base Cost:** 5

**Time to Cast:** 2 Minutes

**Duration:** Permanent

**Prerequisites:** Magery 3, Lethal Crops

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### ***Destroy Plant***

### ***Area, Resisted by HT***

Like Wither Plant, but plants destroyed crumble to dust as if they had been burnt to ash.

**Duration:** Permanent

**Base Cost:** 3

**Time to Cast:** 10 seconds

**Prerequisite:** Wither Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Detoxify Plant***

### ***Area***

Removes toxins from an area of plants. Naturally toxic or irritating plants like nightshade or poison ivy can be made harmless and the Itchy Plant and Poisonous Plant spells can be countered by means of this spell. The spell can also be used to remove poisons from plants that have been poisoned, like the heal plant spell.

**Duration:** Permanent

**Base Cost:** 1

**Time to Cast:** 3 seconds

**Prerequisite:** Heal Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Entstaff***

### ***Regular***

This spell temporarily turns the mage's staff (or a similar long thin piece of wood like a spear or club) into a powerful living tree who will follow the mage's bidding.

The ent created by this spell has ST: 40, DX 9, HT 14/25, IQ 10, Move 3, PD 1, DR 3, the Body of Wood advantage. It also has No Vitals, No Neck, and Immunity to Impaling weapons.

It takes double damage from Fire, but takes only half damage from Cold damage.

Ents also have Intolerance (-3 reaction) for people who use fire or damage the forest, and they have a Sense of Duty towards forests and trees.

Ents attack with their leafy arms doing crushing damage.

**Duration:** 1 minute

**Base Cost:** 10 points, 5 to maintain.

**Prerequisite:** Magery, Plant Growth, Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points. Mage Only.

### ***Evergreen (VH)***

### ***Enchantment***

Makes an ordinary plant (or an area of small plants) immortal and capable of growing and flourishing in any environment.

Wither Plant, or Destroy Plant spells will make it go dormant for 2d6 days. Then it will spring back to life. If destroyed by mundane means the plant will regrow after 1d6 hours. If the damage which killed the plant is, effectively continual (like vacuum, fire, Poison Earth or Blight spells) then the plant will "die" for 2d6 days and then "adapt" to that attack form and become immune to it.

**Base Cost:** 25 per pound of material affected.

**Prerequisite:** Magery, Create Plant, 5 other Plant spells

### ***Fell Tree***

### ***Regular; resisted by HT***

Allows a tree to be instantly chopped down. The tree will fall in the direction specified by the caster. If cast against a sentient or mobile tree, this spell will do 3d6 points of damage instead.

**Duration:** Instantaneous

**Base Cost:** 1 point per foot of diameter of the tree to be felled (minimum 1).

**Time to Cast:** 5 seconds

**Prerequisite:** Shape Plants

**Magic Item:** Axe or Saw. Energy Cost: 100 points.

### ***Flower Missile***

### ***Regular***

This spell will turn missiles into harmless, attractive flowers just after they are fired. The flower has the same range as the missile normally would, but does no damage to any target it hits.

**Duration:** Permanent

**Base Cost:** 1 point per pound of missile affected (minimum 1). One flower will be created for every 4 ounces (or fraction thereof) that the missile weighed.

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Forest Knowledge***

### ***Information***

By using this spell, the mage can learn anything he wants to know about a forest or other large area of vegetation. Specifically, the amount of area it covers, areas of certain types of vegetation, what sort of plant and animal species are present, the overall health of the vegetation, and so forth.

Modern mages will find that this spell can substitute for a full-scale ecological survey. This gives +4 to Ecology rolls or any other skill where knowledge of the health and composition of a forest would be useful.

One piece of Information can be gathered per minute that this spell is in effect.

**Duration:** 1 minute.

**Base Cost:** 4, same to maintain.

**Time to Cast:** 1 minute.

**Prerequisite:** Magery, Seek Plant, Plant Sense



**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points. Mage Only.

### **Forest Wisdom**

### **Regular**

This spell allows the mage to intuitively understand a forest or other distinctive ecosystem. This knowledge gives him +4 to all skills which directly relate to the forest or his ability to interact with the forest (such as Tracking or Survival) or to exploit its products (such as Herbalism or Professional Skill: Lumberjack).

**Base Cost:** 3, same to maintain

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Prerequisites:** Divination, Find Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Graft**

### **Regular, Resisted by HT**

When this spell is cast on a living cutting from a plant, it can be instantly and successfully grafted onto another plant where it will grow normally to the best of its ability.

Obviously, if a sprig of a long-lived plant is grafted onto the root system of a short-lived plant, the long-lived plant will die when the short-lived root system dies. Likewise, saplings grafted onto flowers will eventually overwhelm the root system of the flower.

**Duration:** Permanent

**Base Cost:** 1 point per pound of material to be grafted.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### **Greencloak**

### **Regular**

Cloaks the subject in a flowing garment made up of the earth and foliage that surrounds him.

The cloak provides perfect camouflage for the wearer if he remains still (effectively making him Invisible, and at -4 to detect by Smell), otherwise it gives +6 to Camouflage skill and +2 to Stealth and Shadowing skills. The cloak masks the wearer's scent, giving -4 to detect the wearer or follow his trail by smell.

The garment has will act as a normal wool cloak in cold weather and will lower the temperature under the cloak by 10 degrees in hot weather. The cloak will also repel water like a normal raincoat would. The materials used to make up the garment do not dirty or irritate the caster.

**Duration:** 10 minutes

**Base Cost:** 4. 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Clothing or Jewelry. Energy Cost: 250 points.

### **Greenskin**

### **Regular; resisted by HT**

Allows the subject to breathe carbon dioxide, produce oxygen, and photosynthesize, just as if he were a plant.

If the subject is active, this spell allows him to survive on half as much food and oxygen as he would normally consume, as long as he has access to sunlight, soil nutrients, and water.

If the subject chooses to he may lapse into a torpid state (moves at -2 Move, -2 to DX, DX-based skills, and active defenses) allowing him to survive on sunlight, soil and water alone.

It takes 1 minute to come out of a torpid state once it is entered.

While under the effects of this spell, the subject is vulnerable to spells which affect plants and his skin and hair turn to a deep green color.

**Duration:** 1 day

**Base Cost:** 5 per hex of creature, 3 to maintain. The entire creature must be affected for the spell to be affected.

**Time to Cast:** 1 minute

**Prerequisite:** Body of Wood

**Magic Item:** Clothing or Jewelry. Energy Cost: 250 points.

### **Harvest**

**Area,**

**Regular**

Instantly gathers crops (or some other plant part) in the area of effect.

At the option of the caster, the gathered crops can be put into a handy container and undergo basic processing (like winnowing or washing) so that they are ready for use in cooking.

A second application of this spell will completely process a foodstuff, for example, grain could be processed into flour or sugar cane could be turned to sugar. This spell will NOT turn raw materials into finished potions, poisons, or medicinal preparations.

**Duration:** Instantaneous

**Base Cost:** 2 per hex or 25 lb. of material, whichever is less. Double cost to completely process foodstuffs.

**Time to Cast:** 1 minute

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Haunted Forest**

**Area**

This spell turns an area of forest (or a similar ecosystem) into a gloomy, threatening place. All the trees in the area are affected as if the Waken Tree spell had been cast on them, but they will be uniformly hostile to outsiders (-4 to reactions) and will maliciously trip and mislead those people who venture into their area of effect.

Likewise, all the animals in the area of effect become hostile (-4 to reaction rolls) though all but the most powerful creatures will attack indirectly or glower at intruders.

Finally, the forest becomes gloomy, as if the Gloom spell had been cast on it and everything seems threatening as if the Spooky spell had been cast on it.

**Base Cost:** 1 per hex (minimum of 5 hexes), half to maintain. This spell can be made permanent for 50 times the **Base Cost**.

**Duration:** 1 hour

**Time to Cast:** 1 minute

**Prerequisites** Magery, Spooky, Gloom, Awaken Tree, Spook, 3 other spells from the Mind Control, Animal and Plant Colleges.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 2,500 points.

### **Healing Seed**

**Regular**

This spell will make a plant which already has ripe fruits, seeds or berries grow special "fruits" which will heal damage if eaten with 1 hour of being picked.

Each fruit created will heal 1 point of damage or restore 2 points of fatigue at the option of the caster.

Fatigue loss from spell casting cannot be regained by means of this spell.

**Duration:** 1 hour (effects are permanent)

**Base Cost:** 2 points per fruit created (1 point of damage or 2 points of fatigue is restored per fruit created), Can't be maintained. For 10 points the effects of the berries can be made permanent until they are consumed.

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Blossom, Crops

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Hedgerow**

**Area**

Causes a wall of interwoven, thorny bushes to spring into being.

The hedge stands 6' tall and will block visibility through it. Missile fire through the hedge is at -4 to hit.

Creatures can attempt to move through the hedge hex by making an ST roll. If they fail the ST roll they are stuck until they can make a ST roll to move on.

The hedge can be hacked or blasted out of the way. Each hex has PD 1, DR 4, and 10 HP. Fire, edged weapons, or explosives are needed to breach the hedge. Fire does double damage to a hedge. Plant spells which affect plants will affect the hedge normally.

For increased energy cost, the hedge can have sharp thorns which will do 1d6-3 points of damage to anyone who attempts to move through it. Thorny hedges give -5 to ST rolls to break through the hedge in addition to doing damage.

**Duration:** 1 minute

**Base Cost:** 4 per hex filled with hedge, 6 per hex of thorny hedge. The hedge can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Ironwood***

### ***Regular***

Changes the tensile strength of wood to that of steel. This will change double HT, HP, and DR of wooden objects, particularly trees and weapons. Weight is not changed.

Can't be cast on sentient plants, such as treants or blackthorns.

This is also a Metal spell.

**Duration:** 1 hour.

**Base Cost:** 3 to cast, 3 to maintain

**Prerequisite:** Bless Plants

**Magic Item:** Can be made permanent for 300 energy.

### ***Itchy Plant***

### ***Area***

Makes all the plants in the affected area secrete an irritating oil, like that secreted by the poison ivy plant.

Unless washed off (with at least 1 gallon of water per affected hit location) within 5 minutes after the oil touches the subject's skin or clothing, the subject's skin will begin to blister and itch.

If the subject gets the oil on at least 25% of their body they take 1d6-3 points of whole body damage (Toughness helps) and will suffer extreme itchiness for 2d6 days as is they were affected by the Itch spell. Characters who are exposed to the oil on just a part of their body take 1 point of damage to that location and suffer from itchiness on that location for 1d6 days.

Armor protects against the toxic oils for minutes equal to its DR. Waterproof materials (like boots or a heavy raincoat) with at least 1 DR will protect against damage indefinitely, but the subject must be careful when removing these garments lest he get the toxic oil on his.

If the area of plants affected by this spell is burnt while the spell is in effect, the smoke produced has the same effects as the Cloud of Death spell.

If the subject's face or eyes are affected by the oil, they must roll vs. HT or be blinded until the damage heals. Itchiness on the subject's face will lower appearance by 1 level until the damage is healed.

**Duration:** 1 minute (effects last longer)

**Base Cost:** 3, 1 to maintain (effects of poison oil can't be maintained by means of this spell.) The effects of this spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Lethal Crops (VH)***

### ***Area***

Any crops in the area of effect will produce poisonous food. Anyone who eats this poisoned produce is treated as if they were affected by the Lethal Food spell.

**Base Cost:** 4

**Time to Cast:** 1 Minute

**Duration:** Permanent

**Prerequisites:** Magery 2, Crop Poisoning.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,500 points.

**Limb Walking****Regular**

Even the most delicate of vines or tree limbs will support the subject's weight, allowing him to climb even the most fragile trees or walk from tree to tree through (or on) the canopy of a forest.

The subject can move at 1/2 his normal move through or over the trees of a forest. He still must make a DX check every minute to avoid falling though.

If cast on a creature with Perfect Balance the creature can move through the trees at their normal Move by running from branch to branch. If cast on a creature with the Brachiation ability, they can Brachiate at +1 Move, and are at +4 to Climbing rolls.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Clothing or Jewelry. Energy Cost: 100 points.

**Live Wood****Regular**

This spell keeps plants alive and alive and growing even after they are cut.

**Duration:** Permanent

**Base Cost:** 2 per 10 pounds of material affected

**Time to Cast:** 10 seconds

**Prerequisite:** Plant Growth

**Magic Item:** (a) Vase or pot. Energy Cost: 25 points. (b) Staff, Wand, or Jewelry. Energy Cost: 100 points.

**Living Tool****Regular, resisted by HT**

This spell turns an existing plant of the appropriate sort into a tool for the Duration of the spell.

For example, grass could be turned into a net or a cord, rushes could be turned into a mat or a basket, and trees or shrubs could be turned into mallets, clubs, or bows. When the spell ends the plant reverts to its original form. Sentient or magical plants get a resistance roll.

**Duration:** 10 minutes

**Base Cost:** 2 per 25 lbs. of plants (or fraction thereof) to be affected, same to maintain (minimum of 1/1).

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Magic Crop****Area**

This spell causes a plant of any sort to produce any sort of plant-based food that the caster is familiar with.

The amount of food produced by means of this spell depends on the richness of the vegetation. As a rough guideline a area of lush vegetation can yield one pound of food per hex. Sparse vegetation (like mowed grass or arid scrub) can produce 1/4 pound of food per hex. Extremely sparse vegetation (desert) can produce 1/8 pound of food per hex.

The caster can make plants produce processed plant-based food, but the yield is halved and the cost is doubled.

**Duration:** Permanent

**Base Cost:** 5 (double cost to produced processed food)

**Time to Cast:** 1 minute

**Prerequisite:** Blossom, Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Magic Seed****Enchantment**

A magic seed will magically grow into the type of plant specified by the mage who enchanted the seed when it is set on the ground and is watered.

Plants created by this spell do not have to be "normal" plants, though they must be non- intelligent and sessile.

If the plant is to have some special quality (like magical abilities or attack capability), the appropriate spell must be enchanted into the seed when it is created.

**Base Cost:** 3 per foot of height and/or hex of area the plant will cover, plus the cost of any special abilities.

**Prerequisite:** Magery, Create Plant, Link

### ***Mossback***

### ***Regular, resisted by HT***

This spell covers the subject's body with living, growing moss and fungus which grows from his skin and which replaces his hair.

This gives the subject +4 to Camouflage rolls and gives -4 to attempts to track the subject by scent (since he smells different), but makes the recipient of the spell look very peculiar indeed - Appearance is reduced by one level down to a minimum of Hideous. It also gives the subject -1 to all resistance rolls to avoid the effects of fire or flames.

Since the growth emerges directly from the victim's skin, attempts to tear the moss loose do 1 point of damage per handful of moss removed. The GM must determine other effects.

**Duration:** 1 minute.

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Shape Plant

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 100 points.

### ***Nature Form***

### ***Regular***

When the mage casts this spell, he can turn himself into a dryad or similar type of nature spirit.

Only outward appearance is changed - mental advantages, personality, and most disadvantages and skills are generally unaffected. It is up to the GM to determine what skills, advantages, and disadvantages transfer to the new form.

The subject gains all the disadvantages and inherent physical advantages of a given type of natural spirit. If nature spirits have optional special powers, the subject doesn't get these powers unless they are possessed by all vampires in the campaign world.

In most cases, the mage's personality is unaffected, but the GM might rule that the personality of a nature spirit is a byproduct of its form, and require the character to make a Will check every 10 minutes he is in the spirit form.

If he fails the Will check Will is reduced by 1 to resist future checks until effective Will reaches 1. At that point the subject ceases to be even remotely human and takes on the personality of that type of spirit.

Each spirit form is a different spell.

**Duration:** 10 minutes

**Base Cost:** 10 to 15 points depending on the power of the spirit form. A mage can permanently turn himself into a nature spirit for 25 times the **Base Cost** of the spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, 5 other Plant spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 times the **Base Cost** to cast the spell. Mage only.

### ***Nature Form Other***

### ***Regular, resisted by HT***

When the mage casts this spell, he can turn the subject into a dryad or similar type of nature spirit. An unwilling subject gets a roll vs. HT.

In other respects this spell is identical to the Nature Form spell.

**Duration:** 10 minutes

**Base Cost:** 10 to 15 points depending on the power of the spirit form. A mage can permanently turn a person into a nature spirit for 25 times the **Base Cost** of the spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Nature Form.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 50 times the **Base Cost** to cast the spell. Mage only. (b) Clothing or Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 25 times the **Base Cost** to cast the spell.

### **Obscure Trail**

**Area**

Similar to the Hide Path spell, but this spell can be cast on an area obscuring all tracks and trails within the area of effect.

Alternately, the caster can specify which tracks he wishes to erase. Unlike the Hide Path spell, this spell can be cast after the subject has left the trail and it can be used to further obscure camouflaged objects. All attempts to Track or see Camouflaged objects are at -8 to skill.

**Duration:** Permanent.)

**Base Cost:** 3

**Time to Cast:** 10 seconds. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisite:** Pass Without Trace

**Magic Item:** Clothing or Jewelry. Energy Cost: 250 points.

### **Palisade**

**Area**

This spell creates a 8' high palisade of 1' thick hardwood logs which are sharpened at the top and set into the earth to a distance of 4'. At the GM's option the palisade can be pierced with arrow loops or gunslits and a 3' wide catwalk with ladders leading up to it (1 ladder per 2 hexes of length) so that people can fight from the top of the wall.

Those on the catwalk will receive a 10 second warning before the spell ends allowing them to jump down from the catwalk. If they do not, they fall 1 yard when the spell ends.

**Base Cost:** 5, same to maintain (minimum of 2 hexes)

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites:** Magery, Hedge, Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 450 points.

### **Photosynthesis**

**Regular**

This spell allows the subject to derive sustenance directly from sunlight. One hour in bright sunlight gives energy equivalent to a meal. If the sky is overcast or the mage is in a shady spot it takes two hours to get enough energy for a meal. If the sky is very heavily overcast or the mage is in deep shade, four or more hours are required to get a meal.

For the **Duration** of the spell the subject's skin is bright green. Clothing, armor, or other objects which shade the subject's body count as shade, so a fully dressed subject might need two or more hours to get a meal.

**Base Cost:** 3, same to maintain

**Duration:** 1 Hour.

**Time to Cast:** 30 Seconds.

**Prerequisites:** Plant Form

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### **Plant Barrier**

**Area**

Keeps plants and plant materials from crossing through the affected hexes.

Plant-based life forms can't cross the barrier, nor could leaves, seeds, mobile plants. Wooden weapons are at -2 to hit if they must penetrate the barrier to hit their target.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

***Plant Proof***

***Area***

Makes an area completely immune to "normal" damage by plants and similar organisms.

For example, walls treated with this spell will become immune to the damage that ivy climbing up them would normally cause, tree roots can be kept from buckling pavement, and molds and fungus can be kept out of grain. Damage from things like falling trees or animated plants is not "normal" and isn't protected against by this spell.

This spell won't reverse damage already done by plants, but it will prevent future damage.

**Duration:** 1 month

**Base Cost:** 1, same to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

***Poison Seed***

***Regular***

This spell will make a plant which already has ripe fruits, seeds or berries grow special "fruits" which will cause damage if eaten with 1 hour of being picked.

Each fruit created will cause 1d6 point of damages and will make the subject sick as if he had been affected by the Sickness spell. Poison seeds are indistinguishable from normal fruits produced by that plant.

**Duration:** 1 hour (effects are permanent)

**Base Cost:** 2 points per fruit created, can't be maintained. The effects of the fruits can be made permanent until consumed for 10 points each.

**Time to Cast:** 1 minute

**Prerequisite:** Healing Seed, Poisonous Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

***Poisonous Plant***

***Area***

Coats all the plants in the area of effect with a powerful contact poison which will poison anyone who touches them.

Creatures in the area of effect must roll vs. HT each turn or take 1 point of damage. Creatures who fall in the poisonous area, or who have a lot of exposed skin must roll vs. HT-4.

Armor protects against the poison for minutes equal to its DR. Waterproof materials (like boots or a heavy raincoat) with at least 1 DR will protect against damage indefinitely, but the subject must be careful when removing these garments lest he be poisoned through his hands.

If the area of plants affected by this spell is burnt while the spell is in effect, the smoke produced has the same effects as the Cloud of Death spell.

If cast on an area of thorny plants which can tear flesh allowing the poison to get into the blood-stream, the subject must roll vs. HT or take 1d6 points of poison damage if they take damage from thorns.

**Duration:** 1 minute (poison produced and effects of poison are permanent)

**Base Cost:** 3, 1 to maintain

**Time to Cast:** 10 seconds. This spell can be made permanent for 25 times the **Base Cost**.

**Prerequisite:** Itchy Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

***Preserve Wood***

***Regular***

This spell will prevent wood from rotting, being warped or shaped, or brought back to life.

Any attempt to use the Rejuvenate Plant, Shape Wood, Warp Wood or similar spell on the object must win a contest of skills at -4 vs. the mage's Preserve Wood spell.

Wood preserved by this spell is also immune to natural rot, and will burn at half the normal rate.

**Duration:** 1 week

**Base Cost:** 1 per 20 lbs. of material affected (minimum 1 point). Can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Prevent Plant Disease***

### ***Area***

This spell will prevent plants in the area of effect from being damaged by insects or plant diseases.

**Duration:** 1 week

**Base Cost:** 1, same to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Protection From Plants***

### ***Regular***

This spell gives the subject +4 HT to resist poisoning by plants (or natural plant toxins) and gives hostile plants -4 to hit the subject.

The subject also gets +1 to HT to resist poisoning by plant-derived poisons and wooden (or mostly wooden) weapons are at -1 to hit him.

**Duration:** 10 seconds

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Plant Proof

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

### ***Prune***

### ***Regular***

Allows the caster to prune the plant to cut off new growth (produced within the last 3 months) and reduce the plant's total size by 10%. Rotted, dead, or damaged limbs can be removed and the plant can be shaped to present an attractive surface.

**Duration:** Permanent

**Base Cost:** 1 for a small plant, 2 for a man-sized tree, 6 for a large tree.

**Magic Item:** Staff. Energy Cost: 50 points.

### ***Regulate Plant Growth***

### ***Regular***

This spell allows the caster to shape the plant as it grows, allowing it to take the shape the caster wishes as it matures.

**Duration:** 1 month

**Base Cost:** 1 for a small plant, 2 for a man-sized plant, up to 6 for a large tree.

**Time to Cast:** 1 minute

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

### ***Repel Plants***

### ***Regular***

The subject repels plants. Plants to bend out of the way of the subject allowing him to move at his normal Move even through overgrown areas.

The subject is immune to the effects of the Burrs and Tangle Growth spell, and he gets +4 to HT to avoid the effects of the Itchy Plant and Poisonous Plant spells. Plant based creatures and animated plants are at -4 to skill to directly attack the subject.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds



**Prerequisite:** Shape Plant

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points.

### ***Reveal Path***

### ***Area***

This spell makes the path taken by a subject the mage wishes to follow extremely obvious, by bending or flattening foliage along the trail the subject made, temporarily making the area the subject followed look like it had been flattened by a small bulldozer.

This gives the subject +5 to Tracking rolls (if he has that skill) or allows him to follow a trail just by making an IQ roll (if he doesn't). Even if the trail is otherwise impossible to follow, this spell will give the subject an IQ roll to try to follow it.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Hide Path

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Reverse Plant Growth***

### ***Area***

Reverses the growth of a plant. Plants get younger and smaller, fruit unripens, flowers go back to being buds, and so forth. One month of growth can be reversed for each application of this spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Plant Growth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Revive Plant***

### ***Area***

Brings an area of dead plants back to life.

The entire area covered a large plant must be revived to bring a large plant back to life. Plants that died of disease or poison will quickly die again unless the Heal Plant spell is used. This spell will cancel the effects of the Blight spell

**Duration:** Permanent

**Base Cost:** 4 per hex

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Heal Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### ***Root Sense***

### ***Information***

This spell allows the caster to know what is in the soil under his feet or under the roots of any plant he is touching.

The area affected by the spell depends on the root system of the plant. If the caster isn't touching a plant, he can sense the soil in the hex under his feet and in adjacent hexes. Good for detecting water, archeological sites, treasures.

**Base Cost:** 3 points

**Time to Cast:** 10 seconds

**Prerequisite:** Forest Warning

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

### ***Rotten Branch***

### ***Regular, resisted by Dodge***

This spell must be cast on a branch overhanging a path or other area.

When the person or class of person specified by the caster moves beneath the branch, the branch will fall doing damage to the subject. The damage done to the victim depends on the size of the branch and the height from which it fell. A branch of any size will do at least 1d6 points of damage and large branches will do at least 3d6 points. The victim may attempt to Dodge.

**Duration:** 12 hours, or until victim triggers spell.

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Wither Plant, Delay

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### **Scythe**

### **Area**

This spell trims grass or similar vegetation to the height specified by the mage. The excess vegetation doesn't disappear, instead it falls where it is cut. The mage must use physical labor or another spell to gather the cut material together.

This spell has no effect on woody plants (such as bushes or trees) or sentient plants.

**Duration:** 1 minute.

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Shape Plant

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Jewelry. Works for wearer only. Always on. Some versions can't be removed. Energy Cost: 100 points.

### **Seed Missile**

### **Enchantment**

Similar to the Magic Seed spell, but, this spell allow certain plant spells to be turned into a missile.

Spells which can be "imbedded" in a Seed Missile are Bless Plants, Blight, Blossom, Briar Patch, Burrs, Carnivorous Plant, Create Plant, Create Plant, Entangling Vines. Frost, Heal Plant, Heal Plant, Itchy Plant, Plant Growth, Poisonous Plant, Tangle Growth and Wither Plant. If the spell imbedded in the seed missile needs an area of plants to be effective, the mage must also pay the cost for the Create Plant spell of the same area as the spell which will modify the plants.

The Seed Missile will keep indefinitely, but it will burst whenever it strikes a hard surface (or receives a hard blow sufficient to do 1 point of damage) or 1 to 5 seconds after the user commands it to go off. (The user sets the delay time.) When the seed bursts, all spells take effect for their normal Duration. Plants created from the seed are under the control of the person who placed or threw the missile. A Seed Missile has SS 12, Acc +3, and a range equal to the ST of the person who throws it. It weighs about 1 pound.

**Duration:** Permanent (until thrown, broken, or set off). Spells created from the seed have their normal Duration.

**Base Cost:** 10, plus cost of spells "imbedded" in it.

**Prerequisite:** Magery, Magic Seed, Create Plant, Link

### **Seeking Vines**

### **Regular**

This spell creates an area of animated vines which will blindly strike out attempting to entangle any living creature they encounter.

Each casting of this spell creates a single hex of vines with PD 1, DR 1, ST 10, DX 9, and HT 10/8. The vines are sessile but can strike out up to 3 hexes from the hex where they are created. If they sense a living creature, they will lash out and attempt to grapple. Vines which grapple will attempt to hold the victim in place.

Vines can't do damage unless they score a critical hit. Then they wrap themselves around the victim's throat and start to strangle the victim. Each hex of vines can attack up to 3 creatures.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Shillelagh****Regular**

Creates a magical club or staff of magical wood.

This weapon is a weapon of Fine Quality which has one level of the Accuracy spell on it. The shillelagh also does +2 damage to plants and plant-based creatures. It is up to the caster whether he creates a club, baton, or staff.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Create Plant

**Magic Item:** Jewelry. Works for wearer only. Energy Cost: 150 points.

**Shrink Plant****Area, resisted by HT**

This spell reduces the size of living plants. They keep their outward shape, but they are greatly reduced in size and weight.

It is generally used to make large plants easier to transport, but powerful mages use this spell to make bonsai from large trees!

**Duration:** 1 minute

**Base Cost:** 1 per 100 lbs. of plants (or fraction thereof) to be affected per 10% reduction in size and weight, same to maintain. A plant can be permanently shrunk for 10 times the **Base Cost**.

**Prerequisite:** Plant Growth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

**Spears Missile,****Area**

When this spell is cast, plants in the affected area are turned into magically animated missiles.

Grass grows needle-sharp darts, reeds and small branches grow into arrows, and trees turn into spears. The remaining vegetation will then hurl these missiles at a target specified by the mage (or the nearest subject if the mage doesn't specify a specific target).

- **Grass darts** have SS 12, Acc 0, 1/2D 5, Max 10, and do 1d6-2 Cutting damage.
- **Reed arrows** have SS 12, Acc 0, 1/2D 20, Max 50, and do 1d6-1 Impaling damage.
- **Tree spears** have SS 12, Acc 0, 1/2D 20, Max 50 and do 1d6+2 Impaling damage.

All these missiles are hurled at an effective skill of 12.

Three missiles are generated per hex of area affected per application of this spell. s plants into animated throwing spears

**Duration:** Instantaneous

**Base Cost:** 5 per hex, can't be maintained.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Shape Plant, Rain of Nuts.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Spore Cloud****Area, resisted by HT**

This spell is a deadly version of the Pollen Cloud spell.

When it is cast, fungi in the area produce huge clouds of spores which will choke and infect the subject. Anything with an unprotected respiratory system must roll vs. HT each turn or take 1 point of damage and be immobilized by coughing, sneezing, and choking. Victims who succumb to the effects of this spell will become hosts for mold spores, and as their bodies rot, new fungi. will grow from their corpses completely obliterating the body within 2 weeks.

**Duration:** 10 seconds

**Base Cost:** 4, same to maintain.

**Prerequisite:** Pollen Cloud

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Sprout****Area**

This spell makes seeds sprout into seedlings as if they had been properly germinated and had been growing in ideal conditions for about a week.

**Duration:** Permanent

**Base Cost:** 1, can't be maintained.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 50 points.

### ***Strangle Vines***

***Area, resisted by DX***

This spell is identical to the Tangle Vines spell, except that the vines have ST 15, DX 12, 15 Hit Points and Move 6. Though they will initially target the legs (-2 to hit), once the victim is immobilized, the vines will wrap around the victim's throat, gradually choking him to death. Treat this as a normal Choke attack. Also, the vines might do normal constriction damage to a body part they entangle.

**Base Cost:** 5, same to maintain. Each doubling of cost doubles the ST of the vines.

**Duration:** 1 minute

**Prerequisites** Tangle Vines

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Summon Nature Spirit***

***Special***

Calls a nature spirit or other creature closely linked with enchanted forests like a nymph, neriad, ent or unicorn.

The ritual to summon each creature is a different spell. If the caster knows the name of a specific nature spirit, he can summon it at +4 to skill.

Successfully cast, this spell attracts a nature spirit to the caster. It does not, however, give the caster any sort of power over the nature spirit - spirits must be bribed or negotiated with, rather than coerced. Normally, mages do this by offering to perform a service for the spirit in exchange for the spirit's aid. Nature priests can sometimes motivate spirits just by their status and reputation.

Because a spirit must travel to the caster at its normal move or might appear in invisible form, the success of the Summoning may not be immediately apparent. The summoner must assume that his spell was successful, unless he is somehow absolutely certain it has not succeeded!

**Duration:** Entirely up to the spirit. It might quickly become bored and leave or it might remain for hours or even days.

**Base Cost:** Equal to the spirit's ST + IQ. If the caster is not certain what spirit will be summoned, he will not know precisely how much energy will be used in casting the spell. It is possible that he will knock himself out by inadvertently summoning too great a spirit. When all the caster's ST is gone, if more energy is required, the spell fails and the caster remains unconscious for as many hours as he lacked energy points to summon the creature.

**Time to Cast:** 5 minutes

**Prerequisites** Magery, 10 Plant Spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Sustain Plant***

***Regular***

This spell will automatically feed and water a plant over a period of days. The correct amount of food and water is magically administered each day. Though clever mages might figure out a use for this spell on an adventure, it is mostly used by absent-minded mages who want to keep their house plants alive.

**Base Cost:** 1 per week per hex of plant, same to maintain.

**Duration:** Variable

**Time to Cast:** 1 minute

**Prerequisites** Revive Plant

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 100 points. (b) Pot or other container. It will automatically cast this spell on any plant planted in it. Energy Cost: 50 points.

### ***Take Root***

***Regular. Resisted by ST-2***

Although the caster may cast this spell on himself, it is more common to use it against a foe. When the spell is cast the subject's feet transform into roots which rapidly burrow into the ground holding the subject in place. The subject must roll vs. ST-2 to pull his feet free and even if he frees himself he still has a maximum Move of 1 for the Duration of the spell. If the victim can't pull himself out, he can attempt to dig himself out. This takes 10 minutes in soft soil if the subject uses his hands. The victim can't use a shovel due to the odd angles. If he has a trowel or small shovel, time to dig out is halved.

The more energy put into the spell, the more extensive the roots. For each doubling of cost the penalty to ST is doubled as is the time required to dig out. For 2 points extra, the mage can turn the subject's hands into branches, preventing him from digging out and giving him the No Fine Manipulators disadvantage. The caster cannot effect hands without effecting feet. If the mage desires, the subject will be able to derive nutrition from the soil. The victim can get energy equivalent to a meal in about 2 hours if the provides nourishment and he takes root in normal soil. Each doubling of cost halves the time needed to get a meal.

**Base Cost:** 4 to cast, 2 to maintain. Each doubling of cost doubles the ST penalty to the Resistance roll. For 2 points extra, the mage can turn the subject's hands to branches in addition to rooting his feet.

**Duration:** 1 Hour.

**Time to Cast:** 3 Seconds.

**Prerequisites** Magery 2, Alter Body, Plant Form Other.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 250 points.

### ***Tangle Vines***

### ***Area, resisted by DX***

This spell creates an area of vines which will seek out and entangle subjects specified by the mage within the area of effect. The vines have ST 12, DX 12, 10 Hit Points and Move 5. They take double damage from fire or cold attacks but are immune to impaling and crushing damage.

When they are called into being they will immediately seek to grapple and entangle anyone specified by the mage, attacking at DX. Their attack can be avoided if the subject rolls under his DX. If a victim is attacked by multiple vines he is at -2 to his DX roll for each additional vine.

By preference vines will always attempt to entangle the legs (-2 to hit), but the caster can specify attacks to other parts of the body. The vines will only immobilize, they cannot squeeze hard enough to do damage.

**Base Cost:** 3, same to maintain. Each doubling of cost doubles the ST of the vines.

**Duration:** 1 minute

**Prerequisites** Magery, Shape Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Thorny Rope***

### ***Regular***

In order to cast this spell the mage must have a length of rope, wooden weapon or stout stick. When he casts the spell, the stick or rope grows sharp thorns and becomes rubbery and flexible. The mage then throws the rope at the target (it has SS 14, Acc 0, 1/2D n/a, Max 20). If it hits, it will quickly wrap itself around the target's body, stretching and twisting to completely bind him. Treat this as a separate Grappling attack with the rope having ST 15, DX 12 and 10 Hit Points.

The rope will continue to attack the victim for the Duration of the spell, until it is destroyed, or until the victim wins 3 contests of skill in a row (or one contest with a Critical Success). The rope can be attacked with fire, energy, or by cutting weapons. Other types of attacks have no effect.

If the rope wins the initial Grappling attack, on the next turn it will attempt to Pin the subject. Pinned subjects may roll a contest of ST each turn in order to escape, but they take 1 point of damage from each escape attempt. If they critically fail their roll they take 1d6 points of cutting damage. If they roll a critical success they escape without taking damage. If they lay motionless they will not be harmed. Armor does not protect unless it is completely sealed.

When the spell ends or the rope is destroyed it will vanish or revert to its original form, as the mage wishes. If the rope was destroyed, the item used to make the rope is also destroyed and will vanish.

**Base Cost:** 4, 3 to maintain

**Duration:** 1 minute

**Time to Cast:** 5 seconds

**Prerequisites** Magery, Tangle Vines, Thorny Staff, Create Rope  
**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

### ***Thorny Staff***

### ***Regular***

This spell makes a staff or other wooden weapon grow sharp thorns. These thorns allow a weapon that would otherwise do Crushing damage to do Cutting damage. The users ability to wield the weapon is not impaired in any way.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Time to Cast:** 3 seconds

**Prerequisites** Shape Wood

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points. (b) A weapon can have this spell cast on it permanently. Energy Cost: 200 points.

### ***Tracks***

### ***Regular***

Subject's tracks become those of another animal, specified by the caster.

This affects not only footprints, but scent and other traces of passage, such as broken branches. It does not make the subject harder to track, but will fool most trackers into thinking they are following the wrong trail. Can also be used to lure hunters and their dogs.

This is also a Protection & Warning spell.

**Duration:** 1 minute

**Base Cost:** 2 to cast, 1 to maintain.

**Prerequisite:** Hide Path

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 100 points.

### ***Transmute to Wood***

### ***Regular***

This spell turns rock, metal, or other non-living organic material into wood. The GM must figure the new PD, DR and Hit Points of the transmuted objects.

**Base Cost:** 2 per 50 lbs. of material

**Duration:** Permanent

**Time to Cast:** 1 minute

**Prerequisites** Magery 2, Create Wood, 5 other Plant spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 400 points.

### ***Tree Door***

### ***Regular***

This spell allows the mage to enter a tree at least 3' in diameter and travel by "teleporting" to trees of a similar size which are within at least a mile of the tree he is teleporting from. When the mage reaches his destination, he exits the final tree he teleported into and the spell ends.

The mage will always know the location of the next suitable tree along his route of travel, so this spell effectively allows the mage to move instantly between locations in an old-growth forest. In other areas, the mage might be limited in how far he can travel. The spell is useless in places where there are no trees (like cities, deserts, plains, water, or tundra) and will be much less effective where there aren't closely spaced stands of large trees, like in young forests, swamps, farmland, or parks.

Unless the GM has previously decided that there is a "chain" of suitable trees between two locations, roll 2d6 and multiply the result by 10%. This is the percent of the distance that the mage can travel between his starting location and the point to which he wishes to journey. Any percentage equal to or above 100% means that the mage has discovered a link between his origin point and his destination and the spell works normally. Otherwise, the mage can only use this spell to travel part of the way. If the GM rules that suitable trees are especially sparse or thick, he can modify this die roll as he sees fit. Foes can magically block a tree from being used for transport by making it a No Mana hex.

Note that the restrictions on the diameter of the tree are to insure that the mage and his possessions are entirely inside the tree when he makes a "jump". Body parts or objects which stick out of the tree will be left

behind when the mage transports himself to a new tree. (A "teleport failure" destroys the exposed object or does 2d6 points of damage and amputates a limb.) Skinny mages can risk using smaller trees (+1 to percentage rolls), Fat mages must use thicker trees (-2 to percentage rolls). Creatures larger than one hex in size generally can't use this spell, unless the GM decides that sequoia-sized trees are a common feature of his campaign world!

**Duration:** Nearly Instantaneous.

**Base Cost:** 3 per 100 miles of travel

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Walk Through Wood, Forest Knowledge, 10 Plant spells

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Tree Tell**

### **Information**

This spell allows a caster to "talk" with a tree, allowing him to "see" what events happened within 10 hexes of it (or under its branches for a large tree) during its lifetime.

The mage can start his "vision" at any point in the tree's life and he can "fast forward" through dull periods of the tree's history at a rate of up to 1 year per second, but events which the mage wishes to "see" must be viewed at the rate they happened. The mage can turn his "field of view" 360 degrees, but he can't change his "view" from the location of the tree when he is observing an event. Events viewed will be seen with the same visibility conditions that were present at the time they happened and the mage can't make them clearer with magic spells which improve visibility (since he is seeing through the tree's "eyes"). This means that events which took place in the dark will be invisible to the mage, even if he has Dark Vision!

The mage will "know" what time the scene he is viewing occurred once he views it, however, unless he knows the exact date and time that an event occurred, he must spend some time searching for it in the tree's "memory". A tree's "memory" can only be "scrolled" in one direction (either forward or backward, not both) so if the mage starts his search too late or too soon, he will miss the event he is looking for entirely.

Likewise, if the caster "scrolls" through the tree's history too quickly, he might miss the event he was looking for. The mage must roll vs. IQ to find a specific event he is looking for, at a -2 if he doesn't know the day, -4 if he doesn't know the month, and -8 if he doesn't know the year. On a failed roll the mage misses the event he is looking for while he "fast forwards" and spends 1d6 minutes searching fruitlessly before he gives up. The mage can subtract -1 from the penalty for every doubling of the time he spends searching. This, of course, increases the energy cost of the spell.

(GM's are encouraged to think of the tree's "life story" as being a very long "video tape" which can only be fast forwarded or rewound. GM's should also remember that 99.99% of the average tree's life is very dull. Characters who insist on viewing lots of a tree's life in "real time" will have to make at least one Will roll to keep concentrating on their search.)

**Duration:** 10 minutes

**Base Cost:** 4, same to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery, Speak With Plants

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 300 points.

### **Tree Tomb**

### **Regular, resisted by HT**

When this spell is cast, the victim and everything he carries is put in stasis and is imbedded in the heart of the nearest tree of 3' or more diameter.

The subject is released when the tree dies or when the spell is cancelled by the mage. This spell can only be cast if there is a tree at least 3' in diameter within 10 hexes of the subject.

The caster can't cast this spell on himself, unless he wants to be permanently trapped inside a tree. To temporarily hide inside a tree, see the Walk Through Wood spell.

**Duration:** Permanent (until cancelled)

**Base Cost:** 10 per hex of creature. The entire creature must be affected in order for the spell to work and the "host" tree must be large enough to completely "hold" the victim. 6 per hex of creature to reverse.

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Wood

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### **Treehouse**

### **Area**

This spell temporarily turns a tree at least 3' in diameter (or a large area of very thick foliage, like a briar patch) into a shelter for one or more persons. The treehouse area is accessible by a hidden door (Vision, Tracking, or Holdout -8 to spot) in the tree which opens on to a ladder which runs up the inside of the tree. Once the ladder reaches the canopy of the tree, the ladder ends and the "floor" of the treehouse begins. The floor and walls of the treehouse are made from the trunk and limbs of the tree and tightly woven limbs. The roof is made of limbs and leaves.

The smallest treehouse occupies an area about 9' in diameter and will support up to 500 lbs. of weight per hex. Additional space and weight carrying capacity can be added by increasing the energy spent. The mage can also specify windows, doors and balconies for the treehouse as he sees fit. Balconies count against the total space the treehouse occupies and can't be made weatherproof. They give not cover against attacks and are only guarded by an open waist-high railing. Windows and doors consist of "shutters" made of flexible limbs and leaves. They can be closed to keep out the weather, but only give PD 1, DR 1 to anyone sheltering behind them. One door or window can be added to the treehouse per 5' of wall.

This structure will offer shelter from wind and wet for all those inside it. The treehouse has PD 1, DR 2 against attacks directed through the walls. Since the treehouse is a part of the living tree, attacks which damage the tree also damage the treehouse. Also, if the tree is knocked or cut down, the treehouse will fall and anyone inside it will take normal falling damage equal to the distance they fell.

During summer a treehouse is at -8 to be seen from above or below, -4 to be seen from the same level. In late fall, winter or early spring these penalties are halved unless the treehouse is in an evergreen tree.

The mage can make the door to the treehouse visible to anyone who knows the password to make it visible. If the mage makes the "treehouse" in an area of thick foliage on the ground, he can create a waterproof, wind-proof "hut" for far less energy than he could make a treehouse. In this case, the door to the shelter opens directly into the hut, not onto a hidden ladder.

**Duration:** 1 day

**Base Cost:** 5 (minimum 2 hexes), plus 1 point per or 250 lbs. of weight per hex. A hut built on the ground costs 3 per hex. (minimum 2 hexes), half to maintain. A treehouse can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 10 minutes

**Prerequisite:** Shape Wood, Plant Growth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### **Waken Tree**

### **Regular**

This spell allows the mage to temporarily give a tree a human-level IQ and limited mobility. A Wakened Tree can move its limbs slowly, and it can move its roots to trip those passing by (roll vs. DX or fall). It can also drop fruits, twigs, leaves, blossoms and dead branches, creating the same effect as the Rain of Nuts spell in the hexes immediately beneath its boughs. The tree will not be able to use its limbs as weapons, though it can attempt to drop dead limbs on those below it, just as if the mage had cast the Deadfall spell. The tree cannot move normally, but this spell will allow it to slowly move itself by up to 10 feet per hour.

The improved IQ allows the tree to become much more aware of its surroundings, making it more useful if the Plant Speech spell is cast on it (it cannot speak normally). Its IQ also allows it to get Resistance Rolls vs. some spells.

Unfortunately, while this spell gives the tree intelligence and limited mobility, it does not command it to service. While the tree is likely to be grateful to the mage for "awakening" it (+4 to reaction rolls) it is a free-willed individual with its own priorities. Unless the tree has a reason to be favorably disposed towards the mage it will not serve him. In other circumstances it will only defend itself and its home against those who threaten it. Trees have little desire to become involved in human affairs.

**Base Cost:** 3, 2 to maintain

**Duration:** 12 hours

**Time to Cast:** 1 minute

**Prerequisites:** Magery, Plant Speech, Animate Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.



**Walk Through Wood****Regular**

This spell allows the subject to pass through wood and plants as if they were air. With this spell the subject could walk through a wooden wall of a building or hide inside a tree. This spell doesn't open a door so others can follow. It also doesn't reveal what is on the other side.

In other respects this spell is like the Walk Through Earth spell, but it only works for wood and plants. As a side effect, this spell makes the subject Insubstantial to plants and plant-based creatures and weapons made entirely of wood. The subject is also invulnerable to the effects of Burrs, Itchy Plant, and Poisonous Plant for the **Duration** of the spell.

**Duration:** 1 second

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Shape Plant

**Magic Item:** Clothing or Jewelry. Energy Cost: 100 points.

**Wall of Grass****Area**

Creates one or more hexes of very tall, thick grass like elephant grass or cat-tails. The grass blocks visibility through the hex, reduces Move by -1, and interferes with missile fire (-1 to hit for each hex of grass the missile passes through on the way to its target.)

**Duration:** 1 minute

**Base Cost:** 1, 1/2 to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Create Plant

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

**Wood Shriek****Regular, resisted by IQ**

Any wooden weapon (or partially wooden weapon) not specified by the mage when the spell is cast will emit an ear-piercing shriek whenever it gets within 10 hexes of the mage or 1 second before it is used against the mage, regardless of distance. This prevents the mage from being surprised by archers or assassins bearing wooden weapons.

This is also a Protection and Warning spell.

**Base Cost:** 3, 2 to maintain

**Duration:** 30 minutes

**Time to Cast:** 3 seconds

**Prerequisites:** Forest Warning

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Cloak or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Wood to Flesh****Regular; resisted by HT**

This spell turns wood to living flesh. It cancels the Flesh to Wood and Barkskin and will negate the PD and DR of plants and plant-based creatures.

**Duration:** Permanent (unless reversed)

**Base Cost:** 10 per hex the creature occupies. The entire creature must be affected for this spell to have any effect.

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Flesh to Wood

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

**Woods Wise****Information**

This spell temporarily gives the mage Area Knowledge 15 about a 1 mile square area of natural terrain (or a smaller area if the caster's desires it).

This knowledge will allow the mage to attempt to learn the answer to one relevant question he might have about the area. Complex or obscure questions will be at a penalty to effective skill. If the mage already has Area Knowledge for the area in question, this spell gives him a temporary +5 bonus to skill.

This spell won't work in "unnatural" or built-up areas, like the pits of Hell or cities. It will work in "magical" forests or "natural" terrain on different planes or different planets.

**Base Cost:** 3 points

**Time to Cast:** 10 seconds

**Prerequisite:** Forest Warning

**Magic Item:** Staff, Clothing or Jewelry. Energy Cost: 150 points.

### ***Woodwraith***

### ***Regular resisted by IQ***

This spell is identical to the Steelwraith spell except that wood passes through subject.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Shape Wood

**Magic Item:** (a) Staff, Wand or Jewelry. 300 to create. (b) Clothing or Jewelry. Always on. Works for wearer only. 200 to create.

# Sound and Hearing Spells

## Changes to spells from GURPS Magic

**Sound** - This spell can be used to make animal calls, machine noises, or any other noise that the caster has ever heard. For double cost the sounds can be made very loud, equivalent to heavy traffic or rolling thunder. This gives -3 to Hearing rolls in the area and gives +3 to hear the sound.

**Voices** - The mage must be familiar with voice he is creating and the language it is to speak. For double cost the voices can be made very loud, equivalent to a cheering crowd or a screaming argument. This gives -3 to Hearing rolls in the area and gives +3 to Hearing rolls to hear the voices.

**Thunderclap** - For each doubling of cost, the area affected can be doubled. For double the **Base Cost** of the spell, subjects within area of effect can be Stunned unless they roll vs. HT. The mage can select people he wishes to resist at HT+2.

**Sound Jet** - Each doubling of cost doubles range. Damage cannot be increased.

**Silence** - Sound coming into the affected area is blocked as well.

**Noise** - The noise is specified by the mage when the spell is cast. Everyone within the area of effect is at -10 to all Hearing rolls (except to hear the Noise).

**Hush and Mage Stealth** - Everything about the subject is muffled or silenced, including the clattering of equipment and armor, footsteps, breathing, noises made by brushing against tree limbs, and so forth. In most cases this spell will allow the subject to automatically win all contests of Stealth vs. Hearing. Against creatures which have encountered this spell before the spell effectively gives the subject three levels of the Silence advantage, since an experienced listener knows how to "listen for the silence". Items which the subject drops or throws will still make noise. Objects which would normally make noise as the subject brushes by them will be silent as long as the character is touching them. Once they fall away from the character, they will produce normal sounds. For example, if a character under the effects of a Hush spell accidentally trips over a tripwire with an alarm bell attached to it, the bell wouldn't make noise as long as the character was touching the wire. However, once they step away from the wire, the bell will ring normally.

**Far Hearing** - Each doubling of energy costs doubles the range.

**Sound Vision** - Each casting of this spell will either give Sonar or Radar, but not both. Identifying individual people who the mage is familiar with by their radar or sonar "signature" requires a roll vs. Sound Vision-6.

**Scribe** - The pen has a limited amount of "intelligence" so it will ignore verbal tics, background noise, side comments, and the like. The pen will also write in a grammatically correct fashion if the mage wishes it to do so.

**Wizard Ear and Invisible Wizard Ear** - The hearing of the ear is only as good as that of the mage.

**Delayed Message** - Reduce costs for this spell to 2 energy points per sentence or idea. The caster can also specify that the message go off when certain conditions are fulfilled or in the presence of a certain type of person or group. Anyone specified when the spell is cast will be able to hear the message. If nobody is specified, everyone in the area will be able to hear the message when it is triggered. The conditions must be something that the mage himself could sense were he there in person.

## Changes to spells from GURPS Grimoire

**Resist Sound** - This spell has no effect against the Concussion spell.

**Converse** - More than two people can converse using this spell. Each extra person adds +1 to the cost to cast the spell. If the GM wishes, he can rule that eye contact is not needed as long as all parties are willing and are actively participating in the conversation. Alternately, he can just give this spell a **Duration** of 1 minute and a cost of 1 to maintain.

## Spells from GURPS Magic

Delayed Message Far Hearing Great Voice Hush Invisible Wizard Ear Mage Stealth Noise Scribe Silence  
Sound Sound Jet Sound Vision Thunderclap Voices Wall of Silence Wizard Ear  
Keen Ears - Body Control

## Spells from GURPS Grimoire

Imitate Voice Resist Sound Garble Converse Silver Tongue Message Wizard Mouth Echoes of the Past  
Alter Voice Concussion Musical Scribe

### New Spells

#### **Ambient Noise**

#### **Area**

This spell creates the sort of noise appropriate to a given area and "transmutes" unusual or anomalous sounds into sounds that are more typical for the location.

Those within the area of effect hear what is actually going on, those outside of the area of effect hear "typical noises". For example, a melee in a tavern would transform the clash of swords into the clinking of beer mugs and shouts and screams into noisy singing and chatter.

At the wizard's option, the area of ambient noise can be focused on a single area or on a person allowing a mobile area of ambient noise to be created. This spell can also be used to create "false" background noise if the mage desires it. For example, the caster could make it sound like there was a war going in a tavern even though the only "real" noise is being made by quiet and peaceful patrons.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain. An area can have this spell cast on it permanently for 25 times the

**Base Cost.**

**Prerequisite:** Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

#### **Amplify**

#### **Area**

Causes any sound in the area covered by the spell to be amplified. Each doubling of cost doubles decibel volume, up to 120 decibels.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain (each doubling of cost doubles volume). An area can have this spell cast on it permanently for 25 times the **Base Cost.**

**Prerequisite:** Great Voice

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

#### **Beguiling Voice**

#### **Area; resisted by Will**

Makes the subject's voice sound remarkably sweet and attractive, to the point where anyone listening to the voice must roll vs. Will or stand mesmerized while the subject speaks.

Mesmerized subjects will be unaware of their surroundings and will be insensible to danger unless they are subjected to a sudden shock or are physically jolted into "wakefulness" by a stimulus like a shout or being jostled.

Once the spell ends or when they are jolted the subjects may roll vs. IQ each turn to "wake up" as if they were Mentally Stunned. Once they "wake" they have no idea what the caster just said to them and they must make an IQ roll to realize that more than a few seconds have passed.

Subjects who don't listen to the caster (or who are deaf) or who make their Will rolls, are not mesmerized by the spell, though they might listen to what the caster has to say if they are interested. If they interrupt the caster by speaking or otherwise interfering with him, the spell is broken.

Subjects need not understand what the caster is saying in order to be beguiled by his voice.

As a side effect, if this spell is cast on a person who is about to perform using their voice (usually Bard, Singing, or Performance) skill, this spell gives +4 to their effective skill (though the Voice advantage is cancelled for the Duration of the spell). Even if the listeners aren't Beguiled, the subject's voice still sounds incredibly beautiful.)

**Duration:** 1 minute

**Base Cost:** 4, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Forgettable Tale

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

***Blarney***

***Area; resisted by Will***

Like the Beguiling Voice spell but everyone listening to the caster must roll vs. Will or become Dazed (as the spell) for the Duration of the spell and must roll vs. IQ every 10 seconds to regain their senses once the spell ends. Once the spell ends, the subject gets +2 to his Fast Talk skill to influence the people who fell victim to his spell.

Subjects need not understand what the caster is saying in order to be beguiled by his voice. They do have to understand the subject in order for the Fast-Talk roll to work.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Beguiling Voice.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***Cacophony***

***Area***

This spell makes all sounds produced by a person, creature, or object seem unbearably irritating. This cancels the effect of the Voice advantage and will generally require people who hear the character to make a reaction roll at -2.

Objects or creatures affected by this spell require those who hear them to make a Will roll to ignore the noise they make. The reaction of any individual listener depends on the object and the nature of the person. A chair made to squeak in an unbearable fashion would prompt a carpenter to try to mend it, but a ill-tempered ruffian might just decide to smash the chair instead. People with Brontophobia must roll vs. Will or leave the area.

**Duration:** 1 minute.

**Base Cost:** 2, same to maintain. An area can have this spell cast on it permanently for 25 time the Base Cost.

**Prerequisite:** Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

***Captive Voice***

***Regular, resisted by IQ***

This spell transfers the subject's voice to a box, bag or other closable container. When the container is shut, the subject can't speak at all, but the bag vibrates when they attempt to speak. The louder the sound they make, the more the bag vibrates. When the bag is open, the subject's voice comes from the bag or container, no matter how far away it is from the subject.

**Base Cost:** 4,3 to maintain

**Duration:** 1 minute

**Time to Cast:** 3 seconds

**Prerequisites** Magery, Mute, 3 other Sound spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points.

***Celestial Chorus***

***Area, resisted by Will***

Fills the area with music of unearthly beauty, causing all those who hear it to roll vs. Will or stop what they are doing and stand quietly, overcome with awe, as if they were Mentally Stunned. Attacks or unpleasant physical sensations will give awestruck subjects another roll vs. Will to "wake up".

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An area can have this spell cast on it permanently for 50 time the Base Cost.

**Prerequisites** Magery, Music

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

**Death Scream (VH)****Area, resisted by HT**

This spell produces a powerful, shrill scream of terror which is so shocking that it kills all who hear it. Anything with a sense of hearing in the area of effect must roll vs. HT or be reduced to 0 HP immediately, as if they had been electrocuted.

Those who survive must make a Fright Check at -4 to Will.

This is also a Necromantic spell.

**Duration:** 3 seconds

**Base Cost:** 8, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Celestial Chorus

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Dispel Silence****Area**

This spell counters any magically produced silence. It acts to counter spells like Hush, Silence, Mage Stealth, and silence produced by Magic Items.

Like a counterspell, it must overcome the other spell in a contest of skills.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An area can be permanently enchanted with this spell for 25 times the

**Base Cost.**

**Prerequisite:** Noise

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Distort Sound****Area**

Makes sound passing through an area become distorted in any way that the caster wishes.

Sounds can be muffled (-4 to Hearing rolls), made to sound like echoes, "speeded up" so that voices become fast and high-pitched, slowed down so voices sound low and slow, or changed in any other way the caster can imagine. (Essentially this spell allows sound to be distorted in any way that a good modern sound technician with decent equipment could distort sound.)

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An area can have this spell cast on it permanently for 25 times the **Base Cost.**

**Prerequisite:** Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Eavesdrop****Area**

The mage can hear sounds from one area in another area. To cast this spell, the mage must first physically be in the area that he wants to transmit sound. Then he must travel to the area where he wants the sound to be transmitted and finish the spell. The time that the mage takes to travel to the new location comes out of the Duration of the spell, though the spell won't work until a reception location is specified.

Both the transmission and reception areas are the same size, unless the mage wishes to make one or the other smaller. However, the mage must pay the energy cost to affect the larger area. Once the spell is cast, anyone standing in the area of sound reception can hear sounds created in (or which pass through) the other area.

The mage can cast this spell twice to allow two way communication, but the first casting of the spell counts as an "on" spell, until the mage completes the spell by travelling to the other area and the second spell counts as an "on" spell when the mage attempts to cast other spells.

**Duration:** 1 hour

**Base Cost:** 3, same to maintain. (each doubling of cost doubles volume). This spell can be made permanent for 50 times the **Base Cost.**

**Time to Cast:** 10 seconds, plus time required to physically travel to the receiving location.

**Prerequisite:** Great Voice, Farspeaker.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Echo****Area**

Removes any sound deadening qualities from the area, making any sounds made echo as if they were made inside a large, empty room.

Attacks which affect hearing or which create loud noise are at +2 to skill and damage.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain. An area can have this spell cast on it permanently for 25 times the **Base Cost**.

**Prerequisite:** Distort Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Filter Sound****Regular**

Removes "background noise" from the sounds that the subject hears, allowing the subject to hear a single sound (or type of sound) clearly (+6 to Hearing rolls).

Unfortunately, the subject has -2 to Hear any sort of sound which is being filtered out. The subject can cancel this spell at any time.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Keen Hearing

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Forgettable Tale****Special; resisted by IQ**

This spell allows the caster to begin a long, pointless monologue on the subject of his choice which will mesmerize anyone listening to it. After 10 seconds, any subject within earshot who is listening to the caster must roll vs. IQ or enter into a trance-like state, nodding politely and listening attentively to whatever the caster has to say. While the caster drones on they will be oblivious to their surroundings, and will be insensible to danger unless they are subjected to a sudden shock or are physically jolted into "wakefulness" by a stimulus like a shout or being jostled.

Once the spell ends or when they are jolted the subjects may roll vs. IQ each turn to "wake up" as if they were Mentally Stunned. Once they "wake" they have no idea what the caster just said to them and they must make an IQ roll to realize that more than a few seconds have passed.

Subjects who don't listen to the caster (or who are deaf) or who make their IQ rolls, become bored and wander off or fidget politely until their patience is exhausted. If they interrupt the caster by speaking or otherwise interfering with him, the spell is broken.

This spell can't be used to get the subjects to agree to do something they don't want to do, since the topic which the caster speaks on can't be important or focused.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain

**Time to Cast:** 3 seconds, the caster must concentrate on the spell for its entire **Duration**.

**Prerequisite:** Voices, Suggestion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Gag****Regular, resisted by Will**

This spell makes it impossible for the subject to make any noise with his mouth. The victim can still communicate and make noise in other ways. If a mage needs to speak in order to cast spells, this spell prevents spell casting.

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost; 100 points.

**Imitate Sound****Regular**

The subject can perfectly imitate any sound he is familiar with, including animal calls and foreign accents. This spell doesn't allow the caster to speak foreign languages, but for the Duration of the spell, his accent when speaking (or attempting to speak) a foreign language will be perfect! Sounds made by the subject can't be any louder than those that could be made by the human voice, unless the caster also casts the Great Voice or Amplify Sound spells. The subject can't imitate voices.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Distort Sound

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 150 points.

### ***Inaudible***

***Regular; resisted by Will***

The subject thinks that he is speaking normally, but he actually isn't making any sound at all.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Distort Sound

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost; 150 points.

### ***Joyful Noise***

***Regular, Area***

This spell makes sounds in the area of effect seem more pleasant and interesting. If cast on a person it temporarily cancels the effects of the Disturbing Voice disadvantage, otherwise it just makes aggravating noise tolerable if not enjoyable.

**Base Cost:** 1 for an object or person or 1 per hex of radius, half to maintain (minimum of 1 point).

An area can be permanently enchanted with this spell for 25 times the Base Cost.

**Duration:** 1 hour

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 200 points.

### ***Long Message***

***Regular***

As the Delayed Message spell, but more information can be transmitted.

**Duration:** Until a specified person arrives, 1 minute per 100 words to speak the message.

**Base Cost:** 5 per 100 words

**Time to Cast:** 1 minute, plus the time required to speak the message (100 words per minute).

**Prerequisite:** Delayed Message

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Mass Hush***

***Area***

Like the Hush spell but it affects everything in the area when the spell is cast.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Hush

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Mass Mage Stealth***

***Area***

Like the Mage Stealth spell but it affects everything in the area when the spell is cast.

**Duration:** 1 minute

**Base Cost:** 5, 4 to maintain.

**Prerequisite:** Mage Stealth

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.



### ***Mellifluous***

### ***Area***

This spell makes all sounds produced by a person, creature or object in the area sound delightful to any listeners. This effectively gives people in the area of effect the Voice advantage.

Objects or creatures affected by this spell require those who hear them to make a Will roll to ignore the noise they make. The reaction of any individual listener depends on the object and the nature of the person.

A bird made to sing in a beautiful fashion would prompt most people to listen attentively to its song, but a drunken ruffian might decide to throw a rock at it instead.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain. An area can have this spell cast on it permanently for 25 times the

**Base Cost.**

**Prerequisite:** Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Melodrama***

### ***Regular, resisted by Will***

When cast on the subject, the mage creates a personal "sound track" to accompany the subject's actions and words.

The mage determines the sort of music and the themes to be used, but beyond that, the spell will "improvise" as necessary. Depending on the circumstances and the wishes of the mage, the subject could find this irritating, amusing or even helpful.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Sound

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Some versions are always on and can't be removed. They play an obnoxious "sound track" - obnoxious tinny piano music during chases, trumpet flourishes whenever the subject makes a declarative statement, and rimshots when the subject tries to tell a joke. Energy Cost; 150 points.

### ***Music***

### ***Area***

Allows the mage to produce any piece of music with which he is familiar in the area of effect.

The details of orchestration and arrangement are up to the mage, however, unless the mage actually has some form of Musical skill the music must mimic a piece of music the mage has heard in the past. A mage with the Musical Composition or Improvisation skill can create his own music!

**Duration:** 1 minute

**Base Cost:** 2, 1 to maintain. An area can have this spell cast on it permanently for 25 times the

**Base Cost**, except that it will only play the music specified by the mage when the spell is cast.

Multiple castings allow different pieces of music to be played "in rotation".

**Prerequisite:** Voices

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Music of the Spheres (VH)***

### ***Area, resisted by Will***

Allows anything with a sense of hearing in the area of effect to hear the music of the spheres which surrounds and pervades the universe.

The first effect of this spell is to Mentally Stun the subject unless they roll vs. Will. Subjects who are stunned are allowed a Will roll every 10 seconds to break the spell's effects.

The second effect, which only works on those victims who are stunned by the first part of the spell, is to inflict the effects of the Madness spell on them unless the subject makes a Will roll.

Finally, at the end of the spell, victims who were afflicted by Madness, must roll vs. Will+4 or have the Madness become permanent!

**Duration:** 1 minute

**Base Cost:** 5, same to maintain. An area can be permanently enchanted with this spell for 50 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Celestial Chorus

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***Mute***

***Regular, resisted by IQ***

This spell keeps a person or object from making any sort of voluntary noise for the Duration of the spell. Inadvertent noise, such as rustling of clothing or footsteps is not muffled, but deliberate attempts at communication by sound are blocked. Animated subjects resist with IQ.

This is also a Sound spell.

**Base Cost:** 3, 2 to maintain

**Duration:** 1 minute

**Prerequisites:** Silence

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 300 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost: 150 points.

***Noise Dampening***

***Area***

This spell dampens all extraneous or random noise in the area, allowing coherent sound, like speech or music to be heard more clearly. For example, this spell could be cast on an auditorium to get rid of echoes or the sound of passing vehicles or it could be used in battle to get rid of the sounds of incoherent screaming, gunfire and explosions.

This gives subjects in the area +4 to hear the sounds being selected, but -2 to hear sounds being filtered out.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Filter Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

***Noise Filter***

***Regular***

This spell will filter out sudden loud noises which could damage hearing or stun. This will effectively cancel Sound Jet and Thunderclap spells and will prevent the subject's hearing from being damaged by loud noises or explosions.

**Duration:** 1 minute

**Base Cost:** 3, same to maintain

**Prerequisite:** Silence

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 150 points.

***Noisy***

***Regular; resisted by DX***

The subject becomes extremely noisy. He stomps when he walks, shouts when he talks, and generally behaves in a noisy manner.

For the Duration of the spell, the subject is incapable of using any skill which requires silence or stealth to be effective. In addition, everyone gets +4 to Hearing rolls to hear the subject.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Sound

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Always on. Can't be removed. Energy Cost; 150 points.

***Ominous Voice***

***Regular***

Makes the subject's voice sound spooky and frightening.

This gives the subject +2 to Intimidation at all times and might give a similar bonus to other social skills in the appropriate situation. In combat situations or potential combat situations, this spell gives the subject the ability to cause potential foes to make a Fright Check, as if he had the Penetrating Call advantage. The subject can turn the voice on and off at will for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Prerequisite:** Great Voice

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 250 points.

### ***Pitch***

### ***Regular***

This spell produces a perfectly-tuned musical tone of the caster's choice which can be held for as long as the caster wishes. It can be used for tuning instruments by ear, as background noise, or for some other purpose. It is not loud enough to damage hearing or break glass.

**Duration:** 1 minute

**Base Cost:** 1, same to maintain

**Magic Item:** Wand or Jewelry. Energy Cost: 50 points.

### ***Pleasant Voice***

### ***Regular***

Temporarily cancels stuttering or other speech impediments. Characters without Stuttering get the Voice advantage for the Duration of the spell. This spell can be cast twice to give a character with Stuttering the Voice advantage.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain (double cost to give stutterer the Voice advantage)

**Prerequisite:** Great Voice

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 150 points.

### ***Projected Voice***

### ***Regular***

The subject can make any sound he produces from his mouth appear to come from any point within 10 hexes.

Increasing the cost increases the distance the subject's voice can be "thrown". At the caster's option, the subject can also "speak" without opening his mouth.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain (double cost for each doubling of distance).

**Prerequisite:** Voices

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 100 points.

### ***Quiet***

### ***Regular***

This eliminates all unintentional or incidental noise that the subject and his equipment might make, effectively giving him three levels of the Silence advantage unless he chooses otherwise.

For example, clanking of armor, heavy breathing, and footsteps would all be masked, but voluntary shouting or talking could be heard normally.

**Duration:** 10 minutes

**Base Cost:** 2, same to maintain

**Prerequisite:** Silence

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 150 points.

**Read Lips****Regular**

Allows the subject to read lips perfectly, as long as the speaker's mouth is in view. Unlike normal lip reading, the person whose lip are being read does not have to have the subject's mouth in full view or make a skill roll.

This is also a Communication and Empathy spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Silence

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost; 150 points.

**Recording****Regular**

Cast on a small item (less than five pounds), any sound generated or heard for up to 30 minutes within a 10 hex radius of the item will be "recorded". The sound pickup and quality is as faithful as a modern boom mike and tape player would reproduce.

A command word or phrase is designated at casting. Upon recitation of the command word, the object will play back whatever was recorded. A number of playbacks equal to the fatigue cost squared is provided. At a cost of 20, the recording is permanent. At a cost of half again the expended fatigue, an additional 30 minutes of playtime is gained.

**Duration:** 30 minutes

**Base Cost:** 1 per playback squared, 20 for permanent recording, half fatigue for another 30 minutes

**Time to Cast:** 2 seconds, plus recording time

**Prerequisite:** Voices

**Magic Item:** (a) Staff or Jewelry. Energy Cost: 150 points.

**Save Sound****Regular**

Allows sound to be "trapped" and preserved in a sack, pouch or other closable container.

When the container is opened, the sound is released at its full intensity. Multiple sounds can be trapped in the same sack, but they must all be released at once.

**Duration:** Permanent (until sound is released)

**Base Cost:** 1 per minute of sound (or portion thereof) stored

**Time to Cast:** 10 seconds

**Magic Item:** Sack. Energy Cost: 250 points.

**Scream****Area, resisted by Will**

The caster emits a blood-curdling scream. Every creature within earshot (the area of effect) must make Fright Check.

**Duration:** 1 second

**Base Cost:** 2, can't be maintained (minimum of 2 hexes).

**Time to Cast:** 3 seconds

**Prerequisite:** Thunderclap

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Sing****Regular**

Allows the subject to sing perfectly.

**Duration:** 1 hour.

**Base Cost:** 2 to cast, 1 to maintain.

**Prerequisite:** Voices.

**Magic Item:** a collar, choker or necklace. Energy cost to create: 100.

**Shatter Ray****Missile**

This spell projects a beam of intense ultra- sound which causes delicate materials to shatter and deafens and disorients living creatures.

A target hit by the shatter ray must roll vs. HT or be Deafened for 1d6 minutes and Stunned for 3d6 seconds. On a critical failure, they take 1d6-2 points of damage. Small, fragile items with a mass of less than 3 pounds can automatically be shattered by means of this spell. Brittle items take 1d6 points of damage. Solid but non-brittle items take 1d6-3 points of damage.

The ray has SS 12, Acc +3, 1/2D 25, Max 50 points.

**Duration:** Instantaneous

**Base Cost:** 3 points

**Time to Cast:** 2 seconds

**Prerequisite:** Sound Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Shockwave****Area, resisted by HT**

This spell creates an area of tremendous pressure and sound which spreads out in a circle from a central point until it reaches the edge of the area of effect.

Everyone in the area of effect must roll vs. HT or be Deafened for 1d6 minutes. In addition, anyone in the area of effect takes 1d6 points of crushing damage.

This damage is halved if the victim is lying down or is attempting to take cover. It is doubled if the subject weighs less than 25 lbs. There is cover between the victim and the center of the blast, basic damage is halved and the DR of the cover reduces damage from the other half of the damage. Finally, the shockwave will pick up small, loose items and fling them about and will shatter fragile items.

Anyone standing near an object shattered by the shockwave (like a window) takes 1 extra point of cutting damage due to shrapnel. form

**Duration:** 1 second

**Base Cost:** 4, can't be maintained (minimum of 2 hexes)

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Thunderclap, Sound Jet

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Sonar Invisibility****Regular, resisted by IQ**

This spell renders the subject invisible to Radar and Sonar scans. He is still visible to normal sight.

**Base Cost:** 2 to cast, 1 to maintain.

**Duration:** 1 Minute.

**Time to Cast:** 3 Seconds.

**Prerequisites:** Sound Vision and Silence.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Sound Effect****Regular**

This handy spell allows the mage to create any single sound that he is familiar with or which he could reasonably imagine.

The only limit is that the mage cannot imitate the voices of specific individuals or complex musical performances. For example, he could create the sound of a (generic) person talking, or the sound of breaking glass, or the sound of a single musical instrument playing a scale, but he couldn't create the sound of a specific person's voice or the sound of an orchestra tuning up.

**Duration:** 10 seconds

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Noise

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

Stuttering - See Body spells.

**Subsonic Hearing****Regular**

This spell gives the subject the Subsonic Hearing advantage for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Ultrasonics

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Subsonic Speech****Regular**

Gives the subject the Subsonic Speech advantage for the **Duration** of the spell. Only creatures which have Subsonic Hearing can hear what the subject says. Subsonic speech carries better than normal speech, so all hearing rolls to hear subsonic frequencies are at +4.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Subsonic Hearing

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Subsonics****Area**

Fills an area with a subsonic tone on the frequency of the mage's choice. This subsonic "noise" makes Subsonic Speech and Hearing more difficult (-4 penalty to Hearing rolls), and causes some objects to vibrate slightly. It might also disturb animals which can hear subsonic sounds (-1 to all reaction rolls).

**Duration:** 1 minute

**Base Cost:** 1, same to maintain

**Prerequisite:** Noise

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Tune****Regular**

This spell will bring a musical instrument into a state of perfect pitch. Once tuned the instrument will stay in tune for at least a week even in the harshest conditions unless the instrument is deliberately untuned by hand or magic.

This is also a Making and Breaking spell.

**Duration:** 1 week

**Base Cost:** 1, same to maintain. This spell can be permanently cast on a musical instrument for a cost of 50 points.

**Prerequisite:** Pitch

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 100 points.

**Ultrasonic Hearing****Regular**

This spell gives the subject the Ultrasonic Hearing advantage for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Ultrasonics

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Ultrasonic Speech****Regular**

Gives the subject the Ultrasonic Speech advantage for the Duration of the spell. Only creatures which have Ultrasonic Hearing can hear what the subject says.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Ultrasonic Hearing

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

**Ultrasonics****Area, resisted by Will**

Fills the area of the spell with ultrasonic noise. This will distract and disorient creatures with Ultrasonic hearing. Any creature with Ultrasonic hearing must roll vs. Will each minute or suffer -1 to IQ and mental skills while in the area of the spell. Animals with ultrasonic hearing will attempt to move out of the affected area if they fail their Will roll. Creatures which rely on ultrasonics to navigate (like bats or dolphins) are effectively "blinded" by this spell.

**Duration:** 1 minute

**Base Cost:** 3 points, same to maintain. For 25 times the **Base Cost** an area can be permanently enchanted with this spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

**Vibration****Regular, resisted by HT**

This spell sets up ultrasonic vibrations throughout an object, causing solid items to possibly shatter. Brittle objects take 2d6 points of damage and solid objects take 1d6 points of damage per point of energy used to power the spell. Liquids and gasses are unaffected. Living creatures take 1d6-3 points of damage per energy point. Armor protects by absorbing damage intended for the wearer. Damage which destroys armor passes through to the victim, but the victim is allowed a HT roll to resist the spell.

In all cases, the mage must touch the subject.

**Duration:** Instantaneous

**Base Cost:** 1 point per 1d6 of damage done to solid objects, up to 3 dice.

**Prerequisite:** Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points

# Technomagic Spells

In some cases these spells can be used in low-tech campaigns.

**Machines** - Most machine spells will work on low-tech machines such as lathes, windmills, or waterwheels.

**Fuel** - At low tech levels wax, tallow, wood, coal, peat, lamp oil, distilled alcohol, crude oil and other "raw" hydrocarbon products (like asphaltum or naphtha) can be produced. Gasoline and other refined hydrocarbons are first discovered at TL 5.

**Radiation** - Unless the GM wants a world where people can understand and use radiation this college of spells should not be allowed.

**Energy** - At low tech levels the GM can allow some Energy spells to be incorporated into the College of Elemental Fire. Also see the Elemental Power spell for a low tech version of Draw Power.

**Metal and Plastic** - Metal spells can be allowed as variants of the Elemental Earth college.

## Changes to Spells in GURPS Grimoire

**Machine Cadence** - If this spell is cast on a machine, it will work twice as efficiently or twice as quickly.

**Machine Summoning** - For double cost the mage can have the machine come to him in a safe manner as if the mage were driving or propelling it.

**Machine Speech** - The more complex and larger the machine the "smarter" it is. Simple machines like hinges and pulleys have an IQ of 1 or 2 for purposes of this spell. Household appliances and more complex non-motorized tools have an IQ of 3 to 5. Complex or large machines like cars or computers have IQ 6 to 12 or more.

**Glitch and Malfunction** - It costs 1 point extra per ton of machine to cast this spell on a large machine. Smaller, independent parts of a large machine (like just one engine on a passenger jet) can be affected independently from the machine they are attached to, as long as they don't cause the entire machine to malfunction as a result.

**Schematic** - If the mage casts Mapmaker before he casts this spell, he can produce a physical "blueprint" of the device. The quality of the blueprint is based on the mage's Engineer or Architecture skill in most cases. This spell is also a Making and Breaking spell.

**Rebuild** - This spell costs 15 to rebuild an item up to 250 lbs. 10 to rebuild an item up to 75 lbs. 7 to rebuild an item of 30 pounds or less and 5 to rebuild an item which weighs 10 lbs. or less. This spell is also a Making and Breaking spell.

**Draw Power** - The implications of this spell are immense. Using the "Low Tech" version of this spell, the mage can draw power from waterfalls, volcanoes, geothermal vents, thunderstorms, and so forth, allowing a constant, powerful supply of mana for enchantments and other spells.

**Preserve Fuel** - This spell won't prevent fuel from being consumed when it is used!

**Purify Fuel** - For double cost ruined fuel can be restored rather than being destroyed.

**Earth to Stone** - It costs ten times normal cost to turn earth into precious metal and five times as much to turn stone into precious metal.

**Metal Vision** - Each doubling of cost doubles range. Doubling cost also allows the mage to see through lead and other metals which normally block vision.

## Spells from GURPS Grimoire

**Machine Spells** Bless Curse Measurement/TL Know Recipe Seek Machine/TL Reveal Function/TL Machine Control/TL Scribe/TL Copy/TL Machine Summoning/TL Machine Speech/TL Glitch/TL Malfunction/TL Find Weakness/TL Schematic/TL Rebuild/TL Animate Machine/TL (VH) Rider Rider Within Machine Possession/TL Permanent Machine Possession/TL (VH) Exchange Bodies Shapeshifting Shapes hift Other Partial Shapeshifting Awaken Computer/TL (VH)

**Energy Spells** Seek Power/TL Seek Fuel/TL Test Fuel/TL Preserve Fuel/TL Decay Ruin Purify Fuel/TL Create Fuel/TL Water to Fuel/TL Stop Power/TL Lend Power/TL Propel/TL Conduct Power/TL (VH) Steal Power/TL (VH) Draw Power/TL (VH) Small Vision Magnetic Vision Radio Hearing Spectrum Vision (VH)

**Radiation Spells** See Radiation Seek Radiation Irradiate Extinguish Radiation Resist Radiation Cure Radiation (VH) Radiation Jet Breathe Radiation (VH)



**Metal and Plastic Spells** Seek Metal Seek Plastic Earth to Stone Stone to Earth Flesh to Stone Stone to Flesh Earth to Air Identify Metal Identify Plastic Shape Metal Shape Plastic Metal Vision Plastic Vision Body of Metal (VH)

## **General Tech Magic Spells**

### **New spells**

#### **Create Machine Spirit**

#### **Special, Enchantment**

This spell is identical to the Ghost in the Machine spell, except that the mage actually creates the spirit as he binds it.

The mage creates the personality of the spirit in addition to creating its IQ and Will. Its HT, DX and ST are that of the machine that it is to inhabit.

**Duration:** Permanent

**Base Cost:** 10 points, plus 2 point per 50 lbs. that the "host" machine weighs (minimum of 20 points). In addition, the mage must pay 3 points per level of IQ the spirit has, and 2 points per level of Strong or Weak Will beyond that.

**Prerequisites** Magery 2, Enchantment, Ghost in the Machine, Animate Machine

#### **Gremlin**

#### **Enchantment**

This spell summons a gremlin, a small malevolent humanoid creature which ruins (and sometimes eats!) technological items.

A gremlin has the following statistics: ST: 5, DX: 10, IQ: 8, HT: 10/4. Move: 3

Advantages: Invisibility, Clinging, Catfall, Dark Vision, Invulnerability (Electricity, Radiation, Heat, Cold, and Kinetic Energy), Silence (5 levels), Ultrasonic Speech, Ultrasonic Hearing, Secret Communication, Immunity to Poison, Immunity to Disease, Gnawing, Cast Iron Stomach, Doesn't Breathe, Pressure Support (1 level), Vacuum Resistance, Universal Digestion. Shrinking (2 levels)

Disadvantages: Jinx, OPH: Destroys Technology, OPH: Practical Joker with Sick Sense of Humor, Very Curious, Vow: Use no technological item more advanced than Hand Tools, Inconvenient Size (1" tall), On The Edge, Capricious, Cowardice, Callous, Nocturnal, Lazy.

Racial Skills: Mechanic (all varieties) 12, Electronics Operations (all varieties) 12, Demolitions 12.

Grimoire: Poltergeist 12, Ruin 12, Fray 12, Break 12, Shatter 12

Description: Gremlins appear to as small, hermaphroditic humanoids, sometimes they will have one or more of the following features - large glowing, yellow eyes with slit-like pupils, pointed ears, and/or a whiplike tail with a small barb on the end. They sometimes wear outlandish parodies of human clothing, especially military uniforms and mechanics outfits, but they are just as likely to go naked.

Gremlins survive by nibbling on high tech material. Though it only takes a few ounces of technological material (which can be something as simple as refined metal) gremlins are gourmets with a sick sense of humor. Wherever large amounts of high tech equipment is found, eventually gremlins will appear, and their delicate palettes are the cause for most equipment failures. When guns jam, engines stall, or equipment fails, there is probably a gremlin involved. Unfortunately, due to their natures, they see equipment (and the people who use it) as playthings. When a jet crashes, a gremlin gets a thrill ride down to the ground, and after he bounces a few times, he picks himself up and rushes off to do it again.

Because they love high technology and thrills like crashing airplanes and exploding tanks, gremlins are particularly drawn to military operations, especially in war zones. Some pilots say that it's the chewing of hungry gremlins that puts bullet holes in their airplanes.

Typically, gremlins are semi-solitary creatures who like to nest inside of machinery. They especially like warm, dark places where they can nibble undisturbed. Though gremlins can't be killed by most conventional means, they hate to be disturbed and dislike strong sunlight. This means that if there is bustle and light (such as a team of mechanics lifting access panels and checking vehicle systems), a gremlin is likely to move on.

**Duration:** Permanent

**Base Cost:** 5 points

**Time to Cast:** 1 minute

**Prerequisite:** Planar Summons, Animate Machine, 3 Machine Spells.

### ***Ghost in the Machine***

### ***Special***

This spell summons a spirit into a machine, making it “alive” in some sense. In order to summon the spirit, the mage must use another spell to “trap” a soul or spirit such as Summon Demon, Summon Elemental, Soul Jar, Summon Spirit, etc.

When the spirit has been summoned, the mage uses this spell to attempt to bind the spirit into the machine. The spirit resists with its ST+Will. If the mage is successful, the spirit is permanently bound into the machine. Once bound, the spirit is limited much as if it were trapped in a soul jar, except that it can control the machine within the limits of what the machine can normally do. If bound into a vehicle, the spirit can make the vehicle move under its own volition, as long as the vehicle is capable of movement (i.e. is turned on and is running), otherwise, the best that the spirit can do is to make the machine vibrate or rock to and fro. Likewise, the spirit can control the other functions of its “container”. For example, a computer with a spirit in it can turn itself on and off, change which programs are running, connect to the internet (if provided with a modem), etc.

If someone is actively using the machine and attempts to resist the spirit’s power, the operator must win a contest of Will or the spirit’s Will vs. the operator’s relevant skill. Spirits can help or hinder the operator. If the spirit can make an IQ roll (and win a contest of Wills if the user is aware of its presence), it gives –1 to the user’s relevant skills for every point by which it made its IQ roll (or won the contest). If a spirit wishes to aid the operator, it can give +1 to relevant skill for every 3 points by which it made its IQ roll, up to a maximum bonus of +3.

In other respects this spell is like the Soul Jar spell.

**Duration:** Permanent

**Base Cost:** 10 points, plus 1 point per 50 lbs. that the “host” machine weighs (minimum of 15 points)

**Time to Cast:** 1 minute

**Prerequisites** Magery, Soul Jar, Pentagram, Propel Machine, Animate Machine, and either Summon Elemental, Extraplanar Summons or Summon Demon

## **Machine Spells**

### **New Spells**

#### ***Assemble***

#### ***Information***

Allows the mage to know how to put together a machine. This spell will also tell the mage if parts are missing or broken, and will give him an idea of what they look like. The mage gets +4 to mechanic or engineer skill to assemble an existing machine based on the information he gets from t

**Base Cost:** 3

**Time to Cast:** 1 minute

**Prerequisite:** Schematic

#### ***Autoduel/TL (VH)***

#### ***Regular***

This powerful spell allows the mage to magically create weapons on or in a vehicle. The mage can create any sort of weapon with which he is familiar with. However, the weapons created must be able to fit into (or onto) his vehicle and they cannot be removed from it. Ammunition supply is normal for that sort of weapon (GM’s option as to what is “normal”)

Created weapons are fixed to fire in one direction. The driver or pilot (or a passenger, if the mage specifies) can fire these weapons by pressing a button or pulling a trigger, but he cannot aim them unless he has the Sight spell or unless he has normal sights mounted on the vehicle. Shots fired by a vehicle without sights

are treated as Wild Shots (hit on 9 or less, can't be aimed). However, depending on the weapon the mage might be able to use the "Walking the Burst" rules for autofire weapons to improve subsequent shots. For double cost, the weapons are on flexible mounts and the gunner has crude "iron" sights which he can use to aim. In this case, the gunner uses his Gunner (Vehicular Weapons) skill at -3 or 9, whichever is better. He can also make aimed shots. Acc is that of the weapon. For triple cost, the weapons are on a universal turret mount. This allows them to fire in any direction. The gunner either turns with the guns in a turret, or uses a system of targeting cameras to fire at targets behind him or to his sides. In this case, he uses his Gunner (Vehicular Weapons) skill at no penalty (or 9 whichever is better). He can make aimed shots, and the basic Acc of the weapon is improved by 1 due to the turret mount.

If weapons are already installed on the vehicle, the new weapons will be linked to some or all of them, as the mage desires.

**Duration:** 5 minutes

**Base Cost:** 3 per pound of weapon created, 2 per pound to maintain. Increase costs as above for improved weapon systems.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Create Item (Illusion and Creation), Machine Speech

**Magic Item:** For 50 times the normal cost this spell can be made permanent.

### **Camera/TL**

### **Regular**

Allows the mage's eye to function like a still or video camera for the Duration of the spell.

While the spell is in effect, the mage can use his eye like any normal visual-recording device he can imagine. If he has an appropriate way to store the images he sees, he can "download" them onto a roll of film, video tape, or a computer disk so that they can be permanently stored.

The artistic quality of the images is limited by the mage's Photography or Video Production skill.

**Duration:** 10 minutes

**Base Cost:** 4, 2 to maintain

**Prerequisites** Edit

### **Configure/TL**

### **Regular**

This spell magically fixes software problems like those encountered by computers and other complex machinery.

While the spell is in effect, all computer problems caused by software vanish and programs which normally conflict (or which can't even be run on a given system) work perfectly.

This spell can also be used to perfectly (and permanently) install new software, change the settings on a computer, or to completely remove a program which the mage wishes to delete (such as a virus).

**Duration:** 10 minutes or permanent

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 5 seconds

**Prerequisites** Edit

### **Connect to Network**

### **Regular**

Allows the subject to connect to a computer network without interface equipment. Skill is at -4 if the subject is not touching a network terminal or a modem-equipped computer.

**Duration:** 1 hour.

**Base Cost:** 3 to cast, 1 to maintain.

**Time to Cast:** 30 seconds.

**Prerequisites** Know Computer, Wizard Eye.

### **Create Machine/TL (VH)**

### **Regular**

This spell allows the mage to create any machine with which he is familiar. A mage cannot use this spell to create new machines unless he has the Gadgeteer advantage. Modifiers: -5 if the mage does not have blueprints or schematics in front of him (the Schematics spell helps), -5 if he does not have the parts to

make the machine at hand, +1 or more for a very simple machine. -1 or more for a very complex machine. If a machine requires closely associated parts in order to function (like bullets for a gun, or staples for a stapler), then a normal "load" is provided with the machine. However, these supplies vanish if removed from the machine though they are permanent if used in the "proper" fashion. For example, rivets created with this spell will remain behind even though the rivet gun created by the spell vanishes when the spell's Duration ends. If the Duration of the spell is extended, one new "load" is provided with the extension. This is an extremely powerful spell. If the GM feels that it is being abused, he can increase the energy costs or restrict the sort of machines that can be made to simple mechanical machines rather than machines and electronics. Or, he can make the creation of each class of machine (guns, computers, etc.) a separate spell.

**Duration:** 1 minute

**Base Cost:** 3 per pound of machine created, 2 per pound to maintain. Double cost if "expendable supplies" are to be included with the machine.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Create Item (Illusion and Creation), Machine Summoning, Schematic, 10 other Machine spells.

**Magic Item:** For 50 times the normal cost objects created with this spell can be made permanent.

### **Data Compression/TL**

### **Regular**

This spell allows the mage to fit much more Information onto a "normal" piece of recording media than is normal.

For example, the mage could make a record or tape that actually stores four (rather than two) "sides" of music or speech.

The mage determines which "file" he wishes to pull up when he inserts the recorded media into the recording or reading device.

In order for this spell to work the mage must have a blank recording media (i.e. CD, cassette, blank record) and he must either record the Information using mundane or magical means after the Data Compression spell has been cast.

At the end of the spell's Duration, all the Information on the media vanishes.

**Duration:** 1 day or Permanent

**Base Cost:** 1 per doubling of storage capacity of the recording media. For 5 times normal cost this spell can be made permanent.

**Time to Cast:** 10 seconds

**Prerequisites** Magery, Data Copy, Data Recovery

### **Data Copy/TL**

### **Regular**

This spell allows the mage to make a perfect copy of any "file" designed to be read by a computer or video or audio player as long as the mage has a blank disk (or audio tape, or whatever) with sufficient capacity to record the Information.

In order to cast the spell, the mage must physically touch the object from which he wishes to record to the data source – the disk or tape itself – for the Duration of the spell.

**Duration:** Permanent

**Base Cost:** 1 per Gigabyte (minimum 1)

**Time to Cast:** 1 second per Gigabyte to be transferred (minimum of 10 seconds)

**Prerequisites** Read Electronic Media

### **Data Erasure/TL**

### **Regular**

This spell completely wipes out Information from all files specified by the mage when the spell is cast. This makes them completely unrecoverable (and undetectable) by normal means and requires any mage using the Data Recovery spell to win a contest of Skills.

In order to cast this spell, the mage must physically touch the media that he wishes to erase – for the Duration of the spell.

This spell will not work on computers or other logic device (such as robots) unless their recording media or logic centers are physically exposed. Use the Memory Zap spell instead.



The mage must know the specific broadcast he wants or he is at a skill penalty. If the mage doesn't know exactly what he wants he is at -2 to skill. If he has only a vague idea of what he wants, he is at -4 to skill. If he has never seen (or heard) the broadcast he wants to find he has an additional -2 to skill. If the broadcast does not exist on conventional recording media (i.e. it's lost or was never broadcast) the mage is at an additional -2 to skill. So, if the mage is trying to reconstruct a private telephone conversation which was never recorded (so it's lost) he would be at -4 to skill because it wasn't broadcast, and the mage never heard it.

If the mage has a suitable, mundane recording device, he can permanently record the magically summoned Information

**Duration:** 1 hour

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Magery, Global Village

### ***Find Avatar***

### ***Information***

Tells the caster where in cyberspace a particular user's avatar is. If the user is presently using multiple avatars, will give the location of the "closest".

**Duration:** Instant.

**Base Cost:** 2.

**Prerequisites** Know Avatar, Know Location.

**Magic Item:** computer file. Energy cost to create: 100.

### ***Global Village/TL***

### ***Regular***

The mage can pick up any TV or radio broadcast in the world, as long as he has equipment which could normally pick up a similar signal. For example, a short-wave radio could be used to pick up FM signals from the other side of the world or a TV which works on U.S. television frequencies could receive a European show which is broadcast on an entirely different frequency.

The mage must know the frequency (or at least the sort of broadcast) he wishes to receive before he casts this spell. If he only has a vague idea of what he wants, he is at -4 to skill level.

**Duration:** 10 minutes

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Improve Reception

### ***Graphics /TL***

### ***Regular, resisted by IQ***

Allows the mage to alter any electronic screen image on a TV, video camera, computer monitor, etc. so that it displays whatever picture or image he wants it to display.

The mage can use this spell to quickly create any visual image that the mage can imagine - graphic images, moving pictures and animations. However, the quality of the images is limited by the mage's mundane skill - generally Artist, Computer Operations (Graphic Design), Video Production or the Movie Director professional skill. If the mage has a suitable storage device (movie camera, VCR, hard drive, etc.) he can permanently save the images he created so they can be viewed normally.

At TL 8 this spell can be used to "feed" false readouts to cybernetic eyes. This application of the spell is resisted by IQ.

**Duration:** 10 minutes

**Base Cost:** 3, 2 to maintain

**Prerequisites** Machine Control

**Prerequisite:** Machine Speech

### ***Improve Reception/TL***

### ***Regular***

Allows equipment specified by the mage to perfectly receive any broadcast signal that it could normally pick up, no matter how faint or distorted it might be. If this spell is used to foil jamming, it gives +4 to the subject's Electronics Operations (Sensors or Radios) roll.

**Duration:** 10 minutes

**Base Cost:** 2, 1 to maintain

**Prerequisites** Reveal Function

### ***Interactive Entertainment***

### ***Regular***

Alters the content and script of any TV show, movie, radio broadcast or other broadcast medium as the mage sees fit.

Only the screen the mage is watching is altered, so the real broadcast (or the original show) isn't changed. However, other people looking at the screen see what the mage sees.

Details of "invented" scenes are coherent in style with "real" scenes, but the mage controls the action. The artistic quality of the improvised program is limited by the mage's Writing skill (or some other skill if the GM deems it relevant).

**Duration:** 30 minutes

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Edit, Graphics

### ***Know Avatar***

### ***Information***

Tells the caster the true identity of the operator of an avatar (or, on non-cyberspace systems, a person performing/running a certain task/program).

**Duration:** Instant.

**Base Cost:** 1.

**Prerequisites** Know Computer.

**Magic Item:** computer file. Energy Cost to create: 100.

### ***Know Computer***

### ***Information***

Tells the character the precise system characteristics of a computer, including its peripherals and software. May be cast as an area spell to get Information about a computer network.

**Duration:** Instant.

**Base Cost:** 1.

**Time to Cast:** 1 minute.

**Prerequisite:** Measurement.

### ***Network/TL***

### ***Regular, resisted by IQ in the case of AI computers***

When this spell is cast on a computer, it is magically linked to another computer or group of computers (such as the internet or cyberspace) as if it had a normal network and modem connection.

This allows the linked computers to exchange Information and run shared programs, just like a normal network. The mage must physically touch the computers to be networked (or he must at least touch the computer to a phone jack to connect to the internet) though the computers can be moved any distance apart once the spell is cast.

Note that this spell does not resolve software problems (beyond network software) that different types of computers might have, it only eliminates hardware problems.

**Duration:** 1 hour

**Base Cost:** 2 to link a single computer into an existing network or 2 per 5 computers joined into a new network, half to maintain. For 20 times the **Base Cost** the computers can be permanently linked into a network

**computer to be linked into a network (maximum 5 points) Prerequisite: Download, Configure Password Regular, resisted by IQ or Complexity of computer**

This spell allows the mage to crack a computer password, either to log onto a network with restricted access or to read a document that has been electronically encrypted or protected by a password.

In order for this spell to work, the mage must win a contest of skill against the Complexity of the Computer. Complexity 1 Computer have an effective IQ 7. Every complexity of computer after that gives +2 to effective IQ, so Complexity 2 computers have IQ 9, Complexity 3 IQ 11, and so forth. AI computers use their normal intelligence plus 5. Duration: Instant.

**Base Cost:** 3, can't be maintained.

**Prerequisites** Machine Speech, Connect to Network

**Print File**

**Regular**

Creates a hard copy of a computer file.

**Duration:** Permanent.

**Base Cost:** 1 per Gigabyte of data.

**Prerequisites** Know Computer, Create Object.

**Program/TL**

**Regular, resisted by Will**

This spell allows the mage to magically create a computer program that will do anything he can imagine, irrespective of the real limits of the machine he is working with.

While the spell is in effect, the program is "real", and appears to be a real, mundane computer program. However, the program vanishes from the computer when the spell ends and the computer returns to its normal capacity.

Alternately, this spell can be used to debug or modify code that the mage has written using mundane means so that the program "does what he wants it to do, not what he told it to do." Modifications to mundane code are permanent. If the mage is attempting to use this spell to hack into a computer system or to alter somebody else's program, he must first win a contest of his skill vs. the Computer Programming skill of the person who designed the program he is trying to alter or defeat. Intelligent machines, such as robots and AIs resist with their IQ. If the mage tries to interfere with cyberware which is worn by another person, the subject gets a roll vs. Will to resist.

**Duration:** 10 minutes

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 10 seconds

**Prerequisites** Machine Speech, Graphics

**Recorder/TL**

**Regular**

Similar to the Camera (q.v.) spell, but the mage's ear serves as a professional quality sound recording system.

While the spell is in effect, the mage can use his ear like any normal audio-recording device he can imagine. If he has an appropriate way to store the sounds he hears, he can "download" them onto a tape or a computer disk so that they can be permanently stored.

The artistic quality of the images is limited by the mage's Video Production or Professional Skill (Sound Engineer) skill.

**Duration:** 10 minutes

**Base Cost:** 3, 1 to maintain

**Prerequisites** Edit.

**Remote Control/TL**

**Regular, resisted by IQ**

This spell allows the mage to control any technological device from a distance. While the mage cannot make the machine do anything it could not normally do, he can control it as if he were touching or handling the controls. Thus, the mage could drive a car or program a VCR from a distance.



If the mage would normally have to make a skill roll to control the machine, he rolls against skill- 4 plus any long distance modifiers. These penalties are doubled if the mage cannot see the object he is controlling. If this spell is used to control a machine that someone else is carrying, riding in, or using, then the subject of the spell gets a roll vs. IQ to defeat the spell. Intelligent machines such as robots and AI resist attempts to control them with their inherent IQ.

**Duration:** 1 minute

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisite:** Machine Control

### **Sights/TL**

### **Regular**

By means of this spell, the mage can magically equip any vehicle that he is riding in with a sighting or targeting system with which he is familiar. The system will be placed in such a way that a person riding in the vehicle (or a specific person riding in the vehicle) can operate it from where they sit. If this person is also the driver or pilot, the controls will be placed so that they can simultaneously fire their weapons and maneuver. This sighting system will give a bonus to ACC as is normal for that type of system, plus a bonus equal to  $\frac{1}{4}$  the mage's skill with the spell.

If weapons are already installed on the vehicle, this sighting system will be linked to some or all of them, as the mage desires. Otherwise, the mage must add weapons to the vehicle using the Autoduel spell.

**Duration:** 5 minutes

**Base Cost:** 4 to cast, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Machine Speech, Autoduel.

**Magic Item:** For 50 times the normal cost this spell can be made permanent.

### **Switch**

### **Regular, resisted by IQ**

When this spell is cast, the mage can remotely switch an electrical device on or off, or change it from one state to another. For example, a mage could use this spell to change the channels on a TV set or turn it off without having to get up, or to change a stoplight from red to green. If there is more than one possible channel or control, the mage must choose which control he will affect, or which frequency he wants.

If the mage attempts to control an intelligent machine (like a robot) or a machine held or controlled by another person (like a laser pistol in the hand of a foe) then the subject gets a resistance roll to overcome the effects of this spell.

If the mage attempts to affect a machine from a distance, long distance modifiers apply.

**Duration:** Instantaneous

**Base Cost:** 2, can't be maintained. Double cost if cast on an intelligent machine or on an item controlled by another person.

**Magic Item:** A remote control box (like a garage door opener or a TV remote control) which will affect any device at which it is pointed. Cost: 250 points.

### **Television Land(VH)/TL**

### **Regular, resisted by Will**

The subject is "sucked" into a computer monitor or TV set that they are watching and become incorporated into any action on the screen.

To viewers outside the screen, it looks as if the subject has become part of the show and is just another character. To the subject of this spell, it appears as if they have suddenly been thrust into a strange, possibly surreal adventure wearing (or carrying) only the possessions that they had on them before the spell was cast.

It is up to the GM to determine what happens to a person affected by this spell. He could treat it as an adventure where the subject gets to meet his television or video game heroes or he could just rule that the character is quickly killed. In any event, the "world" that the subject is placed in is ruled by the "reality" of the game or television show that they are transported to. A character in a "realistic" game could very well operate by "cinematic" rules if he is transported to the "world" of a Hollywood action flick. A superhero would be terribly out of place if he was transported to a "world" where supers didn't (or couldn't) exist. Any character would be out of place in a cartoon!

Though this spell can be used to allow characters to “visit” worlds which only exist in the media, it is also a potent way of disposing of enemies. Anyone who is faced with the prospect of being transported into a particularly horrifying “world” must make a Fright Check (like any normal, sane person who is sucked into a real-life version of the “Doom” computer game). They also get a Will roll to resist the spell.

At TL 2, a variant of this spell allows the mage to transport a subject into the “world” described by books or scrolls where he can interact with fictional characters. At TL6, this spell can be used to transport a character into a movie “world”. And, at TL8 this spell can be used to physically transport someone into the virtual world of the Net

In this later case, their real, physical body is their “icon” and any damage they take from simulated combat or defense programs on the Net is real!

When the spell ends, the subject “pops back” into reality right in front of the television set or monitor. Physical and psychological damage inflicted in the “TV world” is real and must be healed normally.

**Duration:** 1 minute (real time), time for the subject is subjective.

**Base Cost:** 6, 3 to maintain

**Time to Cast:** 1 minute

**Prerequisites** Magery 2, Interactive Entertainment

### **Upgrade**

### **Regular**

This spell temporarily makes a machine more powerful or more effective than it normally would be up to the limits of existing technology. For example, an ordinary car can be given performance equivalent to that of a sports car, or an old computer can be turned into a state-of-the-art workstation.

In a Cyberpunk campaign each level of this spell increases the Complexity, Speed or Storage a computer 1. Vehicles have their speed or handling increased by 10% per casting of this spell.

Note that this spell doesn’t allow the limits of normal technology to be exceeded, it only allows the mage to get more out of the equipment he has.

**Duration:** 15 minutes

**Base Cost:** 2 per level of complexity, per 100 pounds of equipment, or fraction thereof. Same to maintain.

**Time to Cast:** 30 seconds.

**Prerequisite:** Magery, Schematic

### **Virtual Device(VH)/TL**

### **Regular**

Creates a fully charged machine of the mage’s choice from nothing. It works normally for the Duration of the spell (even in the absence of a suitable power source) and then vanishes.

**Duration:** 1 minute

**Base Cost:** 1 point per \$1,000 of fair market value of the object to be created, same to maintain.

**Time to Cast:** 10 seconds.

**Prerequisite:** Magery 2, Machine Summoning, Assemble

Electricity

### **Jam Signals**

### **Area**

By means of this spell, a tech mage can jam all electronic transmissions within the area of effect. This will affect radio and TV signals as well as microwave communications, radar, and bugs which rely on radio transmitters. Sonar and laser communications are not affected, neither are electronic communications which travel by wire or fiber optics.

By paying one extra point, the mage can select which frequencies he wishes to jam. Note that the mage need not be able to monitor the frequencies he jams, but he must be aware of them before he can jam them.

**Duration:** 1 minute

**Base Cost:** 1/10 per hex, same to maintain

**Prerequisite:** Broadcast

## Energy Spells

### New Spells

#### **Absorb Attack**

#### **Blocking**

The mage uses this spell to absorb some of the energy from an attack and converts it to Fatigue. However, this spell gives no protection against damage and the spell is most effective if the mage actually takes damage from the attack, so the mage is essentially trading Hit Points for Fatigue! If the attack is a crushing blow, such as a mace blow or a Stone Missile spell, then the mage may regain fatigue equal to half the damage he takes, rounded down. If the attack is a kinetic cutting or impaling attack, then calculate the Fatigue based on the weapon's Basic Damage before cutting or impaling bonuses are applied. If the attack is a fire attack, then fatigue regained will be equal to the full amount of damage received. If the attack is an electrical attack, Sun Bolt, or generic "energy" attack, the fatigue regained will be equal to the full amount of damage received plus one for every three full points taken. If an attack hits the mage, but does not damage for whatever reason (DR, Protection spell), then some fatigue may still be regained. A kinetic attack will give 1 point of fatigue per three dice of damage or parts thereof. A fire attack will give 1 point of fatigue per two dice of damage or parts thereof. An electrical, Sun Bolt, or generic "energy" attack will give 1 point of fatigue per dice of damage of part thereof. At the end of the turn, any fatigue in excess of the mage's maximum is lost - although it may be spent before then.

**Base Cost:** None.

**Prerequisites** Recover Strength, 2 Body Control Spells, 2 Energy Spells

**Magic Item:** Clothing or Jewelry. Works for wearer only. Always on. Energy Cost: 150 points.

#### **Fuel to Water**

#### **Regular**

This spell turns liquid fuel to water. Depending on the fuel and the system it is powering, the results could be negligible or they could be disastrous. Internal combustion engines will run roughly or stall if they get water in them, and in cold weather water can freeze in fuel lines stalling the engine until the blockage is removed.

**Duration:** Permanent

**Base Cost:** 4 per gallon. Can't be maintained.

**Time to Cast:** 5 seconds

**Prerequisite:** Water to Fuel

#### **Essential Fuel**

#### **Regular**

Any fuel that this spell is cast on becomes three times as efficient as usual and burns completely without generating any pollutants.

Batteries become three times as efficient when this spell is cast on them. The power of electrical current isn't changed, but any source of electrical energy lasts three times as long.

**Duration:** Permanent

**Base Cost:** 6 per gallon or pound.

**Time to Cast:** 10 seconds

**Prerequisite:** Water to Fuel

#### **Magic Differential**

#### **Enchantment**

This spell links the motion of two wheels (or similar items) so that the wheels can share a common power source (like being linked on the same axle) yet one wheel will rotate at a different rate of speed if it encounters more or less resistance.

**Base Cost:** 50 points

**Prerequisite:** Magery, Magic Power

***Magic Power******Regular***

This spell allows an engine or mechanism to run on magical power. Every point of energy put into this spell provides a machine with 0.1 Kw of power. This spell can be used to turn axles, pulleys, etc. with no obvious motive force.

**Duration:** 1 minute

**Base Cost:** 1 per 0.1 Kw of power, same to maintain.

**Time to Cast:** 10 seconds

**Prerequisites** Magery, Air Golem

**Magic Item:** Any motor or mechanism can be enchanted so that it is magically powered. Energy Cost: 40 points per 0.1 Kw.

***Magic Transmission******Enchantment***

This spell links the rotary motion of one disk, cylinder, or wheel, to another. When one wheel turns, so does the other. Resistance that slows down one wheel slows down the other. Although the wheels must be in physical contact when the spell is first cast, afterward they can be any distance apart (barring no-mana zones) and still transmit force between them.

There will always be some additional drag between the two wheels. They lose 1% of power for every 100 feet of distance between the power wheel and the linked wheel, or 10%, whichever is more.

Breaking one of the wheels breaks the spell, though the spell will resume for enchanted items once the wheel is repaired.

**Base Cost:** 1 point per watt of power produced, minimum 250 points.

**Prerequisites** Magery 2, Draw Power, Magic Transmission

Metal and Plastic Spells

***Body of Plastic******Regular, resisted by HT***

When this spell is cast, the subject's body turns to living plastic. For the Duration of the spell, the recipient has PD 1, DR 3, and takes half damage from electricity and cold attacks. However, they take 50% more damage from heat and flame attacks.

**Duration:** 1 minute

**Base Cost:** 6, same to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Shape Plastic

***Flesh to Plastic******Regular, resisted by HT***

This spell turns its victims and their possessions into unliving plastic sculptures.

This spell can be undone by means of the Plastic to Flesh spell or a counterspell. If another mage attempts to remove this spell, he must win a contest of spell skills.

**Duration:** Permanent

**Base Cost:** 6, 2 to remove the spell.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Shape Plastic, Create Plastic

***Plastic to Flesh******Regular, resisted by HT***

This spell turns plastic items into flesh. This removes any PD or DR robots or plastic armor might have and revives victims of the Flesh to Plastic spell. Unwilling subjects get a roll vs. HT to resist.

**Duration:** Permanent

**Base Cost:** 5 points, can't be maintained.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Shape Plastic, Create Plastic

## **Plasma College**

Available at TL8+, this college is the result of high tech research, and is a progressive development of the Fire College. Plasma is electrically charged gas present in outer space. In nature it is found at extremely high temperatures, but in a very rarified state.

The plasma produced by these spells is much more potent and concentrated, more similar to the plasma wash of TL9 flamers. For gaming purposes, plasma is rated by "intensity", from 1 to 6.

Plasma does 1d+1 in damage and 10 rads of radiation per point of intensity. Plasma acts like gas and fire; a hex of plasma, unless held, will dissipate evenly. It drops one level of intensity per second, and spreads out one hex per turn. Eventually, the cloud will dissipate to nothing.

Radiation drops off at a rate of 5 rads per hex of distance from the plasma source.

Resist Fire at the fourth level will protect against plasma, no matter what its intensity.

### **Plasma Elementals**

In addition to these spells, a Plasma mage may also use the Summon Elemental, Control Elemental and Create Elemental spells to Summon, Control or Create a Plasma Elemental.

Plasma Elementals are identical to Fire Elementals in all respects, except that they are immune to fire, vacuum, and most other hostile environments. They take only one point of damage from any physical attack, doing their rated damage to the weapon! They do 6d+6 points of damage do 50 rads of radiation damage per turn to anyone in their hex or on a successful strike in combat.

If they can immerse themselves in plasma they regenerate 1 HT per minute.

Shape Plasma spells hinders them by 1 point of Move and Dodge per level of spell, and Destroy Plasma does 1d+1 damage per application. Any spells or devices which will disrupt lightning or generate magnetic fields will stop Plasma elementals, unless they can make a ST roll (at a penalty or bonus for the intensity of the field) to break through. 50 gallons or immersion in water does 2d damage, and explosive attacks do 1/2 damage through disruption and dispersal.

Plasma elementals are flighty, unpredictable creatures which react at -3. Their normal habitat is the surface of stars and the insides of fusion reactors, and they dislike being called away from their homes.

It costs twice as much energy to summon a Plasma Elemental as a Fire Elemental.

## **New Spells**

### ***Body of Plasma/TL***

### ***Regular***

The subject becomes a seething mass of plasma. Clothes and equipment also become plasma, but lose any magical abilities for the Duration of the spell. He can carry nothing while in this form.

The subject retains normal senses, may cast spells at -2, and may speak with a rumbling metallic voice. He is immune to fire, vacuum, and most other environments. He takes only one point of damage from any physical attack, doing his rated damage to the weapon! He does normal plasma damage on a strike, and is considered a "plasma hex".

While in plasma form, the subject is immune to beam weapons of most sorts, and regenerates 1 HT per minute while in plasma. Shape Plasma hinders him by 1 point of move and dodge per level of spell, and Destroy Plasma does 1d+1 damage per application. Any spells or devices which will disrupt lightning or generate magnetic fields will stop plasma. 50 gallons or immersion in water does 2d damage, and explosive attacks do 1/2 damage through disruption and dispersal.

**Duration:** 1 minute

**Base Cost:** 10 points, 8 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery 2, Breathe Plasma

### ***Breathe Plasma/TL***

### ***Regular***

Similar to Flame Breath, using DX-2 or Magic Breath skill. The spell doesn't increase the base damage, but allows the wide plasma wash to unseal armor in the same manner as TL9 plasma weapons. They also may divide the damage among adjacent targets in the same manner, making this spell very deadly against crowded opponents.

**Duration:** 1 second  
**Base Cost:** 2 points per die of damage, same to maintain.  
**Time to Cast:** 5 seconds  
**Prerequisite:** Plasma Jet

***Create Plasma/TL***

***Area***

This spell creates a ball of plasma of the desired intensity roughly one hex across. The plasma appears out of nothing, requiring no fuel, and radiating nothing harmful beyond unpleasant heat. Anything inside the plasma will take damage commensurate with the intensity.

**Duration:** 1 minute  
**Base Cost:** 3 points per hex per level of intensity, same to maintain.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery, Seek Plasma, Irradiate, Essential Fire, Resist Fire, Magery

***Deflect Beam/TL***

***Blocking***

This spell is identical in function to the Deflect Missile spell from GURPS Magic (MU68), but it works against the beam weapons common to TL8+ worlds. It has the same statistics as the Deflect Missile spell, except as noted below.

This spell will protect against all sorts of beam weapons, but does not protect from secondary heat or blast effects that these very destructive weapons may produce. However, this spell protects completely against plasma attacks of any sort. Against weapons of a higher TL than the spell is known at, apply the usual penalties.

**Base Cost:** 5 points, can't be maintained.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Deflect Missile, Shape Fire, Shape Light

***Destroy Plasma/TL***

***Regular***

The spell reduces the intensity of plasma by one level per hex per application, by destroying rather than simply dispersing. The spell can be used to snuff out a fusion power plant, probably wrecking it in the process.

**Duration:** Permanent  
**Base Cost:** 2 points per hex  
**Time to Cast:** 10 seconds  
**Prerequisite:** Seek Plasma, Extinguish Fire

***Explosive Plasma Ball/TL***

***Missile***

Can be thrown at a wall or such at +4, to catch others in the blast. Much like a Explosive Fireball, the intensity of the plasma drops by 1 per hex distance, with unsealing and knockback effects. From a distance, the blast resembles a tiny nuclear explosion.

In other respects this spell is identical in its effects to the Plasma Ball spell.

**Duration:** Instantaneous  
**Base Cost:** 2 points per die of damage.  
**Time to Cast:** 1 second per die of damage.  
**Prerequisite:** Plasma Ball

***Plasma Armor/TL***

***Regular, resisted by HT***

The subject is sheathed in a plasma envelope of the desired intensity- the subject and everything he is carrying are under a basic Resist Fire spell. These flames provide illumination and ignite flammables as per Create Plasma. The subject's punches do an extra 2 points burning damage and 5 rads radiation damage per level of intensity.

Any melee attack that hits triggers an intensity 1 backlash along the weapon, automatically hitting the torso. If the subject is grappled, the foe is treated as if in a plasma hex, but the spell is broken.

**Duration:** 10 seconds

**Base Cost:** 4 points, 3 to maintain.

**Time to Cast:** 10 seconds

**Prerequisite:** Shape Plasma

### ***Plasma Ball/TL***

### ***Missile***

Lets the caster throw a ball of plasma from his hand. When it strikes something, it vanishes in a gout of plasma, doing its damage to everything in the hex. Damage is related to its intensity, with the same unsealing abilities as a hand flamer (UT52). In addition to its normal damage, each die of damage also inflicts 5 rads of radiation to anything in the hex. The missile has SS:13, Acc: +1, 1/2D: 25, Max: 50

**Duration:** Instantaneous

**Base Cost:** 2 points per die of damage

**Time to Cast:** 1 second per die of damage.

**Prerequisite:** Magery, Shape Plasma

### ***Plasma Cloud/TL***

### ***Area***

Generates a cloud of diffuse but still harmful plasma. It does not block vision, but inflicts 2 points of burning damage and 5 rads per intensity level. If less than a full turn is spent in the cloud, damage is halved. Armor protects normally for the first turn, then it must check for unsealing at +2 (UT52). Flammable materials are almost certainly ignited.

**Duration:** 3 seconds

**Base Cost:** 5 points, can't be maintained.

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Shape Plasma

### ***Plasma Jet/TL***

### ***Regular***

Lets the caster shoot a tight, well focused jet of plasma from one fist, rolling on DX-4 or magic jet skill. It is similar in all respects to "Flame Jet", save the damage done. A caster can have two jets by casting twice, but the other is offhand, and thus at -4.

**Duration:** 1 second

**Base Cost:** 2 points per level of intensity

**Time to Cast:** 1 seconds per die of damage.

**Prerequisite:** Shape Plasma

### ***Plasma Missile/TL***

### ***Regular***

This spell is identical to the Flame Missile spell, except that it does 2 points of damage and 5 rads of radiation damage per level of intensity, in addition to the normal weapon damage.

**Duration:** 10 seconds

**Base Cost:** 2 points per level (3 levels maximum), can't be maintained.

**Time to Cast:** 3 seconds

**Prerequisite:** Plasma Weapon

### ***Plasma Sword/TL***

### ***Regular***

Forms a blade approximately a yard long, doing damage as per its intensity. The blade is dense enough to parry material weapons, doing damage to them as well! The spell produces something similar to the TL11 force sword.

**Duration:** 10 seconds

**Base Cost:** 3 points per level of intensity, same to maintain.

**Time to Cast:** 10 seconds  
**Prerequisite:** Shape Plasma

***Plasma Weapon/TL***

***Regular***

This spell is identical to the Flame Weapon spell, except that it does 2 points of damage and 5 rads of radiation damage per level of intensity, in addition to the normal weapon damage.

**Duration:** 10 seconds  
**Base Cost:** 2 per level of intensity.  
**Time to Cast:** 3 seconds  
**Prerequisite:** Shape Plasma

***Reflect Beam/TL***

***Regular***

This spell is identical in function to the Reverse Missile spell from GURPS Magic (MU68), but it works against the beam weapons common to TL 8+ worlds. It has the same statistics as the Reflect Missile spell, except as noted below.

This spell will protect against all sorts of beam weapons, but does not protect from secondary heat or blast effects that these very destructive weapons may produce. However, this spell protects completely against plasma attacks of any sort. Against weapons of a higher TL than the spell is known at, apply the usual penalties.

**Duration:** Permanent  
**Base Cost:** 5 points, can't be maintained.  
**Time to Cast:** 10 seconds  
**Prerequisite:** Magery, Reverse Missile, Shape Fire, Shape Light

***Seek Plasma***

***Information***

This spell is exactly like the spell Seek Fire, and is the basic spell for the college. It tells the caster the direction, distance, and intensity of the nearest plasma source. The caster may exclude or specify plasma sources as he wishes. Unless one is near a fusion reaction, any plasma at all is worth noting!

**Base Cost:** 1 point  
**Time to Cast:** 10 seconds  
**Prerequisite:** Seek Fire

***Shape Plasma/TL***

***Regular***

Lets the caster control the shape of any plasma, or move it at 5 yards per turn. It also allows plasma to be "spread" in the same manner as the spell "Shape Fire". Shaping requires a moment of concentration, and the caster must concentrate while moving it, but the plasma will hold its shape.

**Duration:** 10 seconds  
**Base Cost:** 4, 3 to maintain.  
**Time to Cast:** 5 seconds  
**Prerequisite:** Create Plasma

***Gene Weaving***

This sub-college of Tech Magic has to do with genetic engineering, biological modification, and molecular biology. It overlaps with the spells of Animal, Healing and Body Control magics.

***Know DNA***

***Information, resisted by HT***

This spell provides the caster with a mental picture of the subject's complete genome, and allows him to know all the "genetic" Information about the subject, including inherited traits, genetically inbred advantages, disadvantages, and skills, race, sex and so forth. Any Intron Scripting that has been done will be readable with this spell.

**Duration:** Instant



**Base Cost:** 5  
**Time to Cast:** 1 minute  
**Prerequisite:** Sense Life, Body Reading.

***Dominant Gene (VH)***

***Regular; Resisted by HT***

This spell allows the mage to tweak a single recessive trait, making it dominant. For example, the dominance pattern for eye color could be switched in an individual so that her descendants always have green eyes. The downside is that selecting a gene for dominance could stifle natural mutation and evolution of that trait among a population.

**Duration:** Permanent  
**Base Cost:** 5  
**Time to Cast:** 30 seconds  
**Prerequisites** Magery 2, Resequene

***Dwindle Tumor (VH)***

***Regular***

The opposite of Metastasize, Dwindle Tumor will cure magical or mundane forms of cancer. If the cancer is the result of radiation exposure (p. S77), the spell does not reduce the number of permanent rads in the subject's body (c.f. Cure Radiation), but it will halt any suffering from radiation sickness until the next exposure.

**Duration:** Permanent  
**Base Cost:** 12  
**Time to Cast:** 1 minute  
**Prerequisites** Magery 2, Resequene, Major Healing  
**Magic Item:** Staff or Wand. Energy cost to create: 1,600. Usable only by a mage.

***Edit DNA (VH)/TL***

***Enchantment***

This is the basic "Bio-Magic" spell. Its most basic use is to correct and alter the DNA sequences in an unborn child.

The spell allows the caster to alter the Attributes, Advantages and Disadvantages that the child will be born with. The equivalent of 1 character point per day can be invested in the child without need of a circle of Mages. "Upgraded" people can be detected by use of this spell (or the Know Child Spell). Each species or subspecies requires a different specialization of this spell.

Also note that regardless of the success of the spell, the mage must also roll vs. his Edit DNA spell skill on the GURPS Bio-Tech Success Table (Bio p.59) to determine the quality of the biological modifications.

Using this spell, the mage can make a mother give birth to a child of a different species – simply pay 20 times the racial cost of the new species – assuming that all the the desired Biomods are within the TL of the mage who is casting the spell.

Note that GURPS Biotech gives biological Tech Levels for various Biomods. Each different Tech level of this spell is a different specialization, and no mage can make biomods of a higher TL than the TL of his spell.

**Base Cost:** 20 points per character point to be added or subtracted.  
**Prerequisite:** Magery, Regeneration

***Intron Sculpting***

***Regular, resisted by HT***

This spell allows the mage to temporarily alter the introns ("junk DNA") of the subject so that the subject can carry a message in his genes.

The mage can encode any Information that he wishes, as long as it can be transmitted by means of the genetic code. For example, DNA or RNA sequences could be transmitted by Intron Sculpting, but pictures (unless the mage found a way to encode the picture into a code which could be read by a computer or cryptographer) would not be.

Unless the mage wishes the Information to be encrypted, anyone casting the Know DNA or Intron Sculpting spell can read any messages that the subject carries in his introns.

**Duration:** 1 day

**Base Cost:** 1 per 10 words, half to maintain

**Time to Cast:** 10 seconds

**Prerequisite:** Know DNA

**Magic Item:** a) A message can be permanently encoded into the subject's DNA for 20 times the Base Cost, b) Staff, Wand or Jewelry. Allows the user to cast this spell. Energy Cost: 200 points.

***Musculate (VH)***

***Special***

Allows the gene weaver to modify a muscle structures to manipulate new/additional limbs or to boost ST or DX.

**Duration:** Permanent

**Base Cost:** 225

**Time to Cast:** at least 1 day

**Prerequisites** Magery 3, Reform Skeleton

***Pheromones (VH)***

***Special***

Adds scent emitters and receptors to the subject's skin, as per Pheromone Modification (p. BIO37). These pheromones may be tuned to specific species, as per TL10 Dominance Pheromones (p. BIO37), or they could be used as a form of Secret Communication (p. CI65).

**Duration:** Permanent

**Base Cost:** 225

**Time to Cast:** at least 1 day

**Prerequisites** Magery 3, Adapt Skin

**Magic Item:** Jacket or Cloak. Energy cost to create: 1,250. If scent-based, cost is 1,000.

***Seek Genome***

***Information***

Helps the caster determine which genes must be adapted to ensure successful gene modification. It must be recast for each advantage being added.

**Duration:** 1 hour.

**Base Cost:** 2 to cast; 1 to maintain

**Time to Cast:** 1 minute

**Prerequisite:** Magery 1

**Magic Item:** An automedic, diagnosis table or medscanner (p. UT94). Energy cost to create: 1,000. Usable only by a mage.

***Reform Skeleton (VH)***

***Special***

Allows the gene weaver to modify a skeleton to support new/additional limbs or to boost ST, HT and/or encumbrance.

**Duration:** Permanent

**Base Cost:** 225

**Time to Cast:** at least 1 day

**Prerequisites** Magery 3, Sculpt Flesh

***Reform Limb (VH)***

***Special***

Regrows the subject's limbs in a new form. Legs, for example, can be replaced by a Merfolk's tail. Arms can be replaced by wings. A lost limb can be regrown.

**Duration:** Permanent

**Base Cost:** 225

**Time to Cast:** at least 1 day

**Prerequisites** Magery 3, Sculpt Flesh, Lengthen Limb

**Resequence (VH)****Regular**

Guides the gene weaver in restructuring the genetic code. Resequence must be continued continuously during a genetic modification.

**Duration:** 1 day. One try per day.

**Base Cost:** 5 to cast; 5 to continue

**Time to Cast:** 10 minutes

**Prerequisites** Magery 2, Seek Genome, Alter Body

**Sculpt Flesh (VH)****Special**

Allows the caster to make simple, cosmetic modifications to a subject, such as changing hair color or adding pointy ears or webbing between fingers. Generally, these modification will have little or no game effect, although it could be used to change eyelids into Nictating Membranes (p. C162).

**Duration:** Permanent

**Base Cost:** 116

**Time to Cast:** at least 4 hours

**Prerequisites** Magery 2, Enchantment, Merging Shapeshift, Resequence

**The Brain! (VH)****Special**

The Brain! allows a caster to boost the IQ of a subject by 1 point. Success in casting depends upon the base intelligence of the subject, as does the energy cost of the spell (see chart). Normal Magery bonuses do not apply to The Brain!, and it cannot raise IQ above 15.

Base IQ Modifier Cost

|     |    |       |
|-----|----|-------|
| 1   | 0  | 500   |
| 2-3 | -1 | 600   |
| 4-5 | -2 | 750   |
| 6-7 | -3 | 900   |
| 8-9 | -4 | 1,150 |
| 10  | -5 | 1,300 |
| 11  | -6 | 1,600 |
| 12  | -7 | 1,900 |
| 13  | -8 | 2,200 |
| 14  | -9 | 2,500 |

As a creature's IQ is boosted, its physical body may need to be reshaped with other Gene College spells to take advantage of increased brain capacity. Uplift can be used with The Brain! to raise a creature to Presentience (p. C1103).

At GM option, a critical success with The Brain! (or a variant version of the spell) could spark latent psionic powers (p. P86) in a subject whose IQ is greater than 12.

**Duration:** Permanent

**Base Cost:** see chart

**Time to Cast:** at least 1 week

**Prerequisites** Magery 3, Resequence, 8 each Gene and information spells.

# Protection and Warning Spells

## Changes to spells from GURPS Magic

**Armor** - In game worlds where it is easy to do large amounts of damage, the GM can lower the cost of this spell (1 point per point of DR given or even 1/2 point per point of DR given) and remove the maximum limit on how much DR can be improved. For half cost the DR can be made to protect vs. just one attack from (i.e. impaling, cutting, crushing, fire, cold, etc.).

**Sense Danger** - This spell will also give the rough direction the danger is coming from.

**Watchdog** - The caster defines the conditions which will trigger the watchdog when the spell is cast. The spell can also be used to alert the mage if anyone comes near of if anyone (or someone) of a certain description comes near.

**Nightingale** - When the spell is triggered, anyone within earshot gets a roll vs. Hearing + 2 to detect the noise. Each extra point of energy put into the spell gives +1 to Hearing rolls to detect the noise.

Instead of an aural warning, the mage specify that the lights in the area will dim and brighten repeatedly (giving a roll vs. Vision to detect the intrusion), or a strong (but harmless and non-offensive) scent will fill the area (allowing a roll vs. Smell). These stimuli can be made stronger, as above. For double cost two versions of this spell can be incorporated. For triple cost, all three stimuli can be included.

**Mystic Mist** - For double cost the mist will even confuse creatures with Absolute Direction and 3D Spatial Sense.

**Missile Shield** - This spell will protect against any sort of ranged attack directed specifically against the target. It will not protect against concussion or heat damage from explosions or the unpleasant effects of area spells. This spell will protect against shrapnel damage from explosions.

At high tech levels the missile shield spell becomes extremely powerful, since it allows the mage to ignore all sorts of missiles, no matter how powerful they are. GMs who wish to limit the effectiveness of the Missile Shield spell should consider the use of one or more of the following optional rules:

- Critical hits bypass Missile Shield.
- The mage must roll vs. his Missile Shield skill (at -1 for every 3d of potential damage a missile has) in order to deflect a missile that would otherwise hit him. Optionally, the GM can impose a cap on the mage's effective skill level.
- The Missile Shield is ablative. It starts off with 100 HP. Every missile that would have hit the mage reduces the shield's HP. When the shield's HP is reduced to 0, he must recast the spell. In this case, multiple castings of the Missile Shield spell "stack".

**Reverse Missiles** - The GM can tone down the power of this spell by ruling that reversed missiles are "wild shots" which hit on a 9 or less or the roll needed to hit the target, whichever is worse. If the attacker is using a weapon which doesn't allow them to observe the flight of the missile (like a gun or indirect fire) they must make an IQ roll after every shot (or every burst for autofire weapons) to figure out what is going on. If the subject has previously encountered the Reverse Missile spells, they can roll vs. IQ+4 instead.

**Iron Arm** - The mage must be able to see the blow he is blocking and he must be physically able to interpose his arm between the weapon and the rest of his body, otherwise this spell doesn't work. Martial artists who can parry with their legs can use this spell on their leg instead of their arm though the effects are the same. The "arm" has PD 4, DR 20. For double cost DR can be doubled.

**Magelock** - The mage may specify who may pass through a magelocked door when the spell is cast but once the door is opened, the spell ends. Magelocked doors can't be opened by any non-magical means, even with a key made for the door's lock!

**Teleport Shield** - The caster can select whether he will block teleportation into or out of an area or both. He can also specify people who are immune to the spell's effects so he can teleport into or out of the affected area without penalty. This spell protects the area against any spell or psionic ability which transports a person through time, space, or dimension, so it also blocks attempts to time travel, open new gates, or materialize from another plane.

**Weather Dome** - Volcanic ash and other particulate matter is NOT weather and this spell won't protect against it though it will protect against rain triggered by volcanic eruptions, nuclear fallout, and so forth. Water and ice produced by natural causes (or magic which simulates natural weather) and wind are the only

things that this spell will keep out. Underwater or in the air this (and all other "dome" spells) create a sphere instead.

**Force Dome** - The mage sets the light level (and the color of the light) when the spell is cast. The barrier will allow air to get through, filtering it if necessary. If there is no air available (like in a vacuum or underwater), the spell will trap the existing air inside the globe, but the mage is responsible for supplying his own air.

The dome has PD 4, DR 20. Each multiple of energy cost adds +1 PD (up to 8) or 20 DR (no limit). It will protect against any non-magical attack form including heat, concussion, water, poison gas, and radiation. Excess damage from a single attack will penetrate the dome, though the dome will not be weakened. For this purpose, every 25 rads of radiation counts as 1 point of damage. In theory a high-tech mage could use this spell to survive at ground zero of a (non-magical) nuclear blast, if he had enough energy to power the spell! The mage can fire spells out of the Force Dome, but he must "fire blind" unless he has some sort of remote- seeing spell on the outside. He can also fire normal missiles, but they will "stick" in the walls of the dome unless they would do sufficient damage to penetrate the dome. For double cost (or the same multiple of energy used to add extra PD and DR to the dome if it is made stronger) the mage can fire non-magical missiles through the dome without having to worry about them being blocked. He must still "fire blind" though.

**Utter Dome** - The Utter Dome is exactly like the Force Dome (see above) except that it will block magic and magical weapons.

### **Changes to spells from GURPS Grimoire**

**Catch Missile** - For double cost any missile can be caught as long as it is made of solid material. In addition to this cost it also costs 1 point for every 3 dice of impact damage the missile would do (discounting any potential explosive damage). A high tech mage could catch an artillery shell if he had enough power to do so!

**Return Missile** - Returned missiles are treated as Wild Shots, just like missiles reversed using the Reverse Missiles spell.

**Force Wall and Utter Wall** - These spells have PD 4, DR 20 per hex. Each doubling of energy adds 1 to PD (up to 8) or doubles DR.

### **Spells from GURPS Magic**

Armor Force Dome Iron Arm Magelock Missile Shield Mystic Mist Nightingale Reverse Missiles Sense Danger Shield Teleport Shield Utter Dome Watchdog Weather Dome

### **Spells from GURPS Grimoire**

Detect Poison Resist Poison Resist Disease Block Hardiness Turn Blade Bladeturning Deflect Missile Catch Missile Return Missile Reflect Gaze (VH) Resist Sound Sense Observation Warmth Coolness Resist Lightning Resist Water Resist Acid Shade Freedom Force Wall Utter Wall

### **New spells**

#### **360 Degree Vision**

**Regular**

Gives the subject 360 Degree Vision, as the advantage, for the Duration of the spell.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Prerequisites** Peripheral Vision

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

#### **Ablative Armor**

**Regular**

This spell temporarily increases the effectiveness of any armor the subject wears. However, each point of damage done reduces the DR of the spell by 1 until the DR of the spell is reduced to zero and the magic vanishes.

**Duration:** 1 minute

**Base Cost:** 1 per 2 points of DR, same to maintain

**Prerequisite:** Armor

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

### ***Aegis of the Hearth***

### ***Area***

This powerful spell can only be cast as a ritual. It allows an area to be protected with the Parma Magica advantage, preventing any mage who is not present (or named) when the Aegis spell is cast from casting magic in, into, or through the protected area.

Unlike the Parma Magica advantage, this spell does not have to be renewed on a daily basis. It is always on and can never be weakened, even if it is penetrated by hostile magic. The Aegis must be renewed once per year, it cannot be maintained. Two Aegis spells can "overlap" in Duration, but their effects are not cumulative

It is typically used to protect Covenants.

Typically, this spell can only be cast by Hermetic mages and at least 1 pawn of Vis is needed to power the spell for every 30 mana points expended.

**Base Cost:** 3 per hex per level of the Parma Magica advantage.

**Duration:** 1 year

**Prerequisites** Hermetic Magery, Vim Form

### ***Alarm***

### ***Area***

Cast around an area, this spell will cause the area to react to the presence of any creature larger than a normal rat.

As soon as any creature enters the area without speaking a password established by the caster, the alarm spell lets out a loud ringing able to be heard clearly up to 60 feet which lasts until the caster wills it to stop.

**Duration:** 12 Hours

**Base Cost:** 2 to cast, 2 to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Sense Life, Nightingale, Sound

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Area Invisibility***

### ***Area***

Functions as per the invisibility spell except it affects an area. The effect is centered on the subject. Anyone stepping out of the spell range loses the effect. Those stepping into the area after the spell is cast do not gain invisibility. Those under the effects of this spell cannot see each other.

**Duration:** 1 minute

**Base Cost:** 5 to cast, 3 to maintain

**Prerequisite:** Invisibility

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Backguard***

### ***Regular***

Any blow directed at the subject's back hexes (or from any direction if the subject is helpless) does not get a bonus to hit. Helpless foes cannot be automatically slain as long as this foe is in effect.

**Duration:** 1 minute

**Base Cost:** 4, 2 to maintain

**Time to Cast;** 3 seconds

**Prerequisite:** Shield

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 pints. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Backlash****Blocking**

This spell surrounds the wizard with an invisible force field.

If the wizard is hit by any hand-held melee weapon (including natural attacks), he takes normal damage (though armor or other magics can absorb this), but the force field will emit a blast of pure force which does double the base damage which the wizard took to the person who struck the mage. Once the spell is triggered, it ends.

**Duration:** 1 minute or until activated.

**Base Cost:** 4, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Missile Shield

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

**Body of Rubber****Regular**

The subject's body becomes tough and elastic. He becomes immune to Crushing or Falling damage and Cutting and Impaling weapons don't get their bonus if they hit him. Other forms of damage affect the subject normally.

**Duration:** 10 seconds

**Base Cost:** 8, 6 to maintain

**Time to Cast:** 5 seconds

**Prerequisite:** Magery, Armor, Shield

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

**Bodyguard****Blocking**

Similar to the Iron Arm spell, this spell allows the entire force of the next blow to hit the subject to be entirely absorbed by the spell.

In addition, to the **Base Cost** of the spell, the caster must take Fatigue loss equal to 1/5th the energy absorbed by the spell. The mage can cast more spells between the time when he casts this spell and the time it takes effect, but the Bodyguard spell counts as an "on" spell until it is discharged.

**Duration:** 1 blow

**Base Cost:** 2 points, plus 1/5 damage absorbed by the spell. Can't be maintained.

**Time to Cast:** 2 seconds (plus time until the next blow is landed on the subject).

**Prerequisite:** Iron Arm

**Magic Item:** Clothing or Jewelry. Works for Wearer only. Energy Cost: 350 points.

**Close Window****Area; resisted by Spell**

This spell "closes" a planar window, blocking observation of a given area from any other plane. Closed areas appear to be black and silent to extra-planar observation. The caster of a Planar Window spell can attempt to pierce this spell by winning a Contest of Skills.

**Duration:** 1 hour

**Base Cost:** 3 per hex, half to maintain. For 25 times **Base Cost** an area can be permanently blocked by this spell.

**Time to Cast:** 10 seconds

**Prerequisites:** Planar Window

**Magic Item:** Staff, Wand, or Jewelry. Energy Cost: Energy Cost: 500 points.

**Closed Book****Regular**

This spell is a variant of the Wizard Lock spell. When cast on a book or similar items such as a rolled up scroll, the outer cover becomes hard as steel (PD 2, DR 7, 25 HP) and the book cannot be opened by any means except for a password.

If the cover is somehow pried off, the pages stick together as if they were glued making it impossible to read the book without destroying it. At the same time an anti-scrying spell prevents the contents of the book from being read by psionics or magic.

The only way to make the book return to its normal form is for the caster to will the spell to end or to utter a password. This magic only applies to attempts to read the book, the book will have its normal PD and DR if used as a shield and will have its normal HP against damage.

This is also a Communication and Empathy spell.

**Duration:** 24 hours

**Base Cost:** 3, 2 to maintain. A book can be permanently enchanted with this spell for 10 times the **Base Cost**.

**Time to Cast:** 10 seconds

**Prerequisite:** Magery, Scryward, Wizard Lock

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 250 points.

### ***Detect Scrying***

***Area; resisted by scrying spell***

Detects any scrying or Information spells focused upon the area (which moves with the caster). If the scrying spell is successfully detected the identity and general location of the scryer become known to the caster.

**Duration:** 10 hours

**Base Cost:** 3 to cast; 2 to maintain

**Prerequisites** Scryguard or Alarm

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Doom Cloud (VH)***

***Area***

Creates a rolling green fog, slightly heavier than air that will obscure figures separated by more than 2 hexes unless Mage Sight is used.

Targets in the area also take 1d to 3 hits each round. Those who were within the mist when it was cast are immune to its effects.

This is also an Air spell.

**Duration:** 1 minute.

**Base Cost:** 3 points.

**Time to Cast:** 4 seconds.

**Prerequisites** Magery 2, Mystic Mist.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 1,000 points.

### ***Electric Iron Arm***

***Blocking, resisted by HT***

This spell is an improved version of Iron Arm which actually does damage to the attacker. If the mage carries a metal weapon, the attacker takes electrical damage equal to the mage's basic Punching damage. This damage bypasses the DR of all metallic armor. If the weapon has a wooden handle, damage is halved.

If the weapon has a completely non-conductive handle or if the attacker is insulated against electrical shock, this spell has no effect though the mage must still pay Fatigue cost.

This is also an Electricity spell.

**Base Cost:** 2

**Prerequisites** Iron Arm, Shocking Touch.

**Magic Item:** Clothing or Jewelry. Energy Cost: 450 points.

### ***Evasion***

***Regular***

When this spell is cast, the subject is able to detect any magic spells designed to detect or thwart intruders, including the Watchdog and Nightengale spells and spells which are triggered by the Contingency spell. Furthermore, if subject can make a successful DX or Stealth roll he can actually avoid setting off these traps! A new roll is required every round that the subject remains in the "trapped" area, and if he fails his roll, the spell is activated normally.

**Base Cost:** 4, 3 to maintain



**Duration:** 10 seconds

**Prerequisite:** Magery, 5 Protection and Warning spells.

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 500 points.

***Faerie Ward***

***Area, resisted by Will***

This spell creates an area where Faeries and similar creatures dare not tread. Faeries cannot enter the affected area unless they make a Will roll. Even then they will find the warded area intensely uncomfortable and will seek to leave as soon as possible. They must make a new Will roll every minute.

This spell does not prevent faeries from using ranged weapons against people protected by this spell, but it does give anyone in the area of effect +4 to Resistance Rolls or Contests of Skill when attempting to resist or overcome spells cast by Faeries.

**Base Cost:** 3, same to maintain

**Duration:** 1 minute

**Time to Cast:** 10 seconds

**Prerequisites:** Bless, Force Dome

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***False Vision***

***Area; Resisted by Information spell***

Functions as the spell Misdirection except that the caster can define the image or Information scryers detect.

**Duration:** 10 hours

**Base Cost:** 4 to cast, 2 to maintain. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisites:** Misdirection

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

***Field Sense***

***Regular***

This spell gives the subject the Electrical Field Sense advantage with a range of 10 hexes for the Duration of the spell.

In water this field sense is greatly expanded, and extends to 100 hexes.

**Duration:** 10 minutes

**Base Cost:** 4, 3 to maintain. Add 1 point to the **Base Cost** for every doubling of range.

**Prerequisite:** Magery, 3 Protection and Warning spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

***Flank Guard***

***Regular***

When this spell is cast, the subject's side hexes become front hexes for purposes of calculating which hexes the subject can defend and for determining defensive bonuses and penalties. The subject can't attack into his flank hexes by means of this spell.

**Duration:** 10 hours

**Base Cost:** 4 to cast, 2 to maintain

**Prerequisites:** Misdirection

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

***Forbiddance***

***Area, resisted by Will***

This spell prevents unauthorized people from entering an area by doing damage to them.

Whenever a person not authorized by the mage enters the guarded area, they must roll vs. Will or be overcome by intense discomfort as if the Sickness spell had been cast on them. For every 10 seconds they

are in the area, they must roll vs. HT or take 1 point of damage. The sickness ends when the intruder leaves the guarded area. The damage effects are permanent.

**Duration:** 4 hours

**Base Cost:** 3, same to maintain. This spell can be made permanent for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Sickness, Wyvern Watch

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: Energy Cost: 450 points.

### **Glasse**

### **Area**

Makes a section of wood, metal or stone transparent. The transformed material retains its normal strength and is in no way changed other than the fact it is now transparent.

This is also an Illusion and Creation spell.

**Duration:** 1 minute

**Base Cost:** 5 to cast, 2 to maintain

**Prerequisite:** Glass Wall, Earth to Air, 3 Plant spells. An area can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### **Immunity (VH)**

### **Regular**

This spell gives the subject immunity to one form of damage, specified when the caster begins the spell. The cost of the immunity depends on the rarity of the attack form.

- **Extremely Common:** Cutting, Impaling, or Crushing damage, Magic, Fire: 6 points
- **Common:** Earth, Air, Water, Electricity, Cold, Suffocation/Drowning, Specific Magic College: 4 points
- **Rare:** Undead, Disease, Poison, Specific Class of Person, Specific Race of Monster, Light, Darkness: 3 points
- **Very Rare:** Rare Class of Person or Monster, Specific Person, Radiation, Time: 2 point

Any attack form which the subject is currently threatened with (or which the caster knows he is likely to be threatened with in the near future) counts as Extremely Common when the spell is cast. Cost to maintain the spell is the same as to cast it.

Each type of Immunity is its own specialization. Different specializations of the Immunity spell default to each other at -4, and new variants of the Immunity spell can be bought up from the "base" form of the spell.

If the mage wishes to buy cheaper, more specialized forms of this spell, he may use the various "Protection From . . ." spells.

**Duration:** 1 minute

**Base Cost:** See Above, Same to maintain.

**Time to Cast:** 5 seconds

**Prerequisites** Magery 2, 5 Protection and Warning spells.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 3,500 points if it protects against all forms of damage, 2,000 if it protects against a class of damage, 1,000 to 500 points if it just protects against 1 type of relatively rare damage.

### **Justice**

### **Area**

Causes the subjects to develop a one-way symbiotic link with the caster in regards to inflicting injury. If any of the subjects of this spell injure the caster in melee combat they receive an identical injury.

**Duration:** 30 seconds

**Base Cost:** 5 to cast, same to maintain

**Prerequisite:** Mind Sending, 5 Body Control spells

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

### **Lab Coat**

### **Regular**

This spell makes cloth garments impervious to normal caustic or poisonous chemicals and gives them DR 2 against fire or explosive damage. The DR of the "coat" is ablative and will vanish once 2 points of damage have been absorbed.

**Duration:** 1 hour

**Base Cost:** 3 to cast, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisites:** Armor

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 150 points.

### ***Lightening Reflexes***

***Regular***

Improves the subject's Block and Parry Scores by up to +3 and gives the subject the Combat Reflexes advantage for the Duration of the spell.

**Duration:** 10 seconds

**Base Cost:** 5 points for the first level (Combat Reflexes and +1 Block and Parry), 3 points per additional bonus up to +3 maximum, same to maintain.

**Prerequisites:** Magery, Shield

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 1,500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

### ***Mage's Shield***

***Regular***

This spell makes a normal shield have the PD, DR, and hit points of a larger shield while still retaining its normal weight and apparent size.

Thus, a buckler could be made to have the PD, DR and HP of a large shield while still maintaining its normal weight and size. Magical HP are lost before real HP if the shield takes damage.

**Duration:** 1 minute

**Base Cost:** 1, plus 1 per increase in size of the shield, same to maintain. A shield can be permanently enchanted for 50 times the Base Cost.

**Prerequisites:** Shield

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

### ***Magic Bonds***

***Regular, resisted by Will***

This spell creates an area of nearly null mana around a subject. The field is sufficient to keep a magical creature barely alive but far too low to cast spells. This prevents mages and magical creatures from escaping or casting spells.

In order for the spell to work, the mage must physically touch the limbs (or wrists) of the creature he wishes to bind. Unless the mage has a very high skill level with an unarmed combat skill, it is best to cast the spell on a bound or unresisting subject, since the mage must touch both wrists at once. Treat this as an All-Out Attack with an additional penalty to each attack to hit the hand. The creature is allowed a roll vs. Will to resist the spell.

If the spell succeeds, the victim is surrounded by a thin force-field containing a portable area of virtually null mana. This makes it impossible for the subject to cast spells or to be the subject of spells which act on his body. Spells which create physical effects which can harm just by close proximity (such as fireballs) are not affected. This spell also doesn't prevent the subject from using Magic Items which do not require magical energy to power (such as swords). Nor does it prevent him from using other means of attack or defense.

This is also a Metaspell.

**Base Cost:** 4, 3 to maintain

**Duration:** 1 hour

**Time to Cast:** 10 seconds

**Prerequisites:** Magery, Force Dome, Mana Damper, 5 other Metaspells and/or Protection and Warning spells.

**Magic Item:** Handcuffs or manacles. Works for wearer only. Always on. Can't be removed, except by somebody else. Energy Cost: 350 points.

**Merciful Blade****Regular, resisted by Will**

Weapon with this spell on them do “temporary” rather than killing damage.

All wounding effects seem “normal” including bleeding and critical hits, but once the victim’s HP go below - HT, he falls unconscious for 1d6+1 hours if he fails a HT roll to stay “alive”.

Once the victim falls unconscious all his “wounds” disappear and the character returns to the HP score he had before he was hit by the Merciful Weapon. At the end of the time period, he gets a HT roll to “wake up” every hour. He cannot be awakened by any means except magic (a counterspell to Sleep or Heal Minor Wounds will work) once he is knocked unconscious.

If a victim is hit by both Merciful and normal weapons, the GM must keep track of which damage is “illusory” and which is real. If the illusory damage is the damage which “kills” the victim, then he falls unconscious. If the real damage is the damage which delivers the death stroke, then the character dies for real no matter how much illusory damage he took.

**Duration:** 1 minute (wound effects last for 1d6+1 hours).

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Sleep, Deflect Weapon

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Any weapon can have this spell cast on it for 25 times the **Base Cost**.

**Mirormind****Regular, resisted by skill**

Anyone using hostile mind control magic or psi against the subject win a contest of skill vs. the mage’s Mirromind spell. If he loses the contest his attack is reflected back on him as if it were cast by a hostile mage or psi!

**Duration:** 1 minute

**Base Cost:** 4, 3 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Magery, Spell Shield

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. 350 points.

**Obscure Terrain****Area**

Makes terrain affected by this spell “disappear” from magical maps and makes spells designed to determine terrain give random results. Spells such as Mapmaker, Pathfinder, and Determine Location will all give random results in an area affected by this spell unless the mage casting them suspects that this spell is in effect and wins a contest of skills.

If the area affected by this spell is part of a larger area covered by an Information spell, then the obscured area will appear to be just another typical part of the landscape.

Mundane maps will be affected as well. Anyone attempting to make a map of the obscured terrain must roll vs. Cartography, Surveyor, or Geography skill at -4 to accurately map the area.

**Duration:** 1 day

**Base Cost:** 3 per quarter mile radius from the mage’s position. An area can be permanently obscured for 25 times the **Base Cost**.

**Time to Cast:** 1 minute

**Prerequisite:** Scry Ward

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: Energy Cost: 350 points.

**Peripheral Vision****Regular**

Gives the subject Peripheral Vision, as the advantage, for the **Duration** of the spell.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisites:** Hawk Vision

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

**Plane Adaptation****Regular**

This spell magically makes all the changes necessary to the subject's body and carried possessions to allow them to survive in non-earthly planes or dimensions. For example, if the mage suddenly found himself transported to the plane of fire, his body and possessions would become immune to heat and fire. If the mage were transported to Hell he would become immune to the "natural" effects of that plane, as determined by the GM.

Each different plane is treated as a familiarity within this spell. The first attempt to cast this spell in an unfamiliar plane (or before entering an unfamiliar plane) is at -3. The second attempt is at -2, the third attempt is at -1, and all subsequent attempts are normal. If the new plane is very much like the mage's home plane the GM can reduce the unfamiliarity penalty.

**Duration:** 1 hour

**Base Cost:** 3, 2 to maintain

**Prerequisite:** Magery, 5 Protection spells.

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

**Pocket Jaws****Regular, resisted by DX**

This spell must be cast on a pouch, sack, pocket, purse or other small, closeable container. If anyone other than the caster sticks their hand into the container, the container grows sharp teeth and clamps shut, doing 1d6-4 damage and holding the hand (or other limb) placed in therein with ST equal to the IQ of the caster. The jaws will continue to "gnaw" on the hand doing 1d6-4 points of damage each turn until the mage chooses to release the victim.

**Base Cost:** 2,1 to maintain

**Duration:** 1 hour

**Prerequisites** Sense Danger

**Magic Item:** A sack or purse. Items enchanted with this spell can be "attuned" to their owner via an hour or so of quiet contemplation while holding the item. No attunement is possible if the item holds anything (so it cannot be stolen and then reattuned. Energy Cost: 100 points.

**Poison Block (VH)****Blocking**

When poison enters the mage's system, this spell allows the mage to instantly negate its effects before he takes any damage.

**Base Cost:** 5 per hex of creature.

**Duration:** Permanent.

**Time to Cast:** Instant.

**Prerequisites** Detect Poison, Instant Neutralize Poison.

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 450 points.

**Protection from Crushing****Regular**

This spell makes the subject immune to all crushing or constricting attacks for the **Duration** of the spell. The crushing component of cutting or impaling weapons is cancelled. Cutting weapons have their adjusted damage reduced by 50%. Impaling weapons have their adjusted damage reduced by 25%.

**Duration:** 1 minute

**Base Cost:** 8, same to maintain

**Prerequisite:** Armor

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,000 points.

**Protection from Cutting****Regular**

This spell makes the subject immune to all cutting or impaling attacks for the Duration of the spell. The damage multiplier of cutting or impaling weapons is negated.

**Duration:** 1 minute

**Base Cost:** 8, same to maintain

**Prerequisite:** Armor

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 1,500 points.

### ***Protection From Evil (VH)***

***Regular***

Creates a magic barrier around the subject at a distance of one foot. The barrier moves with the recipient and has the following effects: +1 PD vs. attacks by evil (or evilly enchanted) creatures or items. Any possession or mind control attacks attempted on the subject are at -3. The spell also prevents bodily contact by evil extraplanar or conjured items or creatures. Extraplanar creatures cannot pass through the protection (though the caster should beware thrown objects!). This spell is automatically cancelled if the subject attacks or attempts to force the barrier onto the blocked creature(s).

In campaigns where Chaos and/or Order are strong ethical forces, Protection From Chaos and Protection From Order spells exist which protect against agents of those forces. They are identical to the Protection From Evil spell in all other respects.

**Time to Cast:** 5 seconds

**Duration:** 10 seconds

**Base Cost:** 3 to cast, 3 to maintain

**Prerequisites** Pentagram, Avoid

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### ***Protection From Good (VH)***

***Regular***

This spell is identical to Protection From Evil except that it protects from Good creatures and items instead of Evil.

This is also a Clerical (Metamagic) spell.

**Time to Cast:** 5 seconds

**Duration:** 10 seconds

**Base Cost:** 3 to cast, 3 to maintain

**Prerequisites** Pentagram, Avoid

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### ***Protection from Petrification***

***Regular***

This spell renders the subject immune to being turned to stone, wood, or metal or from being frozen in place for the **Duration** of the spell.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain

**Prerequisite:** Armor

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

### ***Protection from Slimes***

***Regular***

Protects the subject from all damage done by unintelligent, amorphous creatures such as Reeks, Slimes, Jellies, Puddings, and Molds.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain

**Prerequisite s:** Armor

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

**Protection From Vacuum****Regular**

Renders the subject completely immune to damage from vacuum and its effects for the Duration of the spell. Gives the subject the Vacuum Support and Doesn't Breathe advantages for the Duration of the spell. Doesn't protect from heat, cold, or radiation associated with vacuum.

This is also an Air spell.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain

**Prerequisite:** Armor

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 250 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 150 points.

**Resist Drain****Regular**

This spell makes the subject immune to Steal Health, Steal Strength, Foolishness, Fatigue, and other spells which steal or strike skills, senses, advantages or attributes. Attempts to use the spells on the subject must defeat the Resist Drain spell before they can attempt to overcome the victim's Will or HT. Treat this attempt as a contest of skills between the mage who cast the Resist Drain spell and the skill level of the mage casting the attacking spell.

**Duration:** 1 minute

**Base Cost:** 4, same to maintain

**Prerequisite:** Armor

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

**Resist Eye Contact****Regular**

Gives the subject +4 to Will to avoid the gaze of any creature which attacks or casts spells by gazing into the subject's eyes.

**Duration:** 1 minute

**Base Cost:** 2 1 to maintain

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 150 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 50 points.

**Re-Target Missile****Regular**

Allows all missiles aimed at the subject to be deflected towards a third target which is visible to both the attacker and the original target of the missile.

If the target is out of range of the missile (after it has traveled the distance from attacker to the target, and the target to the new target) the missile automatically misses. Otherwise, this missile hits on a roll of 9, or the roll that the attacker needed to hit the original target, whichever is less. The new target can defend normally.

If the total distance traveled by the missile takes it past the 1/2D range, it does half damage or no damage at all, depending on the type of missile.

**Duration:** 1 minute

**Base Cost:** 6, 3 to maintain

**Prerequisites** Reverse Missiles

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 750 points.

**Sanctuary (VH) Enchantment,****Area**

This spell functions as a combination of the Scryward, Teleport Barrier, and Consecration spells all linked by the Password spell. It allows an area (usually the wizard's private quarters) to be made virtually immune to most magical spying or intrusion.

When cast on an area it prevents all detection spells into the area (but not out of the area), all attempts to magically move into or out of the area (including teleportation, time travel, or travel from other planes), all

attempts to view the area from other planes or through time, and all attempts to remove objects from the area by use of magical or psionic powers (such as Snatcher, Exoteleport, or Recall).

The only exceptions are for the mage himself and others who the mage consciously allows to pass. This permission must be given in advance and can be revoked at any time. The subject need not be present when permission is granted or revoked, nor do they need to be willing. However, if permission has been granted to pass into the sanctum, or if permission has been revoked, the caster of a scrying or movement spell will know this fact before he attempts to enter the area.

**Base Cost:** 100 per hex

**Prerequisites** Magery, Scryward, Teleport Block, Consecration, Password

### **Spell Warning**

### **Area**

This spell will instantly alert the mage whenever anyone begins to cast a spell or begins to use a spell-like power (such as Magic Items, super powers, or psi) in the affected area. On a successful IQ roll, the mage also gets some idea of the sort of spell that is being cast.

**Duration:** 1 hour

**Base Cost:** 2, same to maintain. This spell can be made permanent for 25 times the Base Cost.

**Time to Cast:** 10 seconds

**Prerequisite:** Detect Magic, Watchdog

**Magic Item:** Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### **Spoil Aim**

### **Regular; resisted by Will**

This spell somehow makes the subject harder to hit with aimed attacks by ranged weapons. The subject is temporarily obscured by other characters or by dust, the shooter gets the sun in his eyes, or what have you. For whatever reason, unless the shooter can make a Will roll each turn he can't get the Acc bonus for aiming his weapon. This roll must be made for every turn that the shooter attempts to aim at the subject and if a Will roll is failed all previously gained Aiming bonuses are lost.

**Duration:** 1 minute

**Base Cost:** 3, 2 to maintain

**Prerequisites** Shield

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 350 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 250 points.

### **Stone Heart**

### **Regular**

While this spell is in effect, the subject takes no extra damage from blows to the Vitals, Throat, Groin, or Brain.

**Duration:** 1 minute

**Base Cost:** 2, same to maintain

**Prerequisites** Armor

**Magic Item:** (a) Staff, Wand or Jewelry. Energy Cost: 500 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost: 350 points.

### **Stoutlock**

### **Regular**

Magically locks and fortifies any door. The door and lintel double HT and DR. The door will not open unless the spell is removed or the door is destroyed. Lockmaster will not counter this spell.

**Duration:** 1 hour.

**Base Cost:** 5 to cast; 3 to maintain. A door can be permanently enchanted with this spell for 25 times the Base Cost.

**Time to Cast:** 4 seconds.

**Prerequisites** Armor and Magelock.

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.



**Thief Ward****Regular; resisted by ST**

Causes a container to instantly clamp onto the hand of any unauthorized person grabbing it or reaching into it. Once the container "grabs" the intruder's hand, the thief and the container must roll a contest of ST for the thief to get his hand free. The ST of the container depends on the size and construction of the container. Large chests will have ST 15+, smaller containers will have lesser ST. Due to the effects of the spell even the most fragile container will have ST 10. The thief can also remove his hand by attempting to destroy the container. If the container's hit points are completely eliminated, the container is destroyed and it will loosen its grip.

In addition to the grabbing action, the container will also repeatedly emit a loud, shrill message or noise of the caster's choice (Traditionally "Stop thief!").

**Duration:** 1 hour (once triggered, the effects of the spell last 10 minutes or until the thief frees his hand or destroys the container).

**Base Cost:** 3, 2 to maintain. Each extra point of energy adds +3 ST to the container's "grip". An item can be permanently enchanted with this spell for 25 times the Base Cost.

**Prerequisite:** Watchdog, Alarm

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Tight Pockets****Regular**

When cast on a pocket, pouch, or other container, all the objects in the container become "sticky" and are extremely difficult for anyone but the subject to remove.

Anyone but the subject who attempts to remove an item from the container must make a ST roll to do so. Attempts to steal items from the pouch by Pickpocketing or Sleight of Hand are at -6, and irregardless of the success of the attempt, the subject gets a roll vs. IQ+2 to notice the attempt to tug on the item.

**Duration:** 1 hour

**Base Cost:** 2, 1 to maintain. A container (or all the pockets in a garment) can be permanently enchanted with this spell for 25 times the **Base Cost**.

**Prerequisite:** Alarm

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 350 points.

**Total Stealth****Regular**

Combines the effects of Invisibility, Mage Stealth and No Smell into one spell. If the caster also knows Light Tread, an extra point of energy to cast and maintain will ensure that no tracks or traces are left behind at all.

**Duration:** 1 minute.

**Base Cost:** 8 to cast, 4 to maintain. For 1 extra point Light Tread can be incorporated into this spell, if the mage knows that spell.

**Time to Cast:** 10 seconds.

**Prerequisites:** Invisibility, Mage Stealth, No Smell.

**Magic Item:** Clothing or Jewelry. Energy Cost: Energy Cost: 1,000 points.

**Traitorous Weapon****Regular**

This spell makes weapons which hit the subject bounce back to hit their wielder. They do normal damage to the subject, but they also "bounce" forcing the attacker to roll vs. Block or Dodge or be hit by his own weapon. (Thrusting or Missile weapons require a simple roll vs. DX to avoid). If the defense roll is failed, the attacker is hit by his own weapon in a random location for normal damage.

**Duration:** 1 minute, or until activated

**Base Cost:** 3, 2 to maintain.

**Prerequisite:** Missile Shield

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: 500 points.

**Vigilance****Regular**

This spell keeps the subject's mind focused on one simple task for the Duration of the spell, allowing him to remain alert and focused on his task and his surroundings.

The major game effect is to give the subject +1 to all his Sense rolls and -3 to all rolls to be surprised. It also temporarily cancels disadvantages such as Short Attention Span or Absent-Minded which interfere with the ability to remain alert for long periods of time.

**Duration:** 8 hours

**Base Cost:** 3, 2 to maintain

**Time to Cast:** 3 seconds

**Prerequisite:** Watchdog

**Magic Item:** Clothing or Jewelry. Energy Cost: Energy Cost: 350 points.

### ***Wyvern Watch***

### ***Area, resisted by HT***

This spell creates an illusionary beast which will guard an area, paralyzing any intruders.

When the spell is cast, the mage creates a dragon-shaped area of force with the following stats: ST: 12, DX: 12, IQ: 3, HT: 13/18, Move: 8 Dodge: 9. Its attack does no damage but cannot be Parried or Blocked and paralyzes anyone who fails to Dodge unless they roll successfully against HT. Also, the beast cannot be disbelieved or struck with normal weapons, since it is actually just a mobile area of magical energy. Creatures paralyzed by the beast are frozen in place until the spell ends barring use of a counterspell.

The mage determines the extent of the area that the wyvern will guard and who is authorized to enter the area when the spell is cast. Unauthorized intruders will automatically trigger this spell, and the wyvern will materialize 1d6 hexes away from their current location on the next turn.

It will not attack people who flee beyond the boundaries of the spell area, but it will pursue subjects through doors and other barriers within the spell area. Its "senses" are very acute (16 in all Perception scores) and it is intelligent enough to not attack subjects that it has already paralyzed.

**Duration:** 12 hours

**Base Cost:** 6, plus 1 per hex of radius, half to maintain. This spell can be made permanent for 25 times the **Base Cost**. If the wyvern is destroyed, it will reform 1d6 hours later.

**Prerequisite:** Sleep, Watchdog, Complex Illusion

**Magic Item:** Staff, Wand or Jewelry. Energy Cost: Energy Cost: 500 points

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