HARK! A WIZARD!

A TOOLKIT BY
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A WIZARD!

Introduction

Over the years as a GM I have noticed that I seem to be quite reticent towards using wizard NPC's. I often found myself dreading the obligation to come up with a set of spells for the wizard. Part of the reason for the spell template system NGR has baked in was to make creating unique wizards much easier. The nature of power levels meant that I only needed a handful of spells for any given wizard while the template system allowed me to think of cool spells first and then plug them into the template system second. It works pretty well, but some pregenerated content makes it run that much faster. With every wizard being unique it really downplayed the power of counterspells in unplanned encounters. A rogue could still steal an enemy wizard's grimoire and show it to the party wizard before a final battle, but for a chance encounter it would rarely come into play.

As an avid reader of Lovecraft I was already aware of the solution but I was honestly pretty lazy about implementing it. While unique and custom spells are great treasure for a GM to stock with any tower dwelling evil wizard (or given the behaviour of most PC's any good wizard as well) , there is something to be said for having a listing of more well known spells. Books with titles such as the Necronomicon, the Book of Shadows, The Book of the Dead, or the Pnakotic Manuscripts add flavour in a way "1d6 random spells on a scroll" doesn't. They also give players something to try to track down. Who doesn't love it when players get all proactive in their treasure hunting? It sure makes preparing for a game easier if you know where the players are headed and for what.

There are several sections to this toolkit. The first is a series of charts detailing possible magical grimoires. Next is a description of each of the grimoires including what specific spells each grimoire contains. Following that is a series of magical creatures a wizard with the "sage" power may wish to hunt down to learn some of their innate spells. Finally there is a description of each spell contained in any of the grimoires or creatures listed.

Random Grimoires

(d20 for rare tome, 3d6 for more common grimoire)

If you have no idea what type of spells a wizard should have, roll on this table. For every rare tome you think a wizard should have roll a d20. For every other tome, roll 3d6. A good rule of thumb is that a wizard should have one grimoire (3d6) per milestone and one rare grimoire (d20) for every five full levels.

1	Entreaties to the lady in the tower of iron
2	Inner Mysteries of the Elder Masons
3	Chants and Runes of House Ulthark
4	The Silver Codex
5	The Book of Aarrgh...
6	The Rot on the Roots of Yggdrasil
7	Rites of the Elder Masons
8	Rites of the Death Eaters
9	The Little Green Book
10	The Little Blue Book
11	The Little Red Book
12	Edicts of Vydyl, The Lady in Black
13	The Diary of Count DeSade
14	The Diary of Count DeSade
15	Songs of the Woodwose
16	Dairy of the Princess of Happyland
17	Typicalities of Phrool
18	The Higher Mysteries of Vydyl
19	The Serpen Lexicon
20	The Book of Bone

Themed Grimoires

(d8 for rare tome, 2d4 for more common grimoire)

Often you will have some idea the type of magic you envision a wizard having. Perhaps he is a village herbalist or a warlock practising black magic. Listed below are eight different magical archetypes (conveniently allowing the roll of a d8). Once you know the archetype you can use a similar method to differentiate between rare and more common grimoires. For each rare grimoire roll a d8. For every more common grimoire roll 2d4. The same rule of thumb can be applied: 1 rare grimoire (1d8) for every five full levels and one more common grimoire (2d4) per milestone. This is also a fantastic way to assign a starting grimoire for a PC wizard. Allow the PC to choose between Wizard School or Hedge Magic and roll 2d4.

Book Listing

Astrologist	
1	Entreaties to the lady in the tower of iron
2	Tablets of Ur-sodun
3	The Silver Codex
4	Constellations of the western pole
5	Secrets of the night sky
6	Constellations of the western pole
7	A Treatise on the power of the eclipse
8	Typicalities of Phrool

Black Magic	
1	Tablets of Ur-sodun
2	Chronicles of an Evil Queen
3	The Book of Aarrgh...
4	Rites of the Death Eaters
5	The Diary of Count DeSade
6	The Serpen Lexicon
7	The Rot on the Roots of Yggdrasil
8	The Book of Bone

Wilderness Magic	
1	The Serpen Lexicon
2	The Rot on the Roots of Yggdrasil
3	The Druidic Rites of Vydyl
4	Recipes of the immortal midwife
5	Songs of the Woodwose
6	Rites of the Death Eaters
7	Constellations of the western pole
8	A Treatise on the power of the eclipse

Fairy Tale Magic	
1	Secrets of the night sky
2	Dead Pixie in a Jar
3	Dairy of the Princess of Happyland
4	Recipes of the immortal midwife
5	Constellations of the western pole
6	Chronicles of an Evil Queen
7	The Book of Aarrgh...
8	Chants and Runes of House Ulthark

Ancient Tomes	
1	Typicalities of Phrool
2	Entreaties to the lady in the tower of iron
3	Dagonite Tablets
4	Chants and Runes of House Ulthark
5	The Book of Aaarrggh...
6	The Serpen Lexicon
7	Silver Codex
8	Tablets of Ur-sodun

Quasi-Religious Tomes	
1	Dagonite Tablets
2	The Serpen Lexicon
3	The Silver Codex
4	Rites of the Death Eaters
5	Edicts of Vydyl, The Lady in Black
6	The Druidic Rites of Vydyl
7	The Higher Mysteries of Vydyl
8	The Rot on the Roots of Yggdrasil

Wizard School	
1	Rites of the Elder Masons
2	Constellations of the western pole
3	The Little Green Book
4	The Little Red Book
5	The Little Blue Book
6	Recipes of the immortal midwife
7	The Yellow Scroll
8	The Diary of Count DeSade

Hedge Magic	
1	Songs of the Woodwose
2	Rites of the Death Eaters
3	Secrets of the night sky
4	Recipes of the immortal midwife
5	Recipes of the immortal midwife
6	Edicts of Vydyl, The Lady in Black
7	The Yellow Scroll
8	Chronicles of an Evil Queen

Entreaties to the lady in the tower of iron
 "This book has an iron cover engraved with intricate geometric designs. The pages within are delicate rice paper and written with rigid and precise Chinese characters."
   - Supplications Eternal

Inner Mysteries of the Elder Masons
"The cover is white deerskin stretched over oak panels stamped with the gold sigil of the masons. The pages are supple vellum, written with silver ink."
   - Sacred Wall
   - The owed hart

Chants and Runes of House Ulthark
"An enormous granite box, inside are neatly stacked copper plates, each acting as a stencil when used in the correct order."
   - Base of the Mountain
   - Summit's Peak
   - Forged of Pain
   - Forged of Belligerence
   - Cooled Passions

The Silver Codex
"The cover is made from two smooth silver plates, the pages are fine sheets of blue silk written with silver ink."
   - The Everfull Pouch
   - Sun Burst
   - Worn to dust by Nuldrin's grace
   - Ruin of the Vault Dwellers

The Book of Aarrgh...
"A simple black leather cover with heavy brass buckles and a title that seems to trail off. The pages inside are crisp and fresh. Most copies of this tome have a supernatural entity bound in its back pages, freed upon beginning to read them."
   - Keeper of Forbidden Knowledge
   - Screams of Anguish

The Rot on the Roots of Yggdrasil
"A polished and smooth brown leather tome, large enough to cover a small writing desk when opened. It is fastened with a leather strap with a gold buckle. The book has glossy paper, written in Elven with shiny red ink that is actually a potent contact poison. The tome details the secrets of the demon-god MiGo, this allows even a layman reader the ability to exorcise the supernatural, but only against demon's and undead of MiGo."
   - Viscous Bolt
   - Narcoleptic Spores
   - Cordyceptus Mammalia

Rites of the Elder Masons
"An unassuming grey buckram bound book. The book will have a heavy iron lock upon it."
   - Masonic Robes
   - Heat of the First Stones
   - Glowing Stones

Rites of the Death Eaters
"A set of rolled up patches of human leather, coated in intricate tattoos. A d20 or d8 roll would give all 5, with 3d6 or 2d4 they will have a copy of each result shown on a die, which may include doubles or even no scroll with a 6."
   - Wall of Dung - 1
   - Beelzbubs Wrath - 2
   - Bloodthirst of the Moonlight -3
   - Power of the Hog Totem -4
   - Whispering Glow of the Damned Souls - 5

The Little Green Book

"A small little hardcover book bound in cheap green buckram. The pages are stamped text on flimsy paper akin to newsprint and are bound poorly"
- Lightning Bolt
- Schmetterling
- Dust to Dust
- Courier's Hope

The Little Blue Book

"A small little hardcover book bound in cheap blue buckram. The pages are stamped text on flimsy paper akin to newsprint and are bound poorly"
- Wall of Earth
- Defiler of Gaia
- Litany of Choolar
- Delayed Orb of Force

The Little Red Book

"A small little hardcover book bound in cheap red buckram. The pages are stamped text on flimsy paper akin to newsprint and are bound poorly"
- Cat's Eye
- Crushing Blow
- Static Wail
- The Black Arrow

Edicts of Vydyl, The Lady in Black

"A large cloth disk covered in tiny Gaelic writing. It is a holy text to the druids of Vydyl but also contains coded secrets in its text."
- Dancing Shadows
- Mantle of the Shadow Dragon (Part 1 of 3)

The Diary of Count DeSade

"A simple red leather journal with a silk ribbon."
- Wave of Madness
- Gift of the Dhampyr
- Talons of the Soul

The Druidic Rites of Vydyl

"A richly embroidered black wool tapestry depicting scenes and runes detailing of the actions of Vydyl with a single winding grey thread."
- Shadow Tendrils
- Whispering Shadows
- Shadowrifts
- Mantle of the Shadow Dragon (Part 2 of 3)

Songs of the Woodwose

"A large gnarled root suitable for use as a club. It is ornately carved with pictographs and runes in a winding spiral."
- Wall of Thorns
- Bee Swarm
- Visions from Beyond
- Call of the Wild
- Woodflesh

Dairy of the Princess of Happyland

"There are so very many sparkles, and its pink, with tassells, really this is just the most obnoxious looking sparkly diary you can picture a 6 year old ballerina wanting."
- Rainbow Bolt
- BFF
- Fireworks of Happyland
- Nightmare Fuel

Typicalities of Phrool

"A purple stained wood cover, splattered with multicoloured paint. The pages are gold ink on tie-dyed vellum pages."
- A Shadow of Time
- Mask of Phrool
- Lost to the Ages

The Higher Mysteries of Vydyl

"A bowling ball sized polished black stone inlaid with mystic runes."
- Shadow Portal
- Mantle of the Shadow Dragon (Part 3 of 3)

The Serpen Lexicon

"A giant scroll written on the skin of some massive snake or wyrm, as large as any Torah."
- Charming Tongues
- Supplications to Yig
- Congress of Yig

The Book of Bone

"The cover of this book is black leather, studded with human teeth. The inner pages are penned in the blood of crows on paper reclaimed from defiled holy texts"
- Legion of the Dead
- Carrion's Debt Foreclosed
- Mother's Lament
- Eternal Torment of the Wicked
- Tail of the Dragon
- Dust to Dust

Chronicles of an Evil Queen

"This large tome has a cover made from black leather that is adorned with deep purple knotwork. The title of the book is front and center on the cover, written in gold foil. The interior is thick paper, with hand-written tales on the left page and a matching illustration on the right. Interspersed with the life story of an evil queen and witch are several real spells."

- Magic Apple
- Happily Ever After
- Great Slumber
- Toad
- Witches Curse

Recipes of the immortal midwife

"Dozens of small parchment rectangles are stacked neatly in a small wooden box. Each bit of parchment contains basic medical information or folk remedies, allowing the box the ability to function as a 'folk remedy' skill in the hands of anyone who is literate. Scattered in among the suggested treatments for minor ailments are a trio of real spells"

- Bubbling Brew
- Eggs of power
- Power of Self

The Yellow Scroll

"A single scroll, unremarkable except for the vibrant yellow colouring of its parchment. The text inside is written in dried cat blood, a tradition that is usually kept by any scribes making additional copies. Very old copies of this scroll can be found which are still written in hieroglyphics."

- Thrum of magic
- False Aura
- Hidden Aura

Tablets of Ur-sodun

"A hardened tablet of clay, written in eons past with a simple bit of reed. Often a clay envelope with the seal of a long dead wizard will cover the spells contained within."

- Children of the other worlds
- The brazen bull
- Grand Idol of Baal

Dagonite Tablets

"Two soapstone tablets, two feet by six inches in size. They are adorned with horrid runes and the writings of some pre-human hand."

- Blight from Ib
- Enlightenment for the Impure
- Secrets of the Elder Things
- The Branding of Hydra

Constellations of the western pole

"This lengthy astrological tome is full of tangential rants about long dead religious and political figures, devoid of context based on region or era. Each chapter is opened with the listing of a real spell discerned from the patterns in the night sky during the unknown author's original expedition. The cover of the book is black leather speckled with silver paint to imitate the stars."

- Bathed in Starlight
- Replica Comet
- Armour of the heavens

A Treatise on the power of the eclipse

"This dull tome contains hundreds of pages chronicling unusual events that have occurred during solar and lunar eclipses. These anecdotes feed into a larger theory about eclipses themselves gaining a form of temporary sentience. It seems pretty much like drivel, but the appendix that takes up the last dozen or so pages contains two spells the author found in some even more ancient tome of an unknown library."

- Remnants of the sun's feast
- Hidden in shadow

Secrets of the night sky

"This concise, technical manual goes to great lengths to model the celestial heavens using various models to explain orbital paths. This book can be used to learn an "astronomy" skill. Occasionally there will be a glaring spelling mistake that appears out of place for such a meticulous work. This is because the fifth letter of every word number divisible by 7 forms a spell."

- A master of constellations:

Mystical creatures
(sample creatures a sage may wish to examine)

One of the more interesting ways a wizard with the Sage power can learn a new spell in NGR is by reverse engineering a magical item or a magical being. A few common creatures with innate magic are listed below to serve as a guideline for what types of spells a magical creature may have. It is always important to differentiate between physical abilities, spells the creature knows, and magic that is innate to the creature's being. You cannot learn the flight spell by reverse engineering the corpse of a dragon. The dragon flies because it has wings. If the dragon was a sorcerer who knew a spell to polymorph herself into a human, you could not learn that spell through sage. You would need to find the dragon's grimoire. You could however learn the dragon's breath weapon through sage. The key way to differentiate between memorized spells and innate magical abilities is that every creature of a given type will be born with the innate magical abilities. If they have to learn or be taught the ability, then it is a memorized spell of some fashion.

Creature	Vivisection reveals!
Zombie	Necromancy : zombie
Troll	Troll Regeneration
Vampire	Gift of the Dhampyr, Necromancy: vampire, Transform to bat, crimson mist, Hypnotic Gaze

Spells

A Master of Constellations
Template: Trigger
Difficulty: +3
Cost: +1
Range: Touch
Complexity: 1

This spell is used to set a condition for another spell to either activate or deactivate. This version of trigger is cast alongside the main spell to activate or deactivate the main spell based upon any known astrological or astronomical condition involving the moon, stars, or other planets. When the condition is met, the accompanying spell is turned on (or off). If you wanted a spell to be able to 'toggle' on and off, it would require casting two additional triggers with the main spell. A spell with no duration (such as a blast) cannot be toggled but can be activated. Stupid triggers such as "Jupiter exists" should get a scornful look and a reminder that magic does not work that way.

A Shadow of Time
Template: Illusion
Difficulty: 1 per power level
Cost: 5 per power level
Range: Short Missile Range
Complexity: 2

This spell allows the caster to create an illusion within a 5-foot radius per power level of the area in question exactly as it is at the time of casting. The illusion utilizes all five senses and is interactive. There is no physical component to this spell and those duped can neither suffer damage nor be physically restrained, though they might end up spending luck to avoid fake damage. The spell has a duration of 15 minutes per power level.

Armour of the Heavens
Template: Armouring
Difficulty: 2 per power level
Cost: 3 per power level
Range: Self
Complexity: 1

This spell grants the caster a DR against attacks equal to the spell's power level by surrounding any clothing the wizard is wearing with an energy field, but only if the clothing is adorned with stars and other astrological symbols. A hat will count as a leather cap at power level 1, a helmet at power level 3 and a full helm at power level 5. This spell will last for 15 minutes per power level.

Base of the Mountain
Template: Elemental Rune
Difficulty: 8
Cost: 10 per power level
Range: Touch
Complexity: 3

This spell causes the inscribed item to be affected by the elemental plane of earth. This earth rune causes the hardness of the inscribed item to be increased by 1 per power level. This spell has a duration of 30 minutes per power level.

Bathed in Starlight
Template: Invisibility
Difficulty: 1 per power level
Cost: 3 per power level
Range: touch
Complexity: 1

This spell turns the caster invisible for 1hour per power level, until they suffer 1 point of damage (or equivalent) per power level, or until they do not have an unobstructed view of the night sky above them (clouds will block this spell). Equivalency includes being covered with a substance to make the caster visible such as water or paint. While invisible, all hiding evade rolls other than an epic failure count as an epic success.

Bee Swarm
Template: Cone
Difficulty: 3 per power level
Cost: 3 per power level
Range: 5 feet per power level
Complexity: 1

Using the rules in 'Cone' deals 1d4 damage per power level with a sharpness of 1 from a swarm of angry bees, decreasing in damage by 1d4 every 5 feet and expanding outward to have a width equal to its length at any given point. If you are using abstracted movement, this should hit one person in your area for full damage and/or 1 person per power level for 1 die of damage in a neighbouring area.

Beelzbub's Wrath
Template: Cone
Difficulty: 2 per power level
Cost: 6 per power level
Range: 5 feet per power level
Complexity: W1

Using the rules in 'Cone' deals 1d4 damage per power level as a cloud of biting flies emits from the casters mouth, decreasing in damage by 1d4 every 5 feet and expanding outward to have a width equal to its length at any given point. If you are using abstracted movement, this should hit one person in your area for full damage and/or 1 person per power level for 1 die of damage in a neighbouring area.

BFF
Template: Charm
Difficulty: 1(cumulative) per power level
Cost: 1(cumulative) per power level
Range: Sight/Audible
Complexity: 1
This spell grants the caster both +1 influence per die and +1 presence per power level, against the target who must accept a gift from the caster. This spell is permanent.

Blight from Ib
Template: Obfuscation
Difficulty: 1 per power level
Cost: 10 per power level
Range: 1 area per power level
Complexity: 2

This spell causes a series of vents to erupt from the ground, walls, or other solid surfaces in one area per power level, centered on the caster. These vents erupt a corrupting black aura that blocks normal vision through magical darkness for ?d6 rounds. Every round a living individual spends in the area causes 1d6 points of disease as their life force withers and dies inside of them. This does not cause any specific contagion to be caught. Any sentient being who dies from this will rise as a free willed undead hungry for the flesh of their own species within ?d4 rounds.

Bloodthirst of the Moonlight
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster. The spell draws in magical energy by drinking fresh blood under the moonlight. This spell allows the caster to gain 1d6 points of mana per power level of the spell.

Bubbling Brew
Template: Spell Storage
Difficulty: +1 per power level
Cost: +1 per power level
Range: Touch
Complexity: 1

This spell allows the caster to store another spell that only affects the caster into a hot broth, stew, or soup. The stored spell will be activated when the brew is drank. The spell will treat the imbiber as the 'caster'. The spell stored in the physical item will weaken by 1 power level per hour it is left to cool. If the caster chooses not to store a spell, the cost paid may be converted into mana, which can be gained when the item is used. If the stored spell requires some form of component it must be boiled into the brew.

Call of the Wild
Template: Words of Power
Difficulty: 1 per power level
Cost: 2 per power level
Range: Audible
Complexity: 1

Call of the Wild causes the wizard to let out a wolf-like howl. The wizard makes an appeal against a number of sentient tool using creatures or domesticated animals equal to the spell's power level with a +1 bonus per power level. The targets suffer 1d6 stress per success scored.

Carrion's Debt Foreclosed
Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 5(cumulative) corpses of carrion beasts (crows, vultures, and hyenas for example) per power level that are in range. A caster can control 1(cumulative) undead creature per level per version of this spell memorized. If the caster dies all of her undead are destroyed. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Cat's Eye
Template: Night Vision
Difficulty: 1 per power level
Cost: 1
Range: 1/4 normal vision
Complexity: 1

This spell allows the caster to see in the dark up to a quarter of the distance they could see in optimal light. The eyes of the caster morph to look exactly like the eyes of a large cat. This spell has a duration of 5(cumulative) minutes per power level.

Charming Tongues
Template: Charm
Difficulty: 1(cumulative) per power level
Cost: 1(cumulative) per power level
Range: Sight/Audible
Complexity: 1

This spell grants the caster both +1 influence per die and +1 presence per power level provided they are telling a lie. The caster's tongue will appear to have a fork for the spell's duration, but that will only be visible if observed closely. This spell will last until the caster says something truthful.

Children of the Other Worlds
Template: Summon
Difficulty: 1d8 per power level
Cost: 5 per power level
Range: 10(doubling) miles per power level
Complexity: 3

The spell allows the caster to summon a creature from the depths of a dead world surrounding a black star. The caster must know the name of one of these beings, and most copies of this spell have 1d4 different beings named. If the caster fails to cast the spell (but is not killed by being unable to pay the cost) the target will be stripped of held items and strewn somewhere within 10 miles of the caster. This spell will last for 10 days per power level, at which time the creature is sent back from beyond. If the caster is slain, the creature will not return to their home unless dispelled.

Congress of Yig
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster. The spell draws in magical energy from the act of sexual congress with a serpent. Ew. This spell allows the caster to regain up to 3 (cumulative) points of mana per power level of the spell. A serpent cannot be used as a component for this spell more than once per week. Ew.

Cooled Passions
Template: Bind Enchantment
Difficulty: 8 per power level
Cost: 4 (cumulative) per power level
Range: Touch
Complexity: 3

This spell allows a wizard to increase the length of a spell's duration indefinitely. Until the spell is dispelled, the wizard may not cast this spell again (though others may). One way to remove the limitation of this spell to one usage at a time is to combine it with a trigger spell; the trigger would specify a means to cancel the binding rather than activating it. This spell must have an equal or greater power level than the spell being bound and may only be cast upon a metal item as it is first being cooled.

Cordyceptus Mammalia
Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 1 fresh mammal corpse within range per power level. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster can control 1(cumulative) undead creature per level per version of this spell memorized. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight and can spread their condition to any mammals they bite or injure: dealing 1d4 points of disease from a fungal infection. Any mammal who dies with this fungal infection rises as an uncontrolled undead with the same abilities.

Courier's Hope
Template: Fast Feet
Difficulty: 1(cumulative) per power level
Cost: 1(cumulative) per power level
Range: Touch
Complexity: 1

This spell causes the targets movement speed to be increased by one extra area with each move action per power level for 1 round per power level. The target grows small wings on her ankles. If these wings are somehow restrained (such as with boots) the spell is ineffective. The caster may not cast this spell upon herself.

Crimson Mist
Template: Incorporeal Form
Difficulty: 3 per power level
Cost: 3 per power level
Range: Self
Complexity: 2

This spell allows the caster to assume an incorporeal form of red mist. The wizard has a movement rate of 1 area per round for every 3 power levels and may be able to slip through cracks and under doors if able. The wizard is immune to mundane physical attacks though may be injured through methods appropriate to the form (such as strong winds). This spell has a duration of 1 (cumulative) round per power level, though the wizard may choose to end it at any time.

Crushing Blow
Template: Damaging Touch
Difficulty: 1(cumulative) per power level.
Cost: 1 per power level
Range: Self
Complexity: 1

The wizard's hands are surrounded by a fist shaped ball of pure kinetic energy. The wizard's unarmed damage increases by 1 die size per power level of this spell, up to a maximum of a d12. If a caster wishes to upgrade to a d20 the caster must increase 4 additional power levels past a d12, and 5 additional power levels past a d20 to reach a d30. The wizard suffers a -1 attack penalty per power level of this spell. This spell will last for ?dX rounds, where X is the unarmed damage die of the wizard.

Dancing Shadows
Template: Cantrip
Difficulty: +0
Cost: +1
Range: N/A
Complexity: 0

This spell creates a minor magical effect, making all shadows in the area seem to shift and flicker wildly. This can be cast alongside another spell by increasing that spells difficulty by 1.

Defiler of Gaia
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster. This spell draws in magical energy from the flora around the caster, depleting it until regrows. If multiple wizards are using this spell, the first wizard may very well drain the area, leaving none for the other wizard. This spell deals up to 3 points of damage to plant life per power level of the spell and gives 1 point of mana to the caster per point of damage dealt. Assume that 5 square feet of common vegetation is 1 point of damage.

Delayed Orb of Force
Template: Blast
Difficulty: 3 per power level
Cost: 3 per power level
Range: Medium Missile Range
Complexity: 1

The caster will silently hurl a translucent ball at a target location, which will freeze just before impact. The orb will explode after 1 round per power level. Any caught in the blast radius will suffer one exploding d10 of damage. The blast diameter is 10 feet per power level of the spell. Saving throws are allowed as normal. If you are using abstracted movement, this should hit 1 person per power level in a target area.

Dust to Dust
Template: Words of Power
Difficulty: 1 per power level
Cost: 1 per power level
Range: Audible
Complexity: 1

The wizard makes an appeal against a number of undead targets equal to the spell's power level with a +2 bonus per power level. The targets suffer 1d6 damage per success scored.

Eggs of Power
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster. The spell draws in magical energy from a hard shelled egg that could still hatch a live bird, reptile, or similar vertebrate. No bugs, no fish. This spell allows the caster to syphon up to 1d2 points of mana per power level of the spell upon eating the egg. Rarer and more potent eggs may cause larger die sizes.

Enlightenment for the Impure
Template: Regeneration
Difficulty: 2 per power level
Cost: 2 per power level
Range: Self
Complexity: 2

This spell allows the caster to heal mutation points on a target the caster can lay their hands upon. The caster heals a number of points of mutation each round equal to the power level of this spell. For each point of mutation healed, the target suffers one point of stress. This spell has a duration of 1 round per power level. This will reveal if an individual is a deep-one hybrid by speeding along their transformation.

Eternal Torment of the Wicked
Template: Necromancy
Difficulty: 1 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 1 spirit within range. The spirit must be that of a dead wizard whose talisman is in the caster's possession. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than double the character's level times the number of milestones they've passed, they become free willed. A caster can control any number of undead of from this version of the spell. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

False Aura
Template: Glamour
Difficulty: 2 per power level
Cost: 1 per power level
Range: Self
Complexity: 1

This spell allows the caster to change the magical aura of a single object in all the senses of one cumulative target per power level. The targets of this spell are the individuals (in order) who use a method of detecting magic upon the item. The spell can only be used to give a false magical reading, it cannot hide the aura of a magical item. This spell lasts for 10 years per power level.

Fireworks of Happyland
Template: Blast and Flash
Difficulty: 3 per power level
Cost: 3 per power level
Range: Medium Missile Range
Complexity: 1

The caster summons forth a dizzying array of flashy and loud fireworks. The spell causes everyone within the target area to be blinded by a flash of a multitude of dazzling explosions for a ?d6 rounds. The spell also deals 1d6 damage per power level. Each d6 must be assigned to a different individual. Only rolls of 1 or 6 deal damage. For each 6 rolled, roll two more dice and assign them to targets in the affected area.

Forged of Belligerence
Template: Imbue Item
Difficulty: 5(cumulative) per power level
Cost: 10(cumulative) per power level
Range: Touch
Complexity: 3

This spell makes a personal sized metal helm into a magic item. The helm gains a +1 magical bonus for each power level of the spell, beyond the first up to +5. For example, a power level 1 spell would grant a +0 bonus, while a power level 6 spell would grant a +5 bonus. This spell has a duration of 1(doubling) hour per power level.

Forged of Pain
Template: Imbue Item
Difficulty: 5(cumulative) per power level
Cost: 10(cumulative) per power level
Range: Touch
Complexity: 3

This spell makes a personal sized metal weapon into a magical item. The item gains a +1 magical bonus for each power level of the spell, beyond the first up to +5. For example, a power level 1 spell would grant a +0 bonus, while a power level 6 spell would grant a +5 bonus. This spell has a duration of 1(doubling) hour per power level.

Gift of the Dhampyr
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster by temporarily growing fangs and biting a living target of the same species as the caster. The next bite attack the caster makes (a minor, ineffective, piercing weapon) allows the caster to drain blood from the target. This spell allows the caster to syphon up to 5 point of mana per power level of the spell times the number of points of damage dealt.

Glowing Stones
Template: Glow
Difficulty: 1 per power level
Cost: 1 per power level
Range: Short Missile Range
Complexity: 1

This spell causes a target brick or worked stone to be outlined with a faint glow, illuminating up to 1(cumulative) foot per power level, or granting a +1 light bonus for every second power level (round up). This spell has a duration of 1(cumulative) minute per power level.

Grand Idol of Baal
Template: Imprison
Difficulty: 5 per power level
Cost: 10
Range: Touch
Complexity: 4

This spell potentially locks a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad) into a clay idol that represents the target. The object itself is always considered a spell component and not always a beneficial one. The being is trapped and powerless in the item until the spell expires or the object is broken. Anyone sleeping near the idol can hear it in their dreams. To be bound, the creature must be defeated within 1 (cumulative) round per power level.

Great Slumber
Template: Silence
Difficulty: 2 per power level
Cost: 5 per power level
Range: Self
Complexity: 1

This spell renders sound impossible from the caster as they fall into a dreamless torpor, requiring no sustenance. This spell has a duration of 5 minutes per power level.

Happily Ever After
Template: Trigger
Difficulty: +3
Cost: +1
Range: Touch
Complexity: 1

This spell is used to set a condition for another spell to either activate or deactivate. Trigger is cast alongside the main spell; this version of trigger uses the kiss of an unwed prince or princess. If you wanted a spell to be able to 'toggle' on and off, it would require casting two additional triggers with the main spell. A spell with no duration (such as a blast) cannot be toggled.

Heat of the First Stones
Template: View Veil
Difficulty: 1 per power level
Cost: 1
Range: Visual
Complexity: 1

This spell allows the caster to detect magical auras and pierce the veil over the mundane world. The caster will detect any magical beings (including other wizards) items or spells. The being or item in question seem to be unusually warm to the touch. Creatures or items that currently lack mana or magical power will not be highlighted by this spell. This spell will last for 1(cumulative) minute per power level.

Hidden Aura
Template: Glamour
Difficulty: 2 per power level
Cost: 1 per power level
Range: Self
Complexity: 1

This spell allows the caster to hide the magical aura of a single object in all the senses of one cumulative target per power level. The targets of this spell are the individuals (in order) who use a method of detecting magic upon the item. The spell can only be used to hide a magical reading, it cannot otherwise falsify the aura of a non-magical item. This spell lasts for 7 days per power level.

Hidden in Shadow
Template: Invisibility
Difficulty: 3 per power level
Cost: 6 per power level
Range: touch
Complexity: 1

This spell turns the target invisible for 1(cumulative) minute per power level so long as they stand on a shadow, or until they suffer 1 point of damage (or equivalent) per power level. Equivalency includes being covered with a substance to make the caster visible such as water or paint. While invisible, all hiding evade rolls other than an epic failure count as an epic success.

Hypnotic Gaze
Template: Charm
Difficulty: 2(cumulative) per power level
Cost: 2(cumulative) per power level
Range: Sight/Audible
Complexity: 1

This spell grants the caster both +1 influence per die and +1 presence per power level, against the target. The target cannot claim stubborn refusal against the caster while under the effects of this spell. This spell will last until eye contact is broken, something the target cannot willingly do once established unless they discredit the caster or the caster attacks the target.

Keeper of Forbidden Knowledge
Template: Imprison
Difficulty: 5 per power level
Cost: 10
Range: Touch
Complexity: 4

This spell potentially locks a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad) into a blank tome, which will fill itself with cursed text. The being is trapped and powerless in the item until the book is destroyed or the cursed text is read. To be bound, the creature must be defeated within 1 (cumulative) round per power level of being touched.

Legion of the Dead
Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 5(cumulative) corpses within range per power level. The corpses must be the corporeal bodies of soldiers who fell on the field of battle. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster can control 1(cumulative) undead creature per level per version of this spell memorized, but only after those raised slay either their killers or one of their killer's descendants. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Lightning Bolt
Template: Bolt
Difficulty: 3 per power level
Cost: 4 per power level
Range: Long Missile Range
Complexity: 1

Lightning bolt allows a wizard to target a lone individual with a bolt deadly electricity. The bolt will arc out at the target, granting a +1 attack bonus per power level. On a hit it will deal 1 die of damage times the power level of the spell. The player must shout "Lightning Bolt!" and mime a throwing action once per power level of the spell.
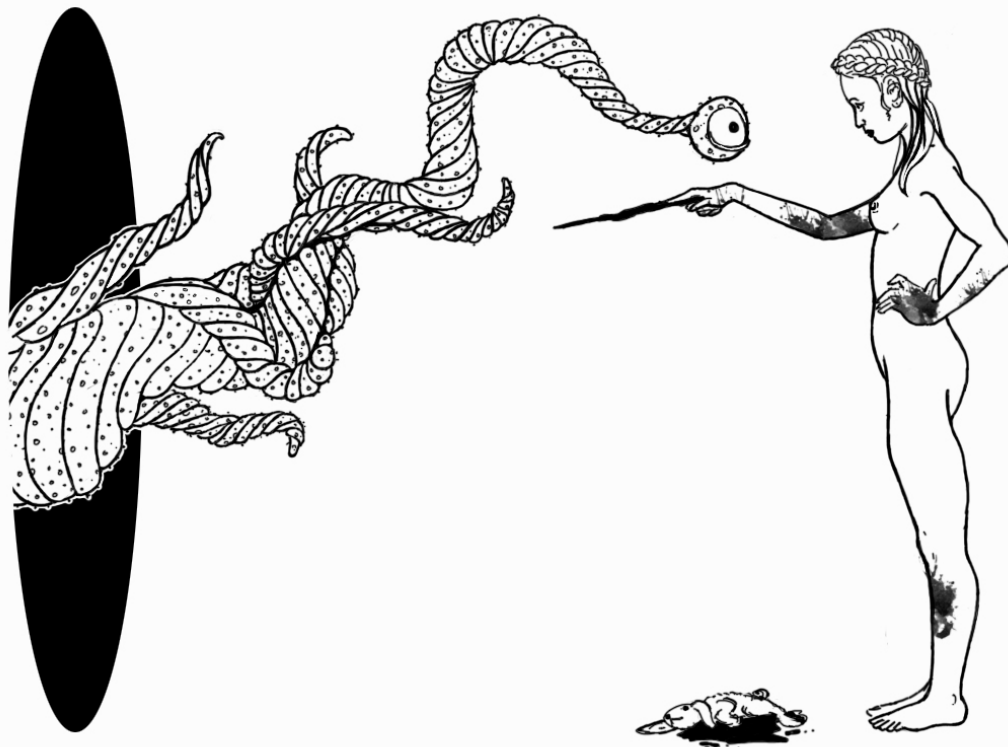
Litany of Choolar
Template: Words of Power
Difficulty: 1
Cost: 2 per power level
Range: Audible
Complexity: 1

The wizard utters ancient words of power, allowing the wizard to make an appeal against one supernatural target per power level. The spell deals 1d4 damage per success scored against all targets. The caster also suffers 1 point of poison per power level.

Lost to the Ages
Template: Erase
Difficulty: 5 per power level
Cost: 1 per power level
Range: 10 feet
Complexity: 1

This spell removes target text, images or symbols from existence. It also removes them from the knowledge of being living and dead. While beings can remember that something was written there, and even what it was about or the general idea, they cannot remember exactly what was present. It can also remove any magical runes or sigils from a spell known by the caster. The spell can remove such text, images or symbols from a surface area of the spell's power level in feet squared. A power level 5 spell could remove an area 5 feet by 5 feet of pictures, text and symbols.

Magic Apple
Template: Spell Storage
Difficulty: +1 per power level
Cost: +1 per power level
Range: Touch
Complexity: 1

This spell allows the caster to store another spell into an apple. The stored spell will be activated when the apple is bitten. The spell will treat the activator as the 'caster' and the target. If someone ate an apple of water breathing it would affect her, likewise if they bit into an apple of fireball the fireball would go off centred on the apple eater. The spell stored in the apple will weaken by 1 power level per week, though they apple will main a fresh appearance until bitten or the power fades. If an apple is left on the tree, the power levels will not begin to fade until it is picked or falls to the ground. If the caster chooses not to store a spell, the cost paid may be converted into mana, which can be gained when the item is used.

Mantle of the Shadow Dragon
Template: Polymorph
Difficulty: 13 per power level
Cost: 26 per power level
Range: Short Missile Range
Complexity: 3

This spell allows the caster to transform herself into a shadow dragon. The caster maintains their intelligence when transformed, though that may degrade/upgrade over time. This spell will last for one day normally, unless altered by spell components or made permanent. The spell deals a d12 mutation points to the target. These represent the individual being converted (growing fur, a tail, wings, whatever).

Mask of Phrool
Template: Glamour
Difficulty: 2 per power level
Cost: 1 per power level
Range: Self
Complexity: 1

This spell allows the caster to change their appearance (as well as their voice and smell) to that of a psychedelic man-sized jellyfish that speaks in a buzzing tone and reeks of sulphur. They will appear this way to a single target per power level. This spell lasts for 10(doubling) minutes per power level.

Masonic Robes
Template: Armouring
Difficulty: 1(cumulative) per power level
Cost: 3 per power level
Range: Self
Complexity: 1

This spell grants the caster a DR against attacks equal to the spell's power level by making the caster's clothing gain the appearance and durability of brick. This spell will last for 15 minutes per power level.

Mother's Lament
Template: Necromancy
Difficulty: 1 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate the spirit of a stillborn from their grave. Any who are raised may become free willed undead. Roll a d20, If the roll is less than the mother's level plus five, they become free willed. A caster can control 1(cumulative) ghost per level per version of this spell memorized. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Narcoleptic Spores
Template: Blast
Difficulty: 3 per power level
Cost: 3 per power level
Range: Medium Missile Range
Complexity: 1

The caster will hurl a gaseous orb at a target location, which will explode upon impact. Any caught in the blast radius will suffer one d12 of both intoxicants and an equal amount of influence that cause sleep with no ability to choose stubborn refusal; The blast diameter is 10 feet per level of the spell. Saving throws are allowed as normal. If you are using abstracted movement, this should hit 1 person per power level in a target area.

Necromancy – Vampire
Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 1 corpse they have personally drained of blood as a vampire. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster can control 1 vampire per level per version of this spell memorized. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Necromancy – Zombie
Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 1 corpse they have personally injured in life as a zombie. A caster cannot control undead created this way. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Nightmare Fuel
Template: Simulacrum
Difficulty: 5 per power level
Cost: 10 per power level
Range: Touch
Complexity: 8

This spell allows the caster to turn a vaguely humanoid toy or doll into an obedient servant. The animate object will have a low strength score (5) but high agility (13). The simulacrum has a maximum size modifier of 1/8th + the power level of the spell. At power level 1 it can be size 1/7th while at power level 9 it can be size modifier 2. Its funky math but you are a smart person, I am sure you can work it out. The simulacrum can take 2(cumulative) points of damage per power level before the spell is dispelled and has no combat or stealth modifier. A simulacrum may be used as a receptacle for an imprison spell, in which case the simulacrum has the presence, spell power, faith, combat and stealth modifiers of the imprisoned spirit. This spell has a duration of 1(cumulative) hour per power level.

Pixie Dust
Template: Spell Storage + Flight
Difficulty: 4 per power level
Cost: 4 per power level
Range: Touch
Complexity: 1

This spell allows the caster to a flight spell into a pinch of dust. The stored flight spell will be activated when the dust is thrown onto a target. The individual showered with dust will be the target of the flight spell. The spell will weaken by 1 power level per day . This flight component of this spell allows the target to fly for the spell's duration. The target flies at a rate of 1 area per round per power level. This spell has a duration of 10 minutes per power level. The target can only be attacked in melee by non-fliers if interrupted when attacking someone in melee.

Power of Self
Template: Regeneration
Difficulty: 2 per power level
Cost: 2 per power level
Range: Self
Complexity: 2

This spell allows the caster to heal accrued points of disease they suffer from. The caster heals a number of points of disease (not luck) each round equal to the power level of this spell. The points of accrued disease are healed, but that may not cure the disease itself. This spell has a duration of 1 round per power level.

Power of the Hog Totem
Template: Polymorph
Difficulty: 6 per power level
Cost: 12 per power level
Range: Self
Complexity: 3

This spell allows the caster to transform themselves into a size modifier 2 boar or sow. The target maintains their intelligence when transformed, though that may degrade/upgrade over time. This spell is permanent. The spell deals a d12 mutation points to the caster. These represent the individual being converted (growing fur, a tail, tusks, whatever).

Rainbow Bolt
Template: Bolt
Difficulty: 2 per power level
Cost: 2 per power level
Range: Long Missile Range
Complexity: 1

The wizard calls forth a rainbow to arc out at the target, suffering a –1 attack penalty per power level. On a hit it will deal 1 d7 of damage times the power level of the spell; the damage represents matter being turned into small candies.

Remnants of the Sun's Feast
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster. The spell draws in magical energy from an ongoing solar eclipse There is enough power during a solar eclipse that wizards can cast this every round while the eclipse is occurring. This spell allows the caster to syphon up to 5(cumulative) points of mana per power level of the spell.

Replica Comet
Template: Bolt
Difficulty: 2 per power level
Cost: 2 per power level
Range: Long Missile Range
Complexity: 1

The caster summons a miniature comet from nothingness and launches it as a self propelled missile towards a target. The comet requires an attack roll of a flat d20 to strike a target. On a hit it will deal 1 d8 of damage times the power level of the spell.

Ruin of the Vault Dwellers
Template: Rune Lock
Difficulty: 1 per power level
Cost: 2 per power level
Range: Touch
Complexity: 1

This spell allows the caster to lock a door, window, chest or other device with magical runes. The door, window or chest can still be smashed as normal. Those with the wizard power 'Anti-Magic' may attempt to 'pick' the rune lock; the rune lock has a comparative spell power equal to ten plus this spell's power level. The caster may unlock the rune lock at will, ending the spell. The spell has a normal duration of 1(cumulative) hour per power level.

Sacred Wall
Template: Barrier
Difficulty: 5 per power level
Cost: 15 per power level
Range: Short Missile Range
Complexity: 1

This spell creates a straight brick wall over the course of ?d10 minutes This barrier has a length of up to 5(cumulative) feet per power level and a height of up to 5 feet per power level. As a solid barrier it can absorb 20 points of damage per power level, with a DR of 3 per power level. The magical portion of the barrier has a duration of 1 hour per power level, after that point any materials conjured by the spell will remain. It is a sturdy brick wall, up to 1 brick thick per power level.

Schmetterling
Template: Flight
Difficulty: 3 per power level
Cost: 3 per power level
Range: Touch
Complexity: 3

This spell allows the target else to fly for the spell's duration as they grow massive butterfly wings from their back (if they are wearing anything covering their back the spell simply dissipates). The target flies at a rate of 1 area per round per power level. This spell has a duration of 10 minutes per power level. The target can only be attacked in melee by non-fliers if interrupted when attacking someone in melee.

Screams of Anguish
Template: Cantrip
Difficulty: +0
Cost: +1
Range: N/A
Complexity: 0

This spell creates a disembodied scream somewhere off in the distance. This can be cast alongside another spell by increasing that spells difficulty by 1.

Secrets of the Elder Things

Template: Charm
Difficulty: 1(cumulative) per power level
Cost: 1(cumulative) per power level
Range: Sight
Complexity: 1
Effect: This spell allows the caster to silently communicate with a shoggoth through telepathy. This also grants the caster both +1 influence and +1 presence per power level against the target. This spell will last for 1 minute per power level.

Shadow Portal

Template: Portal
Difficulty: 3 (cumulative) per power level
Cost: 3 per power level
Range: 1(doubling) mile per power level
Complexity: 2

This spell allows the caster to open a magical portal in an object's shadow. Stepping into the portal will have them emerge from another portal within the spell's range, thus it is required that at least two portals be cast. Each portal must be cast from the same version of the spell, and it is possible that one portal will have a range greater than its corresponding portal, making a trip one way. If more than one portal is in range, the user of a portal will emerge from a random portal within range. If the version of the spell shows the other side of the portal (some do, some do not) the character may be able to try and 'time' a jump through the portal to find the desired location based on a saving throw. This spell has a duration of 1(doubling) minute per power level

Shadow Tendrils

Template: Cone
Difficulty: 3 per power level
Cost: 3 per power level
Range: 5 feet per power level
Complexity: 1

Shadow Tendrils allows the caster to summon a billowing array of incorporeal black tendrils from their fingertips, expanding outward from the caster. The cone will have a diameter at any point equal to the distance from the caster. So 5 feet out from the caster, the cone will have a diameter of 5 feet. The spell will deal 1 d12 of damage per power level of the spell, reducing by 1 die for every five feet from the caster, until it reaches 0 dice. Targets in broad daylight or who are carrying a light source are unaffected. If you are using abstracted movement, this should hit one person in your area for full damage and/or 1 person per power level for 1 die of damage in a neighbouring area.

Shadowrifts

Template: Teleport
Difficulty: 1d4 per power level
Cost: 5(cumulative) per power level
Range: 10(doubling) meters per power level
Complexity: 3

This spell allows the caster to move to a location known to them, along with any carried possessions or people (within encumbrance). They must step into a shadow, and may only teleport to another location that contains a shadow.

Static Wail

Template: Shriek
Difficulty: 8
Cost: 4 per power level
Range: Audible
Complexity: 1

This spell causes the caster to emit a devastating scream of white noise to all who could hear the caster if they spoke normally. Those affected may make a saving throw each round or be stuck grasping their ears in agony (checks to pass or fail are made each round). If the caster is struck the effect ends immediately, the caster can do nothing else besides shriek. This spell will last for 1 cumulative round per power level.

Summit's Peak
Template: Elemental Rune
Difficulty: 8
Cost: 10 per power level
Range: Touch
Complexity: 3

This spell causes the inscribed metal item to be affected by the cold winds of jotunheim. The metal portions of the item are supernaturally cold and deal +d4 damage on a hit. This spell has a duration of 30 minutes per power level.

Sun Burst
Template: Flash
Difficulty: 1 per power level
Cost: 1 per power level
Range: 1 area radius per power level
Complexity: 1

The spell causes everyone within the range (centred on the caster) to be blinded by a flash of brilliant sunlight for a ?d6 rounds. This deals 1d6 damage to undead.

Supplications Eternal
Template: Silence
Difficulty: 2 per power level
Cost: 5 per power level
Range: Self
Complexity: 1

This spell renders sound impossible within its radius, preventing most spells from being cast and counting all sneak evade rolls other than epic failures as epic successes. This spell has a permanent duration and a radius of 2 inches around the caster.

Supplications to Yig
Template: Summon
Difficulty: 1d8 per power level
Cost: 5 per power level
Range: 10(doubling) miles per power level
Complexity: 3

The spell allows the caster to summon a spectral cobra out of thin air. The cobra is an incorporeal creature with a size modifier equal to the power level of the spell. The cobra can harm solid creatures but will not harm the caster. If the caster fails to cast the spell (but is not killed by being unable to pay the cost) the caster will suffer 2d6 additional mutation points towards becoming a mindless snake. The summoned cobra will protect the caster for ?d20 rounds before dissipating.

Tail of the Dragon
Template: Imprison
Difficulty: 5 per power level
Cost: 10
Range: Touch
Complexity: 4

This spell potentially locks a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad) into the skull of a sentient being . The object itself is always considered a spell component and not always a beneficial one. Skulls still attached to a living being require a willing target (including a calm but unaware target). The being is trapped and powerless in the item until the spell expires or the skull is broken. The bound being can communicate with anyone who looks into the skulls eyes, or any living being still using the skull. To be bound, the creature must be defeated within 1 (cumulative) round per power level.

Talons of the Soul
Template: Damaging Touch
Difficulty: 1(cumulative) per power level.
Cost: 1 per power level
Range: Self
Complexity: 1

The caster's unarmed attacks deal more damage, from draining life force from the unfortunate victim. The wizard's unarmed damage increases by 1 die size per power level of this spell, up to a maximum of a d12. If a caster wishes to upgrade to a d20 the caster must increase 4 additional power levels past a d12, and 5 additional power levels past a d20 to reach a d30. The spell also allows the wizard's unarmed attacks to harm incorporeal creatures using the same damage die. This spell will last for 1 round per power level of this spell.

The Black Arrow
Template: Imbue Item
Difficulty: 5(cumulative) per power level
Cost: 10(cumulative) per power level
Range: Touch
Complexity: 3

This spell makes an arrow into a magical item. The item gains a +1 magical bonus for each power level of the spell, beyond the first up to +5. For example, a power level 1 spell would grant a +0 bonus, while a power level 6 spell would grant a +5 bonus. This spell has a duration of 1(doubling) hour per power level.

The Branding of Hydra
Template: Damaging Touch
Difficulty: 1(cumulative) per power level.
Cost: 1 per power level
Range: Self
Complexity: 1

The caster's hand begins dripping a highly corrosive acid that only damages organic matter. The wizard's unarmed damage increases by 1 die size per power level of this spell, up to a maximum of a d12. If a caster wishes to upgrade to a d20 the caster must increase 4 additional power levels past a d12, and 5 additional power levels past a d20 to reach a d30. This spell will last for 1 round per power level of this spell.

The Brazen Bull
Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level
Complexity: 3

This spell is used to recharge the mana stores of the caster. The spell draws in magical energy from the suffering of intelligent beings near the caster. This spell summons power from individuals suffering heat damage (but not being burned). This spell allows the caster to syphon up to 3 (cumulative) points of mana per power level of the spell for every point of searing heat damage done to a sentient being this round. The sentient being must be close enough that the caster can hear their screams.

The Everfull Pouch
Template: Enhanced Capacity
Difficulty: 1 per power level
Cost: * per power level
Range: 1 resealable container or room
Complexity: 1

This spell allows the caster to increase the holding capacity of a cloth or leather pouch. The * is the number of dots the container can normally hold. The spell increases capacity by * dots per power level. The spell has a duration of 1 hour per power level, when the spell ends, any excess matter is either compacted or extruded through portals (lids, doors, etc), choosing the path of least resistance.

The Owed Hart
Template: Summon
Difficulty: 1d8 per power level
Cost: 5 per power level
Range: 10(doubling) miles per power level
Complexity: 3

The spell allows the caster to summon the nearest hart to her location. If the caster fails to cast the spell (but is not killed by being unable to pay the cost) the caster will be stripped of held items and strewn somewhere within 10 miles.

Thrum of Magic
Template: View Veil
Difficulty: 1 per power level
Cost: 1
Range: Visual
Complexity: 1

This spell allows the caster to detect magical auras and pierce the veil over the mundane world. The caster will detect any magical beings (including other wizards) items or spells by hearing a thrumming noise emanating from magical beings or items. Creatures or items that currently lack mana or magical power will not be highlighted by this spell. This spell will last for 1(cumulative) minute per power level.

Toad!
Template: Polymorph
Difficulty: 5 per power level
Cost: 10 per power level
Range: Short Missile Range
Complexity: 3

This spell allows the caster to transform the target into a garden variety toad. The target maintains their intelligence when transformed, though that may degrade/upgrade over time. This spell will last for one day normally, unless altered by spell components or made permanent. The spell deals a d12 mutation points to the target. These represent the individual being converted.

Transform to Bat
Template: Polymorph
Difficulty: 3 per power level
Cost: 4 per power level
Range: Self
Complexity: 3

This spell allows the caster to transform themselves into a bat. The target maintains their intelligence when transformed. This spell will last for one day normally, unless altered by spell components or made permanent. The spell deals a d12 mutation points to the target. These represent the individual being converted (growing fur, a tail, wings, whatever). The caster will normally turn into a size modifier 1/6th bat, but they can turn into a size modifier 1 bat for triple the cost.

Troll Regeneration
Template: Regeneration
Difficulty: 1 per power level
Cost: 1 per power level
Range: Self
Complexity: 1

This spell allows the caster to heal injuries they suffer. The caster heals a number of points of damage (not luck) each round equal to the power level of this spell. Injuries suffered from fire, acid or from magic weapons will not heal with most versions of this spell (barring spell components). Every point of damage healed gives the target a point of muta-

tion towards replacing them with a troll. Note that they do not turn into a troll, a troll absorbs them and is born. This spell has a duration of 1 round per power level.

Visions from Beyond
Template: View Veil
Difficulty: 1 per power level
Cost: 1
Range: Visual
Complexity: 1

This spell allows the caster to detect magical auras and pierce the veil over the mundane world. The caster will detect any magical beings (including other wizards) items or spells by seeing glowing clouds form around them. Creatures or items that currently lack mana or magical power will not be highlighted by this spell. This spell will last for 1(cumulative) minute per power level.

Viscous Bolt
Template: Bolt
Difficulty: 2 per power level
Cost: 2 per power level
Range: Long Missile Range
Complexity: 1

The wizard summons forth a both of acidic goop. The bolt will arc out at the target, suffering a –1 attack penalty per power level. On a hit it will deal 1d6 points of damage per power level of the spell in the form of an organic acid.

Wall of Dung
Template: Barrier
Difficulty: 2 per power level
Cost: 5 per power level
Range: Short Missile Range
Complexity: 1

This spell creates a wall of cow-like animal dung with a size and shape of the caster's choice. This barrier has a length of up to 5 (cumulative) feet per power level and a height of up to 5 feet per power level. As a solid barrier it can absorb 10 points of damage per power level, with a DR of 1 per power level. The magical portion of the barrier has a duration of 5 (cumulative) minutes per power level, after that point any materials conjured by the spell will remain. The dung is marginally flammable, resulting in a slow noxious burn.

Wall of Earth
Template: Barrier
Difficulty: 2 per power level
Cost: 5 per power level
Range: Short Missile Range
Complexity: 1

This spell creates a wall of loose earth with a size and shape of the caster's choice. This barrier has a length of up to 5 (cumulative) feet per power level and a height of up to 5 feet per power level. As a solid barrier it can absorb 10 points of damage per power level, with a DR of 1 per power level. The magical portion of the barrier has a duration of 5 (cumulative) minutes per power level, after that point any materials conjured by the spell will remain, though as loose earth it would collapse.

Wall of Thorns
Template: Barrier
Difficulty: 2 per power level
Cost: 6 per power level
Range: Short Missile
Complexity: 1
Effect: Creates a wall of briars and brambles with a length of up to 5 cumulative feet per power level and a height of 5 feet per power level. Can absorb 10 damage per power level with a DR of 1 per 3 power levels. Attempting to climb or handle the razor sharp thorns deals 1d4 damage. This spell has a duration of 15 cumulative minutes per power level, after which point the wall remains as normal thorns (and may tip over).

Wave of Madness
Template: Blast
Difficulty: 3 per power level
Cost: 3 per power level
Range: Medium Missile Range
Complexity: 1

The caster will hurl an invisible cube at a target location, which will shatter upon impact. Any caught in the blast radius will suffer one repeating d6 of stress. The blast diameter is 10 feet per level of the spell. Saving throws are allowed as normal. If you are using abstracted movement, this should hit 1 person per power level in a target area.
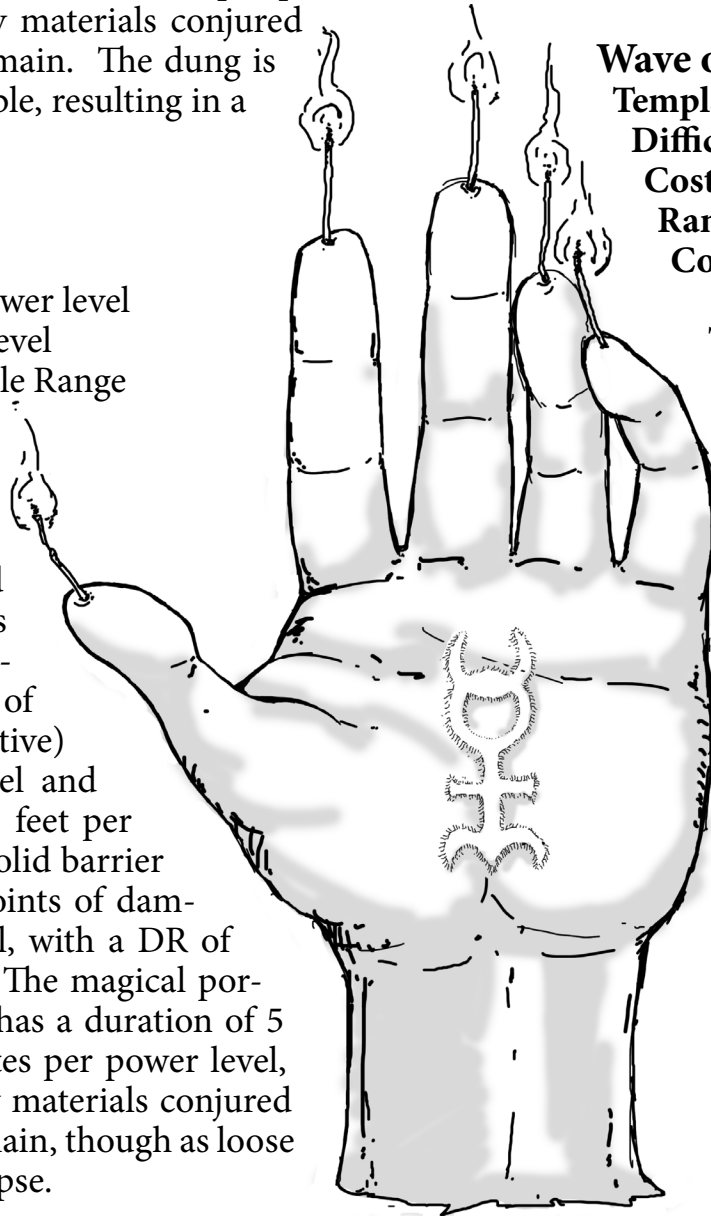
Whispering Glow of the Damned Souls
Template: Spell Storage
Difficulty: +1 per power level
Cost: +1 per power level
Range: Touch
Complexity: 1

This spell allows the caster to store another spell into a candle. The stored spell will be activated when the candle is lit. The spell will treat the activator as the 'caster' and the target. If the spell stored has a duration, it can be toggled on and off by lighting and extinguishing the candle. The spell stored in the candle will weaken by 1 power level per week. This can be altered by spell components or by storing the item in a perfect location (such as a perfectly dark box). If the caster chooses not to store a spell, the cost paid may be converted into mana, which can be gained when the candle is first lit.

Whispering Shadows
Template: Message
Difficulty: 1 per power level
Cost: 3 per power level
Range: 25 miles per power level
Complexity: 1

The caster can send an audible message to a named recipient by whispering into the caster's shadow. The recipient (and all nearby) will hear the caster's voice emanating from their own shadow. The caster must know the recipient personally to have a two-way communication. The spell will allow a message length of 1 minute per power level.

Witch's Curse
Template: Bind Enchantment
Difficulty: 2 per power level
Cost: 2 (cumulative) per power level
Range: Short Missile Range
Complexity: 3

This spell allows a wizard to increase the length of a spell's duration indefinitely. This spell is only effective if paired with a trigger spell that serves to cancel the binding. If an enchantment binding a person, the caster must succeed in a free appeal against the target listing the curse and the trigger. This spell must have an equal or greater power level than the spell being bound.

Woodflesh
Template: Petrify
Difficulty: 5 per power level
Cost: 20 per power level
Range: Short Missile Range
Complexity: 4

This spell allows the caster to turn the target to solid oak wood. This is permanent. This spell deals the equivalent of a d20 potential damage per power level as the caster points two thumbs at the target's center mass. If this potential damage would kill the target, they are turned to wood. Partial damage can be ignored as described in "Immunity to Normal Weapons".

Worn to Dust by Nuldrin's Grace
Template: Erase
Difficulty: 1 per power level
Cost: 1 per power level
Range: 10 feet
Complexity: 1

This spell removes target text, images or symbols from existence. It can also remove any magical runes or sigils from a spell known by the caster. The spell can remove such text, images or symbols from a surface area of the spell's power level in feet squared. A power level 5 spell could remove an area 5 feet by 5 feet of pictures, text and symbols.