

Ball Lightning

Level: 8 Weather (Lightning)

Casting Time: 1 half action

Distance: Medium range attack

Duration: 1 round per 2 Casting Levels (dismissable)

Saving Throw: Reflex negates

Effect: A crackling sphere of electrical energy appears between your hands and may be directed through any opening of at least Small Size. The spell's target suffers 1d6 electrical damage per 2 Casting Levels (maximum 10d6). At the start of your Initiative Count during each round that the spell effect persists, you may spend 1 free action to direct the ball to a new target or have it attack the current target again.

Benevolent Illumination

Level: 5 Energy (Light)

Casting Time: 1 round

Range: Personal

Area: 20 ft sphere (bright light) and additional 20 ft sphere (dim light)

Duration: 1 minute per Casting Level (dismissible)

Effect: You emit a comforting glow that energizes and restores your allies. In addition to illuminating your surroundings, each player and special character ally within 20 ft. — except for you — heals 1 vitality point at the end of each round during the spell's duration (to a maximum of 1/2 their normal maximum vitality, rounded up). Each standard NPC ally within this radius recovers accumulated damage at the rate of 1 point per round.

Blade Barrier

Level: 6 Force

Casting Time: 1 full action

Range: Local

Area: 20 ft long per Casting Level wall, 20 ft tall, 1 ft thick

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex half

Effect: An immobile curtain of whirling blades springs into existence across the area. At the end of each round, each character or object located within a Blade Barrier suffers 1d6 force damage per Casting Level (maximum 14d6). Any character or object passing through the barrier suffers 1d6 force damage per Casting Level (maximum 14d6). With a successful Reflex save, this damage decreases to 1/2 standard (rounded down).

Breeze Strike

Level: 0 Weather (Air)

Casting Time: 1 half action

Range: Personal

Duration: 1 hour

Effect: A helpful breeze assists you with your attack, allowing you to ignore up to -4 in range penalties with hurled attacks. Further, the maximum number of range increments across which you may attack with a hurled weapon increases by 3.

Burning Hands

Level: 1 Energy (Fire)

Casting Time: 1 half action

Range: Personal

Area: 15 ft. cone

Duration: Instantaneous

Saving Throw: Reflex half

Effect: Searing flame shoots from your fingertips. Each target within the spell's area of effect suffers 1d4 fire damage (AP 5) per 2 Casting Levels (maximum 4d4).

Continual Flame

Level: 2 Energy (Light)

Casting Time: 1 half action

Range: Touch

Duration: Permanent

Preparation Cost: 1

Effect: A flame springs forth from one object that you touch. It provides bright light out to a 10 ft. radius but gives off no heat and consumes no oxygen. It can be covered and hidden but not smothered or quenched.

Crackling Tempest

Level: 9 Weather (Lightning)

Casting Time: 1 hour

Range: Personal

Area: 1-mile sphere

Duration: Instantaneous

Preparation Cost: 25

Effect: The sky turns black and explodes in a cataclysm of primal electrical power. Lightning fills the space between sky and ground, arcing madly from object to object. Stone walls shatter, metal melts, and trees sunder. Each object of Medium or bigger Size and each character of Small or bigger Size suffers a direct lightning strike (see the Fantasy Craft Rulebook, page 369). You are immune to this spell's effects at all times.

Dragon's Breath

Level: 5 Energy (Fire)

Casting Time: 1 free action

Range: Personal

Area: 25 ft. + 5 ft. per 2 Casting Levels cone

Duration: Instantaneous

Saving Throw: Reflex half

Effect: You breathe fire outward in a cone. Each character and object within this area suffers 1d6 fire damage (AP 5) per Casting Level (maximum 12d6).

Eye of the Storm

Level: 7 Weather (Air, Lightning)

Casting Time: 1 minute

Range: Personal (see Effect)

Area: 20 ft. radius, 40 ft. high per Casting Level pillar

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: A thunderstorm with severe winds whirls up around you, remaining in place even if you move away (see the Fantasy Craft Rulebook, page 369). A 20-ft. radius eye of calm persists at the spell's point of origin at all times. The storm appears over 1d6+4 rounds after the casting; until that time, the storm is gathering but has no mechanical effect.

Flame Blade

Level: 1 Energy (Fire)

Casting Time: 1 half action

Range: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: A 3 ft.-long, blazing beam of red-hot fire springs forth from your hand. You may use this Flame Blade to make 1-handed melee attacks that inflict 1d8 fire damage + 1 additional fire damage (AP 5) per 2 Casting Levels (maximum +4). Finally, since the blade is immaterial, your Strength modifier does not apply to the damage.

Flame Prison

Level: 8 Energy (Fire)

Casting Time: 1 half action

Range: Close

Area: 20 ft. cube

Duration: 1 minute per Casting Level (dismissible, enduring)

Preparation Cost: 15

Effect: An immobile prison composed of flame springs into existence, centered on the point of origin. This prison may take one of two forms.

- Barred Cage: The prison is a cage whose flaming bars are 1/2 in. wide with 1-in. gaps in-between.
- Windowless Cell: The prison is a windowless cell with solid flaming walls on all sides except the bottom. Each character and object within the prison's area of effect is trapped when the spell's effect is triggered. If any character or object is too large to fit within the prison's area of effect, the prison fails to form and the blocking character or object suffers 1d6 fire damage per Casting Level.

A character who touches the prison's walls or bars suffers 1d6 fire damage. A character may attempt to pass through the bars by making a Will save. With success, he passes through and suffers 1d10 fire damage per Casting Level (maximum 18d10). With failure, he recoils from the bars, is sent reeling, and suffers 1d6 fire damage. Further, a character who remains inside or within 5 ft. of the cage suffers 1d4 heat damage per minute.

The Flame Prison cannot be dispelled but disappears if it suffers more than 150 points of cold damage or is annihilated.

Flame Strike

Level: 5 Energy (Fire)

Casting Time: 1 half action

Range: Local

Area: 20 ft. radius, 40 ft. high pillar

Duration: Instantaneous

Saving Throw: Reflex half

Effect: A cone of divine wrath erupts from the ground within the target area, inflicting 1d6 damage per Casting Level (maximum 12d6). Half of this damage is fire damage (rounded down), and one half is divine damage (rounded up).

Flaming Sphere

Level: 2 Energy (Fire)

Casting Time: 1 half action

Range: Medium range attack

Area: 5 ft. sphere

Duration: 1 round per Casting Level

Saving Throw: Reflex negates

Effect: A smoldering globe of fire rolls away from you in the direction you point. The globe moves at up to 30 ft. during each round in which you spend 1 half action concentrating to mentally direct it; otherwise, it comes to a stop but continues to burn in place. The globe may roll over barriers less than 4 ft. tall, ascend inclined surfaces up to 45 degrees, and jump up to 30 ft. horizontally to strike a target. Each time it enters a square containing a character or a 3 ft. × 3 ft. or larger object, however, it stops moving for the round and inflicts 2d6 fire damage (AP 5) to each character or object located within the square. The globe cannot push aside unwilling characters or batter down large obstacles; its surface is spongy and yielding, inflicting no damage other than that caused by its flames.

Floating Disk

Level: 0 Force

Casting Time: 1 half action

Range: Close

Duration: 1 hour

Effect: A slightly concave, circular disc of force appears in a square adjacent to you. It is 3 ft. in diameter and 1 in. deep at its center. It follows you for the spell's duration and may carry loads of up to 100 lbs. per Casting Level (alternately, it may carry up to 2 gallons of liquid). The disc floats 3 ft. above the ground at all times, always remains level, and moves no faster than your standard Speed during each round (meaning that it falls behind if you take 2 Standard Move Actions, run, or otherwise pick up your pace). It winks out of existence when the spell's duration ends or if the distance between you and the disc exceeds the spell's range, at which point anything resting on it falls to the surface below.

Fly I, Snap

Casting Time: 1 free action

Duration: 1 round

As Fly I (see Fantasy Craft p. 131), except as noted above.

Fog Cloud I

Level: 1 Weather (Air)

Casting Time: 1 full action

Range: Personal

Area: 400 ft. per 3 Casting Levels sphere

Duration: 1 minute per Casting Level

Effect: A misty vapor arises around you. When this spell effect is triggered, you may choose any 1 fog effect with an action die cost equal to or lower than $\frac{1}{2}$ your Casting Level (see the Fantasy Craft Rulebook, page 369). If you desire, you may create an “eye” of clear air up to 80 ft. in diameter centered on you. The chosen fog effect appears over 1d6+4 rounds after the casting; until that time, the fog cloud is gathering but has no mechanical effect.

Once the fog effect is chosen, it persists until the spell’s duration ends or you spend 1 full action concentrating, at which point you may reset it for the spell’s remaining duration (or until you repeat this action to modify it again). As when the fog cloud first appears, it shifts over 1d6+4 rounds and until then its current modifiers apply.

The fog cloud is stationary once created, even if you move out of the spell’s range. A moderate wind disperses the cloud in 4 rounds, while a strong wind disperses the cloud in 1 round. A severe wind, such as from a Gust of Wind spell, instantly disperses the cloud. Finally, any effect that inflicts 20 or more points of fire damage burns the cloud away in 2 rounds.

Fog Cloud II

Level: 2 Weather (Air)

Range: Local

Area: 400 ft. per 2 Casting Levels sphere

Duration: 10 minutes per Casting Level

Effect: This spell operates like Fog Cloud I, except as noted above.

Fog Cloud III

Level: 4 Weather (Air)

Casting Time: 1 minute

Area: 400 ft. per Casting Level sphere

Duration: 1 minute per Casting Level (enduring)

Effect: This spell operates like Fog Cloud II, except that in addition to obscuring sight, the fog is so thick that a character’s Speed decreases to 5 ft. when inside the cloud. Bonus 5-ft. steps and hurled attacks are impossible within the cloud and each character therein suffers a –2 penalty with all melee attack and melee damage rolls. Further, a character or object that falls into or through the fog travels at $\frac{1}{2}$ its standard Speed (rounded down) and any collision damage it inflicts when falling decreases by 1d6. Finally, only a severe wind disperses the cloud (and does so in 1 round), though the cloud reforms in 10 minutes.

Force Anchor

Level: 3 Force

Casting Time: 1 round

Range: Local

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates (repeatable, terminal)

Effect: One stationary character or object of your choice becomes anchored its current position. The target may not move out of its current square by any means short of removing the surface upon which it rests, in which case it settles gently to the new surface beneath it.

Force Prison

Level: 7 Force

Casting Time: 1 half action

Range: Close

Area: 20 ft. cube

Duration: 2 hours per Casting Level (dismissible)

Preparation Cost: 15

Effect: An immobile prison composed of invisible force springs into existence, centered on the point of origin. This prison may take one of two forms.

- Barred Cage: The prison is a cage whose invisible bars are 1/2 in. wide with 1-in. gaps in-between.
- Windowless Cell: The prison is a windowless cell with solid invisible walls on all sides except the bottom.

Each character and object within the prison's area of effect is trapped when the spell's effect is triggered.

If any character or object is too large to fit within the prison's area of effect, the prison fails to form.

Once formed, the prison cannot be penetrated or dispelled and is immune to damage of all kinds, though it may be annihilated. Except when small enough to fit between a force cage's bars, characters, attacks, and spell effects may not pass into or out of the prison, with a few exceptions, notably flash damage, light effects, and gaze attacks.

Freezing Sphere

Level: 6 Weather (Ice)

Casting Time: 1 half action

Range: Long range attack

Area: 10 ft. sphere

Duration: Instantaneous

Saving Throw: Reflex half

Effect: A frigid globe of cold energy streaks from your fingertips and may be directed through any opening of at least Small Size. Within the spell's area of effect, the globe's detonation inflicts 1d6 cold damage per Casting Level (maximum 14d6).

Ice Slick

Level: 1 Weather (Ice)

Casting Time: 1 half action

Range: Close

Area: 15 ft. sphere

Duration: 1 round per Casting Level

Effect: A swirling gust of damp cold coats the surface of the target area in a layer of slick ice. All affected squares are treated as ice for purpose of determining movement.

Line of Fire

Level: 6 Energy (Fire)

Casting Time: 1 half action

Range: Personal

Area: 10 ft. per Casting Level line, caster-defined

Duration: Instantaneous

Saving Throw: Reflex negates

Effect: A line of flame erupts from you and travels in a path of your choosing. This path may be straight or involve any number of turns, but the total distance traveled may not exceed the spell's area of effect. Each character and object in the effect's path suffers 1d6 fire damage (AP 5) per Casting Level (maximum 14d6). With a successful Reflex save, a character within this spell's area of effect may choose to leap out of the way, into the next square in either direction.

Mage Dawn

Level: 9 Energy (Aligned, Light)

Casting Time: 1 half action

Range: Remote

Area: Special (see Effect)

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Reflex partial or Will partial (terminal) (see Effect)

Preparation Cost: 10

Effect: A brilliant 10-ft. diameter sphere of pure daylight appears and hovers in a fixed location up to 2 miles above any horizontal surface within the spell's range. This sphere emits actual daylight across the surrounding area out to a radius of 20 miles. Further, during the round when the sphere appears, each character within 100 ft. must make a successful Reflex save or become blinded for 3d6 rounds. Within 50 ft. of the sphere, each ooze and undead suffers 20d6

lethal damage. Outsiders of opposing Alignment caught within 50 ft. of the sphere are not injured, but must make a successful Will save or be banished. Spell Defense can negate this spell's damage and blinding effects but does not protect characters specifically vulnerable to sunlight (such as vampires).

Mage Hand I

Level: 5 Force

Casting Time: 1 half action

Range: Medium (100 ft. + 10 ft. per Casting Level)

Duration: 1 round per Casting Level (dismissible)

Effect: A Large (2x1) magic hand appears adjacent to any 1 opponent on the side facing you. This floating, disembodied hand always remains between the two of you, regardless of where you move or how the opponent tries to get around it. Nothing can fool the hand — it remains adjacent to the opponent and between you despite darkness, invisibility, and all other effects, and even recognizes the target if his appearance changes, magically or otherwise. Should the opponent move beyond the spell's range, the Mage Hand hovers between you at the spell's range. If the target attempts to push against the hand toward you, he moves at 1/2 his Speed. In either case, the hand grants you 1/2 scenery cover against the chosen opponent, even when he's adjacent to you. The Mage Hand's Defense is 20, it suffers damage like a special character, and its vitality points and wound points are equal to your standard maximums. It also makes saving throws with bonuses equal to yours. As a half action, you may redirect the Mage Hand to any new target within the spell's range.

Mage Hand II

Level: 6 Force

Effect: This spell operates like Mage Hand I, except that you may spend 1 free action to direct the hand to pursue and push away the target. This is considered a Bull Rush action with an Athletics (Str) bonus equal to your Casting Level + 10.

Mage Hand III

Level: 7 Force

Effect: This spell operates like Mage Hand II, except that additionally, as a free action, you may also direct the hand to grapple the target with an Athletics (Str) bonus equal to your Casting Level + 10. The hand may not be grappled in return and may only perform the disarm, move, pin, and sprawl grapple benefits.

Mage Hand IV

Level: 8 Force

Saving Throw: Fortitude partial

Effect: This spell operates like Mage Hand III, except that additionally, as a free action, you may also direct the hand to attack the target with an attack bonus equal to your Casting Level. With a hit, the hand inflicts 1d8+10 lethal damage and the target must make a successful Fortitude save or become stunned for 1 full round.

Mage Hand V

Level: 9 Force

Effect: This spell operates like Mage Hand IV, except that it inflicts 2d6+12 lethal damage each time it hits the target.

Mage Sword

Level: 7 Force

Casting Time: 1 half action

Range: Close

Duration: 1 round per Casting Level (dismissible)

Effect: A shimmering sword of force appears in the air beside you. Once per round during your Initiative Count, including the round during which the spell effect is triggered, the sword attacks any 1 target of your choice within the spell's range. During the round in which the sword appears, you may direct it to attack a target as a free action; thereafter, you may re-direct it to attack a new target by concentrating for 1 half action. The sword's attack bonus is equal to your Casting Level + your Intelligence bonus +3, and its threat range is 19–20. Against attacks made by this sword, a target gains +1 Defense per 5 points of Spell Defense he possesses. With each hit, the sword inflicts 4d6+3 force damage. The sword always strikes from your direction. It does not gain a bonus for flanking and does not support flanking bonuses for others. Finally, the sword has a Defense of 13. It cannot be harmed by physical attacks, nor can it be dispelled, but it disappears when annihilated.

Missile Storm

Level: 9 Force

Casting Time: 1 round

Range: Personal

Area: 400 ft. + 40 ft. per Casting Level cone

Duration: Instantaneous

Effect: A massive salvo of Magic Missiles bursts from your hands to strike every character of your choosing in the area of effect. Each target is automatically hit by 3d6 missiles + 1d6 additional missiles for each Size category he is above Medium. Each of these missiles deals 1d6 force damage.

Produce Flame

Level: 1 Energy (Fire)

Casting Time: 1 half action

Range: Personal

Area: 10 ft. sphere (see Effect)

Duration: 1 minute per Casting Level (dismissible)

Effect: Flames appear in your open hand that provide bright light out to a 10 ft. radius. The flames harm neither you nor your gear. In addition to providing illumination, the flames may be used to attack enemies. One per round for the spell's duration, you may make either a standard melee attack or standard ranged attack using this magical flame. With a hit, the target suffers 1d6 fire damage + 1 additional point of fire damage per 2 Casting Levels (maximum +4). Each attack made decreases the spell's duration by 1 minute. If an attack decreases the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Purify Air

Level: 5 Weather (Air)

Casting Time: 1 half action

Range: Personal

Area: 5 ft. per Casting Level sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: You're enveloped in thin mist that cleanses the surrounding air of visual impairment and airborne toxins. All weather-generated visual range penalties up to -60 ft. are negated within the area of effect, as are all inhaled contagions.

Rampaging Glacier

Level: 9 Weather (Ice)

Casting Time: 1 round

Range: Local

Area: 25 ft. cube (see Effect)

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (terminal)

Preparation Cost: 25

Effect: Icy blocks appear within the area of effect, grinding and crushing against each other. Once per round as a half action, you may move the Rampaging Glacier up to 60 ft., overrunning smaller barriers, obstacles, objects, and characters. Each mobile character on foot and driver of a moving vehicle may make a Reflex save to evade the glacier; with success, they move to the nearest unoccupied location out of the glacier's path. With failure, a character is buried with no air pockets and suffers 1d8 lethal damage per round until he escapes. This damage ignores DR. A vehicle whose driver fails this save suffers the same fate, except that the vehicle's interior contains an air pocket that allows each occupant to breathe until the vehicle is destroyed. Each non-mobile character and object automatically suffers these effects.

Repulsion I

Level: 4 Force

Casting Time: 1 half action

Range: Personal

Area: 10 ft. sphere

Duration: 10 minutes per Casting Level (dismissible)
or Will negates (see Effect)

Effect: An invisible barrier rises up around you, preventing characters with a Career Level or Threat Level of up to 1/3 your Career Level (rounded down) from entering the area of effect. A character with a higher Career Level or Threat Level may enter the area of effect with a successful Will save, though he suffers 2d6 lethal damage + 1 additional

lethal damage per 2 Casting Levels (maximum +10) when he does. A character prevented from entering the spell's area of effect is not pushed back if you move closer to him, and if you approach within the character's Reach he may make melee attacks as normal. The character is still prevented from approaching you, however, and if he later moves outside the spell's area of effect, he may not re-enter.

Repulsion II

Level: 6 Force

Area: 20 ft. sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: This spell operates like Repulsion I, except that it prevents any character with a Career Level or Threat Level of up to your Career Level from entering the area of effect until he makes a successful Will save.

Reverse Gravity

Level: 7 Force

Casting Time: 1 half action

Range: Local

Area: 10 ft. per 2 Casting Levels cube

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (see Effect)

Effect: Gravity reverses in the target area, causing all unanchored characters and objects therein to fall upward per the standard falling rules (see the Fantasy Craft Rulebook, page 215). At the end of the spell's duration, or if any character or object leaves the area of effect, standard gravity and falling rules

apply. In both cases, a character who makes a successful Reflex save grabs hold of something and avoids falling. Characters who can fly or levitate may ignore this effect.

Ride the Lightning

Level: 3 Weather (Lightning)

Casting Time: 1 half action

Range: Personal

Area: 100 ft. + 10 ft. per Casting Level line

Duration: Instantaneous

Effect: A bolt of lightning appears beneath your feet, carrying you to any location within your line of sight and within the spell's area of effect. Neither your line of sight nor this spell's area of effect may be increased using scrying, gear, or other means. Also, you must be able to stand at the chosen destination for the spell to function. The lightning cannot cause damage, nor may it penetrate objects or barriers, though it may thread between objects and through openings if you can fit through. Thus, you could use this spell to pass across a chasm but not to escape a locked jail cell.

Sculpt Sound

Level: 3 Energy (Silence, Sonic)

Casting Time: 1 half action

Range: Close

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates

Effect: You may change the sounds produced by 1 character or object per Casting Level, though each of these targets must be located within 30 ft. of each other target. You may create sounds where none exist, deaden sounds, or transform sounds into different noises, though all the sounds made by all targets must be modified in the same way (e.g. you could deaden all noise coming from two people and an animal or make them all sound like rushing wind, but you couldn't make one sound like wind and the other two sound like voices). You may only create and change sounds in ways that are familiar to you (per the GM's discretion). Once modified, sounds may not be adjusted again with the same casting.

Shocking Grasp

Level: 1 Weather (Lightning)

Casting Time: 1 half action

Range: Touch

Duration: Instantaneous

Effect: Your hands crackle with live electricity, allowing you to shock people with your grip. If your target is wearing metal armor or carrying more than 10 lbs. of metal objects, his Defense decreases by 3 for this attack. With a hit, the target suffers 1d6 electrical damage per 2 Casting Levels (maximum 4d6).

Shooting Stars

Level: 6 Energy (Light)

Casting Time: 1 half action

Range: Close range attack

Area: Special (see Effect)

Duration: Instantaneous

Saving Throw: None or Reflex half (see Effect)

Effect: If you have an Alignment, this spell gains the aligned descriptor. Three luminous projectiles rush away from you toward up to 3 target characters, each of must be located within 30 ft. of each of the others. Each projectile inflicts 2d6 fire damage (AP 5) and then detonates, inflicting an additional 3d6 explosive damage (AP 10) in a blast (increment 1). Undead and oozes suffer double damage from this detonation, as do outsiders of opposing alignment if this spell is aligned. Also, a target hit by one or more projectiles may not make a save to decrease this explosive damage, while all others within the blast area are permitted a Reflex save to decrease the damage to 1/2 standard (rounded down). Any projectile that misses its target deviates as standard.

Shout I

Level: 4 Energy (Sonic)

Casting Time: 1 half action

Range: Personal

Area: 25 ft. cone

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates; see Effect

Effect: You emit an ear-splitting yell that deafens and damages creatures in your path. Each character within the area of effect is deafened for 2d6 rounds and suffers 1d6 sonic damage per 2 Casting Levels (maximum 10d6). With a successful Fortitude save, a character ignores this condition and the damage decreases to 1/2 standard (rounded down).

Further, each non-magical object within the area of effect that's made of crystal, glass, ceramic, porcelain, or a similar substance suffers 1d6 sonic damage per Casting Level (maximum 10d6). When such an item is carried, the character holding it may make a Reflex save and with success, he shields it from the spell's effect.

Shout II

Level: 7 Energy (Sonic)

Area: 60 ft. cone-shaped burst

Effect: This spell operates like Shout I, except that the cone inflicts 1d6 sonic damage per Casting Level (maximum 16d6) and causes a character to become stunned for 1 round and deafened for 4d6 rounds. As with Shout I, a successful Fortitude save allows the character to ignore these conditions and decreases this damage to 1/2 standard (rounded down).

Sonic Rupture

Level: 9 Energy (Sonic)

Casting Time: 1 half action

Range: Personal

Area: 30 ft. cone

Duration: Instantaneous

Saving Throw: Fortitude half

Effect: You emit an ultrasonic sound that causes living beings' blood vessels to rupture and burst. Each character within the area of effect suffers 2d4 Constitution damage as an internal rupture critical injury

(see the Fantasy Craft Rulebook, page 208). With a successful Fortitude save, this damage decreases to 1/2 standard (rounded down) and the Constitution damage is treated as normal temporary impairment rather than a critical injury, with the character recovering at the rate of 1 point per day.

Sound Burst

Level: 2 Energy (Sonic)

Casting Time: 1 half action

Range: Close

Area: 10 ft. cone

Duration: Instantaneous

Saving Throw: Fortitude partial

Effect: You blast an area with a shattering sonic boom. Each character in the area of effect suffers 1d8 sonic damage + 1 additional sonic damage per 2 Casting Levels (maximum +6). Further, each of these targets must make a successful Fortitude save or become stunned for 1 round.

Spiritual Weapon

Level: 2 Force

Casting Time: 1 half action

Range: Local

Duration: 1 round per Casting Level (dismissible)

Effect: A melee weapon composed of pure force springs into existence and attacks opponents at a distance. The weapon may take the shape of any one weapon with which you're proficient and possesses the same error range, threat range, and qualities as a real version of the weapon with no upgrades. With each hit, the weapon inflicts 1d8 divine damage + 1 additional divine damage per 3 Casting Levels (maximum +6). The weapon always attacks during your Initiative Count and never uses tricks, nor does it benefit from class and feat abilities you possess. Each of its attacks approach the target from your direction and the weapon may gain and qualify for flanking benefits as standard.

When the weapon first appears, you may spend 1 free action to direct it to attack any 1 target within the spell's range to which you have line of sight. The weapon continues to attack that target once per round during your Initiative Count, until and unless you concentrate for 1 half action to redirect it to a new target. Also, when one of the weapon's targets possesses Spell Defense, it applies only for the weapon's first attack, but if the spell is resisted, the weapon vanishes.

A Spiritual Weapon cannot be attacked or harmed by physical attacks, but it disappears when dispelled or annihilated. When a spell targets the weapon, its Defense is 12 (+2 Size). Finally, if the weapon travels beyond the spell range or passes out of your sight, it immediately teleports to your side.

Storm of Vengeance

Level: 9 Weather (Air)

Casting Time: 1 round

Range: Personal

Area: 1,000 ft. sphere

Duration: Special (see Effect)

Saving Throw: Reflex half (repeatable, terminal)

Preparation Cost: 25

Effect: An apocalyptic torrent of devastation wracks the landscape around you. For 2d6+8 rounds following the triggering of this spell's effect, the local wind builds. For the first 2 rounds of this time, this spell has no mechanical effect. Thereafter, and following each 2 additional rounds, the wind in the area increases by 1 grade, to a maximum of the effects of a 3 action die wind (see Fantasy Craft p. 369). For 1 minute after the wind builds to its crescendo, each unanchored character and object in the area of effect is blinded, deafened, and lifted into the air and battered by flying debris, suffering 2d6 subdual damage per round. Each character trapped in the storm may take no actions of any kind other than to make a Reflex save once per round. With success, the character is thrown 1d20 + 20 squares outside the area of effect at a height of 2d20 + 20 ft. After the spell's effect ends, scenery, objects, characters, and the top 4 ft. of exposed ground within the area of effect are rearranged per the GM's discretion. Each piece of scenery and object of up to Colossal Size is destroyed. Further, the GM may spend 2 action dice to cause any character remaining in the area of effect to be buried within the resulting debris. You are immune to this spell's effects at all times.

Telekinesis I

Level: 0 Force

Casting Time: 1 half action

Range: Close

Area: 1 object

Duration: Concentration

Saving Throw: Will negates (see Effect)

Effect: As a half action, you can lift and move 1 object weighing up to 5 lbs. and located within the spell's range up to 15 ft. in any direction. If the object is carried, the character holding it may make a Will save to cancel the effect. You may not manipulate objects in complex ways using this spell; for instance, you may not pull on a rope, turn a key, or rotate an object. Finally, if the object moves out of the spell's range at any time, the spell effect immediately ends and the object falls to the nearest surface below.

Telekinesis II

Level: 5 Force

Casting Time: 1 half action

Range: Remote

Area: 1 object

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Fortitude negates or None (see Effect)

Effect: As a half action, you can perform any one of the following actions. When the spell effect ends, the object falls to the nearest surface below.

- **Combat Maneuver:** You may lift and move 1 object weighing up to 25 lbs. and use it to make a Bull Rush, Disarm, Grapple, or Trip action against any character within 15 ft. of the item's current position. Use a Spellcasting check in place of any attack or skill check required for the action. The target may not save against this spell effect and even if the action fails, you do not suffer the normal consequences of failure with that action (eg, in the case of a failed Trip action, you are not flat-footed).
- **Sustained Force:** You may lift and move 1 character or object weighing up to 25 lbs. per Casting Level (maximum 300 lbs.) and move it up to 10 ft. If the character or object is carried, the character holding it may make a Fortitude save to cancel the effect. You may manipulate objects in complex ways using this spell; for instance, you may pull on a rope, turn a key, or rotate an object. The GC may require one or

more skill checks using Intelligence as the key attribute, however, if you attempt delicate procedures with this effect, such as untying knots.

- **Violent Thrust:** You may lift and hurl a number of characters or objects up to your Casting Level (maximum 12). Each must be located within 10 ft. of each of the others and their total weight may not exceed 25 lbs. per Casting Level (maximum 300 lbs.). When you choose to hurl a character, he may make a Fortitude save to cancel the effect. You may hurl each chosen character or object as a Standard Ranged Attack at a specific target. With each hit, the target and each hurled character or object suffers an amount of collision damage based on the size of the hurled character or object, as outlined below. Each violent thrust decreases the spell's duration by 1 round, and if this decreases the remaining duration to 0 rounds or less, the spell ends after the attacks resolve.

Fine and smaller	No damage
Diminutive	2 subdual
Tiny	2d2 subdual
Small	2d4 subdual (AP 1)
Medium	2d4 lethal (AP 2)
Large	2d6 lethal (AP 3; massive)
Huge	2d8 lethal (AP 4; massive)
Gargantuan	2d12 lethal (AP 6; massive)
Colossal	4d10 lethal (AP 8; massive)
Enormous	4d12 lethal (AP 10; massive)

Wall of Force

Level: 5 Force

Casting Time: 1 full action

Range: Close

Area: 10 ft long per Casting Level wall, 20 ft tall, 1 ft thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex negates (see Effect)

Effect: An immobile, invisible wall of force springs into existence. If the wall appears covering one or more characters' current locations, each affected character may make a Reflex save, ending up on the side of his choice with success or the side of your choice with failure. The wall cannot be penetrated or dispelled and is immune to damage of all kinds, though it may be annihilated. Characters, attacks, and spell effects may not pass through the wall, with a few exceptions, notably flash damage, light effects, and gaze attacks.

Wall of Light

Level: 4 Energy (Aligned, Light)

Casting Time: 1 full action

Range: Local

Area: 20 ft long per Casting Level wall, 20 ft tall, 1 ft thick

Duration: Concentration + 1 round per Casting Level (dismissible)

Saving Throw: Reflex half or Reflex negates (see Effect)

Effect: An immobile, brilliant sheet of white light springs into existence. At the end of each round, each undead, ooze, and opposite-aligned outsider located within a Wall of Light suffers 2d6 divine damage + 1 additional divine damage per 2 Casting Levels (maximum +10).

Any undead, ooze, or opposite-aligned outsider passing through the wall suffers 2d6 lethal damage + 1 additional lethal damage per 2 Casting Levels (maximum +10); this damage has AP 10. No save may be made to decrease this damage. If the wall appears covering the current locations of one or more undead, oozes, or opposite-aligned outsiders, each affected character may make a Reflex save, avoiding the damage entirely with success (and ending up on either side of the wall, as he chooses). When this spell's effect is triggered, you must choose one side to become opaque, making characters on the opposite side of the wall hidden from those on the opaque side. The other side becomes transparent, allowing all on that side to see and attack through the wall without penalty.

Wall of Sound

Level: 6 Energy (Sonic)

Casting Time: 1 full action

Range: Close

Area: 20 ft long per Casting Level wall, 20 ft tall, 1 ft thick

Duration: Concentration + 1 round per Casting Level (dismissible)

Saving Throw: Fortitude partial or Reflex negates (see Effect)

Effect: An immobile, invisible wall of sound springs into existence. The only indication of the wall's existence is a slight distortion of the light passing through the wall and a constant buzzing sound, similar to that produced by a small insect. At the end of each round, each character located within a Wall of Sound suffers 3d6 sonic damage + 1 additional sonic damage per Casting Level (maximum +14). No save may be made to decrease this damage. Additionally, the character must make a Fortitude save or become deafened for 1d6 rounds per 2 Casting Levels. Any character passing through the wall suffers 3d6 sonic damage + 1 additional sonic damage per Casting Level (maximum +14). No save may be made to decrease this damage. Additionally, the character must make a Fortitude save or become deafened for 1d6 rounds per 2 Casting Levels. Any non-magical object passing through the wall that's made of crystal, glass, ceramic, porcelain, or a similar substance suffers 1d6 sonic damage per Casting Level (maximum 14d6). When such an item is carried, the character holding it may make a Reflex save and with success, he shields it from this effect. If the wall appears covering one or more characters' current locations, each affected character may make a Reflex save, avoiding the damage entirely with success (and ending up on either side of the wall, as he chooses).

Whirlwind

Level: 8 Weather (Air)

Casting Time: 1 half action

Range: Remote

Area: Special (see Effect)

Duration: 1 round per Casting Level

Saving Throw: Reflex negates (see Effect)

Effect: A powerful cyclone of raging wind appears at the spell's point of origin. The cyclone is 50 ft. diameter at its base and up to 1,000 ft. tall. It operates like a tornado (see Fantasy Craft, page 369), except that expelled characters and objects are thrown 1d20 + 20 squares rather than being carried 1d6 miles. When this spell effect is triggered, you determine its movement for the spell's entire duration, though you may concentrate for 1 full action at any time to reprogram its movements. The cyclone moves up to 60 ft. each round and always moves at the end of your Initiative Count.

Zot!

Level: 0 Weather (Lightning)

Casting Time: 1 half action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude negates

Effect: The target feels a brief, sharp jolt and must make a successful Fortitude save or drop all held items. A target possessing 5 or more points of electrical resistance is immune to this spell effect.

Arcane Sight I

Level: 3 Divination

Casting Time: 1 half action

Distance: Personal

Duration: Instant

Saving Throw: Will negates

Effect: You determine the spells affecting a target character or object, as well as the Casting Levels at which they were produced. A target who makes his save is immune to this spell for the rest of the scene.

Arcane Sight II

Level: 7 Divination

Area: 60 ft. penetrating cone

Effect: As Arcane Sight I, except for Area.

Awaken Construct

Level: 9 Artifice

Casting Time: 1 hour

Distance: Touch

Duration: Permanent

Preparation Cost: 20

Effect: One target construct becomes self-aware, gaining the spark of independent thought. It becomes a special character with minimum Intelligence, Wisdom and Charisma scores of 10. The GM remains in control of the construct, which is Supportive of you and its creator but may now ignore commands. This spell may not be countered.

Bless Water

Level: 1 Word (Aligned)

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute per Casting Level

Effect: One pint of water functions as an anointed vial (see Fantasy Craft p. 164) of your Alignment.

Click!

Level: 0 Artifice

Casting Time: 1 full action

Distance: Close

Duration: Instant

Saving Throw: Reflex negates (held object)

Effect: You may toggle a single button, key, or switch that could typically be operated with a single finger. This spell cannot disable locks, sensors, or traps.

Construct Assembly I

Level: 1 Artifice

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following constructs. With GM approval, you may modify your choice or build a new construct, so long as it has the construct quality and has a maximum XP value of 40. The precise nature of this servant should match your style of magic. At the GM's discretion, it could be an animated object, a complex android, a golem crafted of flesh from many creatures, a clockwork creation, or something else entirely. The construct may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the construct falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. combat constructs attack whatever seems to be your enemy, intel constructs bring you things they think will help you, etc.).

((Need to convert construct statblocks))

Construct Assembly II

Level: 3 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct (max 60 XP) or 2 constructs (max 40 XP).

Construct Assembly III

Level: 5 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct (max 90 XP), 2 constructs (max 60 XP), or 4 constructs (max 40 XP).

Construct Assembly IV

Level: 7 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct (max 120 XP), 2 constructs (max 90 XP), 4 constructs (max 60 XP), or 8 constructs (max 40 XP).

Construct Assembly V

Level: 9 Artifice

Effect: As Construct Assembly I, except that you gain 1 construct (max 160 XP), 2 constructs (max 120 XP), 4 constructs (max 90 XP), 8 constructs (max 60 XP), or 16 constructs (max 40 XP).

Construct Mimicry

Level: 8 Artifice

Casting Time: 1 hour

Distance: Touch

Duration: 1 day per Casting Level (dismissible)

Effect: One target construct gains the appearance of one familiar character. Unless the construct's Disguise/Mask bonus is already higher, it rises to double your Casting Level when impersonating the character. The construct's other statistics become equal to those of the target character but the construct does not gain any of the character's memories or mannerisms.

Contingency

Level: 7 Artifice

Casting Time: As target spell or 10 minutes, whichever is longer

Distance: Personal

Duration: 1 day per Casting Level (dismissible)

Preparation Cost: 2 × target spell's Level (minimum 2)

Effect: You hold in reserve a Personal spell with a Level no higher than 1/3 your Casting Level (rounded down), spending the spell points and Preparation Costs of both Contingency and the target spell when Contingency is cast. You must also name a trigger that prompts the spell's release (e.g. you're attacked). If the trigger is another character's action, your reserved spell is cast immediately before (e.g. your spell goes off before the attack). If the trigger doesn't occur before the Contingency spell ends, you lose the reserved spell. If a Spellcasting result is required to determine the reserved spell's effect, generate a new one when the spell is cast. Tricks may not be applied to reserved spells at any time. You may only hold only one spell in reserve at a time.

Detect Poison

Level: 0 Divination

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense poison and poisoned characters. You may identify a poison you sense with a successful Knowledge check (DC 15).

Detect Snares and Pits

Level: 0 Artifice

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense natural traps with a Stash result up to 20, as well as natural hazards like quicksand, sinkholes, and unstable surfaces. You may identify the method of disabling a trap you sense with a successful Knowledge check (DC 15).

Energy Sink

Level: 3 Artifice

Casting Time: 1 full action

Distance: Touch

Duration: 10 minutes per Casting Level

Saving Throw: Fortitude negates (harmless)

Effect: One target construct gains resistance equal to your Casting Level + 5 against one of these damage types: acid, cold, electrical, fire, or sonic.

Forced Conversion

Level: 9 Word (Aligned)

Casting Time: 1 minute

Distance: Close

Duration: Permanent

Saving Throw: Will negates (terminal)

Preparation Cost: 20

Effect: The target character gains your Alignment, losing its own. This new Interest may not be abandoned, though this spell may be countered, reversing the effect.

Gremlin Wisdom

Level: 4 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +4 magic bonus with damage rolls against objects. As a half action, you may end this spell early to gain a +10 magic bonus with a single Disable or Sabotage check.

Hypercognition

Level: 6 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +6 magic bonus with Search/Perception and Sense Motive/Detect Lie checks. As a half action, you may end this spell early to gain a +14 magic bonus with a single Investigate/Canvass check.

Jam Construct

Level: 1 Artifice

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Fort negates (terminal)

Effect: One target construct is stunned for 1d4 rounds.

Library of Souls

Level: 8 Word

Casting Time: 10 minutes

Distance: Personal

Duration: 1 hour

Preparation Cost: 1

Effect: You call upon those who have gone before to bestow temporary arcane knowledge. Choose a combination of spells with a total combined Spell Level of 8 or less. The Spell Levels of non-Seer spells are doubled for this purpose (e.g. a Level 3 Channeler spell counts as Spell Level 6). You know and may cast these spells normally for the Duration of Library of Souls.

Locate Person

Level: 4 Divination

Casting Time: 1 minute

Distance: Unlimited

Duration: 1 hour per Casting Level

Saving Throw: Will negates scene

Effect: You sense the direction of a familiar person, or the nearest person of a particular species.

Machine Wisdom

Level: 3 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +3 magic bonus with Crafting checks other than Disable or Sabotage. As a half action, you may end this spell early to gain a +8 magic bonus with a single Crafting check other than Disable or Sabotage.

Mage Scribe III

Level: 7 Word

Effect: As Mage Scribe I, except that you may embed your bonus with 1 skill into the script. The next character with a lower bonus in the skill who reads the text in full gains the skill bonus until the end of the current adventure. The script may only transfer the skill bonus once; thereafter, it acts as described in Mage Scribe I.

Mind Probe

Level: 9 Divination

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute

Saving Throw: Will negates (repeatable, terminal)

Preparation Cost: 20

Effect: You telepathically bond with the target character and mentally probe their mind, forcing them to truthfully answer 1 question per round.

Power Word: Anguish

Level: 7 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice suffer 1d10 stress damage + 1 per Casting Level (maximum +16), even if they can't hear you.

Power Word: Blind

Level: 7 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become blinded for 2d4 rounds, even if they can't hear you.

Power Word: Deafen

Level: 3 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become deafened for 2d4 rounds, even if they can't hear you.

Power Word: Distract

Level: 3 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become flat-footed and cannot recover for 2d4 rounds, even if they can't hear you.

Power Word: Tire

Level: 1 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become fatigued for 2d4 rounds, even if they can't hear you.

Power Word: Wither

Level: 4 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice suffer 2 points of Strength and Dexterity damage for 2d4 rounds, even if they can't hear you.

Prying Eyes I

Level: 4 Divination

Casting Time: 10 minutes

Distance: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: You summon 2 Prying Eyes, each of which looks like a floating eyeball roughly the size of an apple. Each eye scouts an area or direction of your choice. You may only communicate with the Eyes when they're located in your square, so they must return to you to report their findings (a process that takes 1 full round).

((Need to convert eye statblock))

Prying Eyes II

Level: 8 Divination

Effect: As Prying Eyes I, except that each eye benefits from True Seeing at all times.

Sense Weakness

Level: 5 Divination

Casting Time: 1 half action

Distance: Close

Duration: 1 minute per Casting Level

Saving Throw: Will negates

Effect: One target character's Spell Defense decreases by 10.

Spell Bind I

Level: 5 Artifice

Casting Time: As target spell or 10 minutes, whichever is longer

Distance: Touch

Duration: Permanent (dismissible)

Preparation Cost: 1 × target spell's Level (minimum 1)

Effect: You record a Level 1–4 spell you know into an object you can carry in one hand (spending the spell points and Preparation Costs of both Spell Bind and the target spell when Spell Bind is cast). Tricks may not be applied to bound spells at any time. You may cast a bound spell as a full action, generating a new Spellcasting result if one is required to determine the bound spell's effect. You may only Spell Bind one item at a time.

Spell Bind II

Level: 8 Artifice

Casting Time: 1 hour

Effect: As Spell Bind I, except that you may bind a Level 1–7 spell.

Telepathic Bond

Level: 5 Word

Casting Time: 1 full action

Distance: Close

Duration: 10 minutes per Casting Level (dismissible)

Preparation Cost: 5

Effect: You forge a telepathic bond between willing characters (up to 1 per 3 Casting Levels). You need not be part of this bond. Bonded characters may communicate at a range of up to 5 miles at all times, even if they don't possess a common tongue.

Tinker III

Level: 3 Artifice

Effect: As Tinker I, except you repair or inflict 3d8 damage + 1 per Casting Level (maximum +15).

Tinker IV

Level: 4 Artifice

Effect: As Tinker I, except you repair or inflict 4d8 damage + 1 per Casting Level (maximum +20).

Tinker I, Mass

Level: 5 Artifice

Casting Time: 1 full action

Distance: Close

Duration: Instant

Saving Throw: Will half

Effect: You manipulate the inner workings of a number of constructs up to your Casting Level, repairing or inflicting 1d8 damage + 1 per Casting Level (maximum +5) to each.

Tinker II , Mass

Level: 6 Artifice

Effect: As Mass Tinker I, except that you repair or inflict 2d8 damage + 1 per Casting Level (maximum +10).

Tinker III , Mass

Level: 7 Artifice

Effect: As Mass Tinker I, except that you repair or inflict 3d8 damage + 1 per Casting Level (maximum +15).

Tinker IV , Mass

Level: 8 Artifice

Effect: As Mass Tinker I, except that you repair or inflict 4d8 damage + 1 per Casting Level (maximum +20).

Toughen Construct

Level: 2 Artifice

Casting Time: 1 half action

Distance: Touch

Duration: 10 minutes per Casting Level

Saving Throw: Will negates (harmless)

Effect: One target construct gains DR equal to 1/3 your Casting Level (rounded down).

Trap Wisdom

Level: 2 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Notice/Awareness and Search/Perception checks made to find sensors and traps. As a half action, you may end this spell early to gain a +6 magic bonus with a single Prestidigitation/Stash check made to conceal a sensor or trap.

True Strike I, Mass

Level: 6 Divination

Casting Time: 1 half action

Distance: Close

Duration: Special (see Effect)

Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the next round, you gain a +6 bonus and your error range decreases by 2 (minimum 0). This same effect applies to a number of your teammates and allies up to your Casting Level.

True Strike II, Mass

Level: 9 Divination

Casting Time: 1 half action

Distance: Close

Duration: Special (see Effect)

Effect: As Mass True Strike I, except that you and each teammate and ally gain a +10 bonus and cannot suffer an error.

True Strike I, Snap

Level: 2 Divination

Casting Time: 1 free action

Distance: Personal

Duration: Special (see Effect)

Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the current round, you gain a +6 bonus and your error range decreases by 2 (minimum 0).

Whispering Wind I

Level: 2 Word (Air, Sonic)

Casting Time: 1 half action

Distance: Special (see Effect)

Duration: Special (see Effect)

Effect: You send a verbal message up to 25 words or sound up to 1 round in length to a familiar location within 1 mile per Casting Level. The wind carries the communication at any Speed up to 1 mile per 10 minutes. While en route it feels and sounds like a gentle breeze.

Whispering Wind II

Level: 4 Word (Air, Sonic)

Casting Time: 1 minute

Distance: Unlimited

Duration: Instant

Effect: As Whispering Wind I, except targeting a familiar character instead of a location and delivering the message without travel time (it arrives instantly).

Write Magic

Level: 0 Word

Casting Time: Varies (see Effect)

Distance: Touch

Duration: Permanent

Effect: You write arcane script at the rate of 100 words an hour