

G U R P S[®]

GRIMOIRE

*Tech Magic, Gate Magic and Hundreds
of New Spells for All Colleges*



BY DANIEL U. THIBAUT AND S. JOHN ROSS

STEVE JACKSON GAMES

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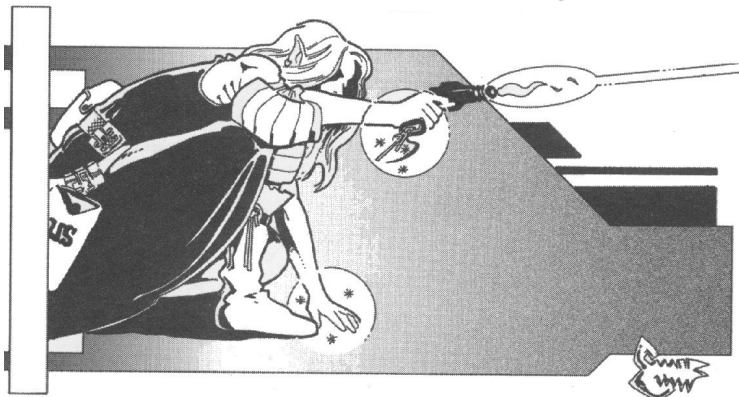
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This book was a great collective effort; it was only made possible by the combined imagination of GURPS gamers everywhere.

-Urthixidur

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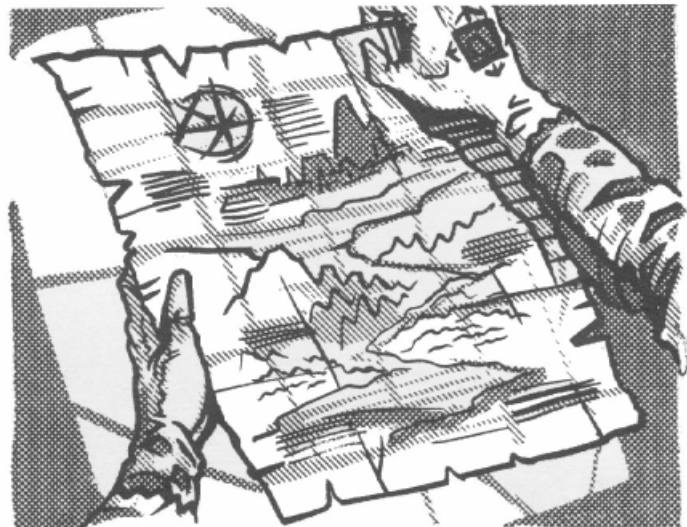


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INTRODUCTION

WITHIN these pages is a vast array of new spells, from the merely wondrous to the world-shattering. ***GURPS Grimoire*** expands the ***GURPS*** magic system with high-tech magic, Gate spells, and hundreds of new spells for the existing colleges. ***GURPS Grimoire*** is the indispensable companion to ***GURPS Magic***.

About the Authors

Daniel U. Thibault is a graduate of both the Universite Laval (Quebec), in Computer Science and the University of British Columbia, in Astronomy. He now works for Canada's Department of National Defence, as an Operational Research scientist.

He lives in Colorado Springs, Colorado, with his wife Claire, their two cats Fusain and Microbe, and their dog Zucchini. During the time it took to complete this project, he found a job, moved twice, got married, adopted two cats and a dog, and destroyed one hard disk. This is his first ***GURPS*** book, which he would like to dedicate to Claire, his love.

S. John Ross has been a science fiction fan since he first learned to read, and an adventure gamer since the spring of 1986, when he discovered ***Car Wars***, ***Dungeons & Dragons***, and ***Nuclear War*** in the same weekend. His other interests include cooking, literature and theatrics. He is the author of several articles in *Pyramid*, *Roleplayer* and *White Wolf* magazines, as well as adventures for *Tales from the Floating Vagabond*. He currently lives in Fredericksburg, Virginia, and attends as many science-fiction conventions as he can.

Introducing the New Spells

The first thing the GM will have to decide is which spells to adopt into his campaign. Remember that all the spells in ***GURPS Grimoire***, like those in ***GURPS Magic***, are subject to GM veto - the GM chooses the spell list in existence in his campaign. If the GM decides that there are no Knowledge spells in his world, then there aren't any.



About GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) and time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for ***GURPS***, as well as information on our other lines: ***Car Wars***, ***Toon***, ***Ogre Miniatures*** and more. It also covers top releases from other companies - ***Traveller***, ***Call of Cthulhu***, ***Shadowrun***, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistake, including us - but we do our best to fix our errors. Up-to-date errata sheets for all ***GURPS*** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Illuminati Online. For those who have home computers, SJ Games has an online service with discussion areas for many games, including ***GURPS***. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 14.4K baud - or telnet to io.com. Give us a call! We also have conferences on Compuserve, GEnie, and America Online.

Page References

Rules and statistics in this book are specifically for the ***GURPS Basic Set, Third Edition***. Any page reference that begins with a B refers to a page in the ***Basic Set*** - e.g., p. B102 means p. 102 of the ***Basic Set, Third Edition***. Numbered books use a slightly different notation: p. M12-24 means p. 24 of ***Magic Items 2***, for example.

Page references that begins with an M refer to ***GURPS Magic, Second Edition***. Other references are AN for ***GURPS Arabian Nights***, CO for ***GURPS Conan***, J for ***GURPS Japan***, MI for ***GURPS Magic Items***, MI2 for ***GURPS Magic Items 2***, TT for ***GURPS Time Travel*** and WW for ***GURPS Witch World***.

How Many Spell Throwing Skills Are There, Anyway?

The Spell Throwing skill, p. 6 and p. M94, includes the following specializations:

Spell Throwing (Ball)

Acid Ball, Concussion and Fireball.

Spell Throwing (Curse-Missile)

Curse-Missile.

Spell Throwing (Ice Dagger)

Ice Dagger.

Spell Throwing

(Ice Sphere/Stone Missile)

Ice Sphere and Stone Missile.

Spell Throwing (Lightning)

Lightning.

Spell Throwing (Poltergeist)

Poltergeist.

Spell Throwing (Silk)

Spider Silk.

Spell Throwing (proper)

Throw Spell.

Spell Throwing (Sunbolt)

Sunbolt.

Spell Throwing (Winged Knife)

Winged Knife.

The new spells can be introduced in several ways. Some could be recent inventions of the Thaumaturgical Research Institute; some could be recorded in an old spell-book the PCs discover in ancient ruins; the rest could have been in use “since the beginning of the campaign,” but in a distant country the PCs have just begun to visit or to have dealings with. The solutions abound and are limited only by the imagination.

The grimoires of characters generated using **GURPS Magic** are fully compatible with the new spell list, unless the GM decides to implement some of the suggested prerequisite changes.

Redefining the Colleges

The college of Enchantment, the Elemental colleges of Air and Water and the Technological college have each had some of their spells grouped into sub-colleges. The sub-colleges can be considered a purely organizational feature with no effect on play or they can be turned into full-fledged colleges. The decision is the GM's.

The GM could also, if the fancy takes him, shuffle the spells into a completely different set of colleges. An example of this is provided by **GURPS Witch World**, where the spells are grouped according to a “color of magic” theory.

Modifying the Spell List

Related spells such as the “Shape,” “Repel,” “Cure,” “Stop,” “Restore,” “Keen,” “Dull” or “Create” spells may each be grouped under a single master spell, with a changing cost. Conversely, spells such as Water to Wine may be split into Water to Beer, Water to Wine and Water to Spirits. This gives the GM considerable control over the versatility of mages in his campaign.

Spell Power

There are a few spells, such as Malefice (p. 39), which are not Enchantment spells but still have something of enchantment about them. These spells, like true enchantments, have a defined starting Power, equal to the caster's effective skill with the spell - see p. M16.

Attacks against such a spell will reduce its Power. When the Power goes to zero, the spell is broken.

This sort of Power, like the Power of an enchanted item, is temporarily reduced by 5 in a low-mana area, and may be temporarily reduced or increased in an area of aspected mana. Such a reduction in Power will not, by itself, break the spell. For instance, if a spell has a Power of 4, taking it to a low-mana area will reduce effective Power to nothing, but won't break the spell. However, anything that reduces an object's current Power to zero, or would reduce its Power at all if its current Power is zero or less, will break the spell.





Changing a Maintained Spell

Sometimes, one may wish to change the energy invested in a spell *after the fact*. For example, one might cast Shape Stone on two hexes and, a few turns later, want to extend the spell to two more hexes, or, conversely, to maintain the spell on one of the hexes but not the other.

The first example is not possible. You can't increase a spell's area once it has been cast. You'll have to cast a new spell.

The second example, though, is all right. If you wish to maintain only part of a spell's area, you can do so, paying the reduced cost.

New Disadvantages

Magic Susceptibility

-3 points per level

You are more likely to be affected by magic. Note that this disadvantage can be combined with Magery, but *not* with Magic Resistance. The level of your Magic Susceptibility is added to the caster's skill with the spell. If your Magic Susceptibility is 4, and the caster's skill is 12, his effective skill is 16.

Your Magic Susceptibility makes you more vulnerable to spells thrown directly on you. It does not affect missile spells, attacks by magical weapons, or information-gathering spells in which the spell is not thrown directly on you, such as Divination by a crystal ball. Magic Susceptibility has no effect on psionic attacks or powers. Unlike Magic Resistance, Magic Susceptibility works normally against Area spells (as above, neither doubled nor halved).

Magic Susceptibility, and its exact level, can be recognized by any mage who looks at your aura, or by anyone who casts a spell against you.

Magic Susceptibility also subtracts from your resistance to spells.

New Skills

Artistic Skills

Illusion Art (Mental/Hard)

Defaults to IQ-6 or Artist-3

Illusionists can use this skill to create illusions that will elicit an emotional response - awe, stupefaction, dread, disgust, sadness, affection, mirth, anger...

Units of Measurement

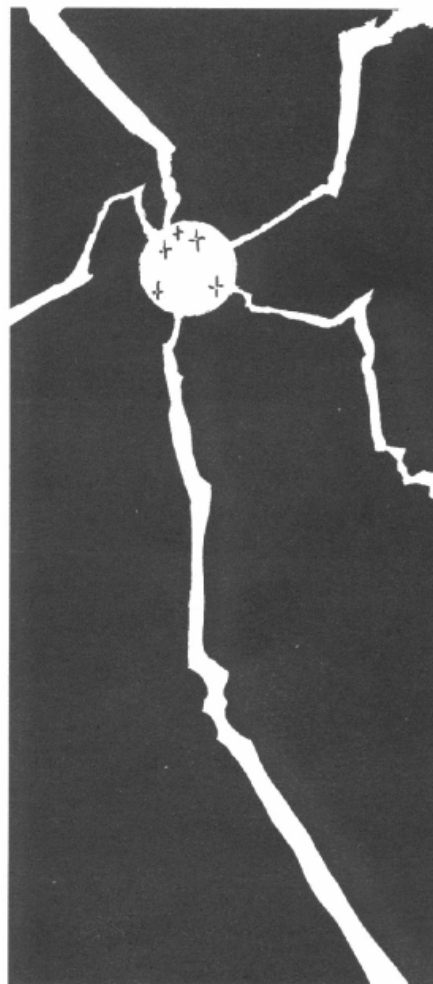
For those who prefer metric units, the following rough equivalents may be used:

A mile is about 1 ½ kilometers (1.609 km).
 A yard (3 feet) is about a meter (.914 m).
 A foot is about 30 centimeters (30.48 cm).
 An inch is about 2 ½ centimeters (2.54 cm).
 A pound is about ½ kilogram (.453 kg).
 An ounce is about 30 grams (31.103 g).
 A cubic foot is about 30 liters.
 A gallon is about four liters (3.785 l).
 A quart is about a liter (.946 l).
 40 ounces is about a liter.

Size of Area Affected

For some spells (such as Smoke), the player must know the number of hexes in an area of a certain radius (r). The formula is $3r(r-1)+1$. Size of the areas up to radius 10:

Radius 1: area 1	Radius 6: area 91
Radius 2: area 7	Radius 7: area 127
Radius 3: area 19	Radius 8: area 169
Radius 4: area 37	Radius 9: area 217
Radius 5: area 61	Radius 10: area 271



Ghosts

Ghosts are the spirits of deceased beings that remain connected to the living world, usually through a place or object. Ghosts differ from most undead in that they are insubstantial and are not controlled by outside forces. They cannot be affected by physical matter, nor can they make physical attacks. They can haunt almost any item or place.

Most ghosts are the spirits of people who were gravely wronged during their lifetimes and thus were not able to complete the transition to the world of the dead. Common ghost origins include murder at the hand of a loved one, betrayal by family or friends, or knowledge of a crime or other foul deed. Generally, any sort of serious "unfinished business" may result in a ghost.

Ghosts usually make their presence known through their magical abilities, which are in turn usually tied in some way to their earthly lives or means of demise. For example, the ghost of a sailor or of a drowning victim would know Water magic.

A ghost draws its fatigue from its focus. This can be anything: a bedroom, a doll, a forest clearing, sometimes even a person (which is a peculiar type of possession). If the focus is destroyed by breaking it up, the ghost's spell-casting energy pool is merely fragmented into smaller pools. Only fire or some other form of disintegration can render the focus useless. This does not destroy the ghost, which will merely refocus its energy elsewhere over time - on the average at the rate of 1 ST per month.



Lucid Dreaming (Mental/Easy)

This is the skill of controlling your dreams. When the dream is caused by an external agency (such as a spell, spirit or deity), a Quick Contest between the dreamer's skill and the agency's effective skill with the spell (or its IQ) determines who controls the dream.

This skill will be used mostly with the spells Dream Viewing (p. 21), Dream Sending (p. 21), and Dream Projection (p. 21). It may also be helpful with certain types of divination (see p. 59).

Defaults to Will-4



Athletic Skills

Flight (Physical/Average)

Defaults to DX-4

With this skill you can control flight (winged or gliding) to allow difficult maneuvers, tight turns, etc. See p. B139.

Combat Skills

Parry Missile Weapons

(Physical/Hard) No default

Using this skill, a person can use a sword, staff or spear to parry thrown or missile weapons. His Parry score is half of his Parry Missile Weapons skill. He parries large thrown weapons at +4, thrown knives at +2, arrows at no penalty, blowgun darts and crossbow bolts at -5. Bullets, supersonic missiles and beams still cannot be parried.

Spell Throwing (Physical/Easy)

**Defaults to DX-3,
Throwing or Spell
Throwing (other)-2**

See the sidebar on p. 4 for a complete list of all the Spell Throwing skills.

Craft Skills

Tattooing (Mental/Average) Defaults to IQ-5

This is the skill of using tattooing equipment safely, choosing pigments and needles, etc. The aesthetic quality of the tattoo depends on the tattooer's Artist skill.

Scholarly (Scientific) Skills

**Augury (Mental/Very Hard) Defaults to
Theology-4 or Occultism-3**

This skill is useful for interpreting omens or dreams. The latter can be used by the GM as a means of dropping hints to his players.

The interpreter must specialize in one culture. For cross-cultural defaults, use the same penalties as with Savoir-Faire.

Cryptology (Mental/Hard) No default

This is the skill of making and breaking codes and ciphers. See p. MI2-41 for details.

Thaumatology (Mental/Very Hard) Defaults to IQ-6

This skill covers academic knowledge of the theories behind magic. This is different from Occultism, which deals with magical beliefs and practices of different cultures; Thaumatology deals with the “physics” of mana and magic. Non-mages may learn this skill, but it is easier for a mage; add Magery to IQ when learning this skill, as one does for spells (mages have “applied knowledge” to help them!).

This skill is useful (to some degree) in any kind of magical research. GMs may choose to use this skill in conjunction with the New Inventions rules (pp. B 186-187) when mages wish to create new spells.

It also may be useful when dealing with previously unknown spells, or the often surprising results of critical spell successes or failures. It can help one understand what is possible with magic, or determine how to enchant a magic item to perform in a desired manner. The better the degree of success on the roll, the more insight is obtained.

Obviously, the default is only available to those who have had an opportunity to learn something about “real” magic.



SPELL LIST

Each spell description includes the following information:

Name of Spell and *Class(es)* it belongs to. A (VH) indicates that the spell is Very Hard; otherwise, it is a Hard skill.

Description of Effect and special rules.

Duration: The time the spell's effect lasts. If the spell is maintained, it lasts for a time equal to the original duration. Some spells have an instantaneous effect, and therefore no duration is given.

Cost: The energy (ST or HT) expended when the spell is cast. See p. M8. Note that some spells also have a cost to maintain. Others (Thunderclap and Ignite Fire, for instance) have an instantaneous effect, and cannot be maintained. If cost is given as "Base Cost," it indicates the cost for each 1-hex radius of an "area" spell - see p. M10.

Time to Cast: This is the time required to cast the spell. If no time is given, the spell requires one second of Concentration and takes place at the beginning of the caster's next turn.

Prerequisites: Magery or IQ requirements, and other spells that must be known at a skill level of 12 or better before this spell may be studied.

Item: Type of permanent magical item that can be made with the spell, and special rules (if any) for that item. Energy cost to create it, and costs for required materials (if any). See Chapter 2 for details on creating magical items. If there is no "Item" listing, no magic item can be made with that spell.

ANIMAL SPELLS

Some spells (such as Repel (Animal) and (Animal) Control) apply to only one type of creature. There is some debate in the scientific community as to how to divide the living world into kingdoms. The most widely accepted scheme recognizes four kingdoms. Besides the Animal and Plant kingdoms, there are the Monera kingdom (bacteria and blue-green algae) and the Protista kingdom (other algae, slime molds, lichens and fungi). For game purposes, they can be lumped with the animals (as protozoans) or plants (in the case of lichens and fungi). The animal kingdom is divided into two subkingdoms: Protozoa (unicellular creatures) and Metazoa (multicellular creatures). The metazoa are broken down into several phyla.

The invertebrate phyla include worms, echinoderms (starfish, sea urchins), coelenterates (corals, hydrae, jellyfish, anemones), sponges, mollusks, crustaceans (crabs, lobsters), arachnids, myriapods and insects. For game purposes, the first four (along with many obscure ones not listed here) are grouped under the heading of "worms" while arachnids and myriapods are lumped together as "arachnids."

The vertebrate phylum is partitioned into classes, including fish, amphibians, reptiles, birds and mammals. For game purposes, the fish class contains not only true bony fishes, but also sharks, etc.

As stated on p. 23 of *GURPS Magic*, most Animal spells do not work on creatures of species which ordinarily have IQ of 8 or better. The reverse is *not* true, however; Panic, for example, works just as well on animals as it does on humans!



EXPANDED SHAPESHIFTING

Shapeshifting as presented in *GURPS Magic* is, if the GM permits it, infinitely expandable. Spells to change wizards and their companions (and foes!) into rabbits, frogs, deer, gryphons, dragons or other creatures certainly exist in many literary fantasy worlds, and the same will be true of fantasy *game* worlds.

When writing up new variants on these spells, the GM should use the standard format given in *GURPS Magic*. The subject of a Shapeshifting spell retains his own mental attributes (at least initially), but gains the physical characteristics of the beast. Animal-form ST and HT may vary slightly, as in the examples in *GURPS Magic* (a weak man might be changed into a weak rhinoceros - weak for a rhino, that is), but this need not be the case if the GM or players don't wish to bother with the math.

The only real issue, then, is the balance for the variant spells. In general, the GM can probably permit just about any *real* animal form to be learned with no special restrictions on prerequisites, energy cost and so on - mice are weak but can sneak into houses readily; bison are tougher but not exactly nimble on stairs, and so on.

For very powerful real animals (elephants, for instance) or for creatures from myth (dragons, gryphons and such), the GM may wish to make the Shapeshifting spells more expensive in any of the following ways:

Energy Cost: This is one of the cleanest ways to balance more powerful spells: make them cost more energy to cast than the standard 6 to cast, 2 to maintain. If it costs 13 ST to change into a tiger, some casters won't be able to make the change at all without a Powerstone and most others will do so only in emergencies. A suggested guideline for the cost to cast is $\frac{1}{2}$ of the form's value (minimum cost to cast of 3), computed using the rules from *GURPS Fantasy Folk* or *GURPS Bestiary*, *Second Edition*, and considering only the physical characteristics of the beast.

Prerequisites: Requiring a larger number of prerequisites can very effectively balance powerful Shapeshifting spells. Perhaps no mage can Shapeshift into a dragon form until he knows three other lizard forms, or a few Fire spells, or perhaps just Breathe Fire (a Very Hard spell) . . .

Unusual Background: GMs not wishing to bother with the above may simply apply an Unusual Background, of any point value they see fit, to variant Shapeshifting spells.

Beast-Rouser

Regular

Lets the caster agitate a single animal. The beast's reaction roll (to anyone) worsens by twice the energy put into the spell.

Duration: Until a reaction roll is called for or an hour passes.

Cost: 1 to 3.

Prerequisites: Vexation or the Animal Empathy advantage.

Item: Staff, wand or jewelry. Energy cost to create: 500.

(Animal) Control

Regular; Resisted by IQ

Lets the caster control the actions of one large animal (any size), or a group of small ones (up to about 100 lbs. total). Concentration is required. Each type of animal is a separate spell. *GURPS Magic* included Insect, Fish, Mollusk, Reptile,

Bird and Mammal Control. The following additional spells round out the list:

Spell	Cost	Item Cost
Protozoan Control	1/1	200/400
Worm (lower Metazoan) Control	2/ 1	200/400
Crustacean Control	3/2	400/700
Arachnid Control	3/2	300/600
Amphibian Control	4/2	400/800

Cost indicates the cost to cast or to maintain the spell, while the **Item Cost** column lists the cost to enchant magical items with the spell. Note that not all of these spells will exist in every game world; most TL3 worlds are oblivious to the existence of protozoa, in particular, unless giant versions tend to roam the countryside or the waters . . .

Duration: 1 minute.

Cost: Variable; see above.

Prerequisite: Beast-Soother.

Item: Staff, wand or jewelry. The first Item Cost is the cost for an item that controls one particular species- The second is the cost for an item that will control any species of the spell type.



Hybrid Control (VH)

Regular; Resisted by IQ

Lets the caster control the actions of one large hybrid creature (any size), or a group of small ones (up to about 100 lbs. total). Concentration is required. The caster must know all the (Animal) Control spells relevant to the hybrid (example: controlling a gryphon would require knowledge of both Mammal Control and Bird Control); his skill with this spell is the lowest of the various spells involved including Hybrid Control. This spell will not work on an intelligent being (IQ 8 or more).

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Prerequisites: At least two (Animal) Control spells.

Item: (a) Staff, wand or jewelry. Energy cost to create: 800 (will control only one particular hybrid). (b) Jewelry, with two colors of metal or two different colors of stone. Energy cost to create: 2,500 (will control any hybrid).

Repel (Animal)

Area; Resisted by HT

Repels animals from an area. The spell resists attempts by animals to enter the area or to stay in it. Each animal may try to enter the area once per hour, rolling a Regular Contest between its HT and the caster's effective skill (each contest lasts a turn). Once inside, roll a Quick Contest between the animal's HT and the caster's effective skill, every turn; the animal must depart from the area on its first failure.

This category includes several different spells. There is a Repel (Animal) spell for every type of animal listed under (Animal) Control -Birds, Mammals, Arachnids and so on. Like all area spells, the area extends upward 4 yards (an important detail for flying animals such as bats or birds). Casters may extend the area upward by spending proportionately more ST; double the base cost to create an area 8 yards high and so on. Beings with Animal Empathy may feel uneasy and irritable while in the affected area.

Duration: 1 hour.

Base Cost: Equal to the cost of the Control spell for that animal type.

Time to cast: 10 seconds.

Prerequisite: The (Animal) Control spell appropriate to the type of animal to be repelled.

Item: An area can be made permanently repellent at an energy cost of 100 times normal.

Repel Hybrids (VH)

Area; Resisted by HT

Repels hybrids from an area. The spell resists attempts by hybrids to enter the area or stay in it. Each hybrid may try to enter the area once per hour, rolling a Regular Contest between its HT and the caster's effective skill (each contest lasts a turn). Once inside, roll a Quick Contest between the hybrid's HT and the caster's effective skill, every turn; the hybrid must depart from the area on its first failure.

The caster must know all the Repel (Animal) spells relevant to the hybrid; his skill with this spell is the lowest of the various spells involved including Repel Hybrids. Beings with Animal Empathy may feel uneasy and irritable while in the area.

Duration: 1 hour.

Base Cost: 6 to cast, 3 to maintain.

Time to cast: 10 seconds.

Prerequisite: Hybrid Control.

Item: An area can be made permanently repellent at an energy cost of 100 times normal.

Permanent Beast Possession (VH)

Regular; Resisted by IQ

Like Beast Possession - but the caster remains in the body of the subject until he chooses to leave or is "exorcised" by Exorcism, Counterspell, Remove Curse or a similar spell. Remember that the appropriate Control spell must be known for the spell to work on the chosen subject. The caster's own body is in Suspended Animation (p. M50) while the spell continues. If the caster's body dies, the spell is broken. Whenever the subject body takes damage, the caster must roll vs. his *own* body's HT or take the same damage. If the subject animal dies, the caster must roll vs. HT or die himself!

In addition, the caster must roll against his IQ every day; a failed roll means that he loses one point of IQ. The caster does not need to roll any more once he reaches the beast's normal IQ range. The lost IQ is regained when the spell is ended. Should his IQ drop to 7, only Remove Curse or Exorcism will end the spell.

Duration: Indefinite (could be permanent).

Cost: 20.

Time to cast: 1 minute.

Prerequisites: Magery 2 and Beast Possession.

Item: Cap, crown, helmet or other headgear. Must bear a picture of the animal form it affects. Mage only. Energy cost to create: 2,000.

Spider Silk

Special; Missile

The caster shoots a strand of Spider Silk from his fingertip. Thrown once, the strand may be used as a kind of lasso. Thrown *twice*, the strand may be used to build up a web (by anchoring successive strands between two walls, for example). Each strand has DR 3 and 6 hit points for cutting purposes and can lift 500 lbs. The *end* of a strand has a grappling strength of 20; the *length* of a strand has a grappling strength of 2 (this is why it is better to use several when building a web: each strand adds another 2 to the web's grappling strength). The strands are nearly weightless.

Any web with a surface density higher than three strands per hex allows a +1 per extra strand per hex to the approaching victim's Vision roll. Anyone or anything touched by or touching a strand is *grappled*; a Quick Contest of ST is required to break free. Each failed ST Contest means the victim is further entangled: subtract 1 from ST and DX - if either reaches zero, the victim is totally immobilized.

When trying to free an entangled victim, excess cutting damage (as well as any crushing or impaling damage) is inflicted on the victim. Each cut strand returns a point of ST and one of DX to the victim, which may resume trying to break free . . . or may accidentally re-entangle itself! The web strands burn almost instantly; anyone caught in a web when it goes up in smoke suffers 1d-2 burning damage.

The caster may shoot up to two Spider Silk spells at once (one from each hand). As a missile, the strand has SS 13, Acc +3, ½D n/a, Max equal to strand length; use the caster's Spell Throwing (Silk) skill (see sidebar, p. 4). On living targets, use the lasso rules (pp. B51 and B207) -note that the caster could very well anchor his end of the strand after lassoing a victim. Using both hands, the caster may also throw both ends simultaneously at a *single* target: the strand then acts as bolas (pp. B49 and B207), except that it does not inflict any damage. The caster may also refrain from throwing the strand so as to use it as a whip (pp. B52 and B207); while thus held, the strand will stick to anything but the caster.

Duration: 1 minute.

Cost: 1 to cast per 5 hexes of strand length (maximum 30 hexes); half that to maintain.

Prerequisites: Magery and Arachnid Control.

Item: Staff or wand. Mage only. Must bear a picture of a spider. The strand is shot from the item's tip. Energy cost to create: 400.

Partial Shapeshifting (VH)

Regular; Resisted by IQ

As Shapeshifting, but affects only one body part. The subject of the spell can be the caster or someone else. Each variation is a separate spell.

The resulting body part preserves the subject's scale: Shapeshifting a human's head into a hummingbird's head does not result in a human with a cherry-pit sized head, but in a human with a human-sized hummingbird head. Some variations bear misleading titles. *Crocodile Jaws*, for example, transforms the subject's entire head, not just his jaws - the jaw muscles must be properly anchored!

Some known variations are:

Chameleon Eyes (3 to cast): The subject's eyes become independently focusable. He may aim two weapons at once, although throwing two at once is probably not a good idea (because of the penalty of -4 to both throws, plus the -4 for using the off arm unless he's ambidextrous). The subject also gains Peripheral Vision.

Crocodile Jaws (5 to cast): The subject's jaws become a crocodile maw, complete with its ST to bite (i.e., he does biting damage as a large crocodile: 1d+2 cutting). Speech is slurred, but not impossible. The Crocodile ST gained is applicable *only* to biting damage, not to lifting or fatigue. As a side effect, the subject gains Peripheral Vision and Color Blindness.

Elephant Trunk (3 to cast): The subject's nose becomes an elephant's trunk. Treat it as a "third arm." of the same DX as the other two. The subject does *not* acquire an extra action. As a side effect, the subject gains Peripheral Vision and Color Blindness.

Feathered Arms (3 to cast): The subject's arms transform into wings, allowing him to fly at up to twice his normal Speed. Wingspan is twice height; in order to take off or land, the subject must have an open area with a radius equal to his wingspan in all directions. Flying is exhausting; assess fatigue penalties as if running or swimming (see sidebar, p. B134). Encumbrance is also a limiting factor (see p. B139). See p. 6 for the Flight skill.

Fish Tail (3 to cast): The subject's legs fuse into a single powerful fluke, allowing him to swim at twice his normal Speed.

Mountain Goat Hooves (4 to cast): The subject's feet become mountain goat hooves, complete with the associated Climbing and Jumping skills (14 each, Climbing being applicable only to mountaineering).

Saber-Teeth (5 to cast): The subject's canines become saber-teeth, complete with a smilodon's ST (i.e., he does biting damage as a large smilodon: 2d+1 impaling). Speech is slightly slurred. The smilodon ST gained is applicable *only* to biting damage, not to lifting or fatigue. As a side effect, the subject acquires Color Blindness.

Scorpion Tail (7 to cast): The subject grows a scorpion's stinger, complete with poison gland. This is a Close reach attack, at DX, doing thrust+1 impaling damage in addition to the venom. To determine the effects of the venom, the victim must make a HT-6 roll. Failure means 1d+2 damage immediately and -4 DX for three days; success means half damage is taken and the DX penalty is only -2. A critical failure means instant death.

Serpent's Fangs (3 to cast): The subject's canines become serpent's fangs, able to deliver a venomous bite (the teeth cannot penetrate any real armor, however). The subject's speech is slightly slurred. The venom requires a HT-4 roll immediately for the victim and again on the morning of the next three days. Every failure results in 1d+1 damage (within 15 minutes for the initial roll, upon arising for the later ones). Critical failures mean death. If all the rolls are successful, the venom has no effect.

Skunk Tail (3 to cast): The subject grows a skunk's tail, complete with the Stench area attack (see p. M35). This affects 6 hexes (which must be contiguous to each other and to the base of the subject's tail, which is 3 hexes long on a human) and costs the subject two ST to use.



Spider Arms (7 to cast): The subject grows an extra pair of arms, with which he may accomplish one extra action every turn. When doing an All-Out Attack, the subject must take the same bonus to all attacks: he may not, for example, swing twice with one weapon while carefully aiming another!

Tiger Paws (4 to cast): The subject's hands become tiger paws, complete with the ST to wield them (i.e., he does damage with them as a large tiger: 2d cutting). Obviously, he can neither wield weapons nor engage in any other activity requiring fine manipulation. The tiger ST gained is applicable *only* to hand-to-hand damage, not to lifting or fatigue.

Toad Tongue (3 to cast): The subject's tongue becomes able to strike as a fist with a reach of 2 hexes. At ranges longer than Close, the subject rolls against his DX-2 or Magic Breath skill (see p. M105). This counts as an action; he must be facing his target. Small objects will adhere to the tongue (lifting ST is 3). As a side effect, the subject also gains Peripheral Vision.

Turtle Shell (10 to cast): The subject becomes encased in a turtle shell. It has PD 3, DR 4 and weighs 4 pounds per point of ST of the subject.

Duration: 1 hour.

Cost: Varies; never less than 3. One-third (round up) to maintain.

Time to cast: 10 seconds.

Prerequisites: Magery 3, Shapeshift Other and Alter Body.

Item: Depends on the specific body part affected: for example, gloves for Shapeshifting the hands, boots for the feet, a mask for facial parts and so on. Must bear a likeness of the shape to be taken. There is *no* cost to maintain; the spell ends when the user mimics pulling off the item. Energy cost to create: 1,000 plus 250 per point of casting cost.

Permanent Shapeshifting (VH) Regular

Like Shapeshifting - but the subject remains in animal form until he chooses to resume his normal form or is forced to resume it by an Exorcism, Counterspell, Remove Curse or similar spell. The IQ loss roll is made every day.

Duration: Indefinite (could be permanent).

Cost: 5 times the cost of the corresponding Shapeshifting spell.

Time to cast: 1 minute.

Prerequisites: Magery 3 and Shapeshifting for that form.

Items: (a) Jewelry. Must bear a picture of the form to be taken. Usable only by a mage or a descendant of a natural were. Remains with the subject when the spell is cast; note that if the subject loses the item while in beast form, he *cannot* end the spell (Remove Curse then has to be used)! Energy cost to create: 3,000. (b) Skin of the shape to be taken. As above, but merges into the subject and cannot be lost. Energy cost to create: 4,500.

Merging Shapeshifting (VH) Special; Resisted by IQ

Allows two subject beings to be merged into one, provided *neither* resists. For example, a woman and a snake could be turned into something like a Hindu idol. The two subjects must be in physical contact with each other when the spell is cast.

The caster may decide which of the subjects' attributes and abilities are possessed by the merged creature; for example, the grace and dexterity of the snake could be added to the intelligence and size of the woman. However, although the

merged creature may initially have the personality of either "component," there is always a chance that the other "nature" will take control. Intelligent beings can usually adapt to the results of this magic, but unintelligent animals find it confusing and usually panic and run amok or turn self-destructive - so having their personalities take over can lead to severe problems.

The controlling personality (determined by the caster) must make a Will roll to retain control of the merged body. This first happens one more minute after the spell is cast than the margin of success of the spell and again (repeatedly) after one more minute than the margin of success or failure of the preceding roll. Any failure means that the other "nature" takes over.

Example: Qrish the Mad Mage combines an annoying Bedouin with his horse, producing a centaur-like creature with a horse "personality." Qrish succeeds in his casting by 3, while the Bedouin fails his resistance by 1 and the horse by much more. The spell thus succeeds by 4. The horse-Bedouin panics and runs off, kicking out at everything in sight. After 5 minutes, the horse has to attempt a Will roll. Not surprisingly (with its Will of only 5), it fails, rolling 10; now, the annoyed Bedouin is in control for at least 6 minutes. He turns and charges Qrish . . .

The effects of this spell can only be reversed by the caster or by Remove Curse.

Duration: 1 hour.

Cost: 8 to cast, 3 to maintain.

Time to cast: 30 seconds.

Prerequisites: Magery 3, two versions of Shapeshift Other, at least two Body Control spells and at least two (Animal) Control spells.

Item: Staff or wand. Mage only, must touch subjects. Energy cost to create: 6,000.

Great Shapeshifting (VH) Special

Allows the caster to quickly perform multiple, repeated changes of shape. The caster can change shape at will throughout the duration of the spell, taking just one turn to complete each change and expending no extra energy in doing so. If the caster changes back to his natural form at any time, the spell lapses. Upon returning to his normal form, the caster *is mentally stunned* (see p. B127).

Clothing, jewelry and armor vanish when the spell is cast, reappearing when it lapses (magical jewelry cannot be detected while "vanished"). Items that the caster was carrying when the spell was cast (including backpacks, etc.) simply fall to the ground.

The possible shapes are limited only by the imagination of the caster and what the GM is prepared to accept - but see below. The caster may even shift to a multi-part form, a plausible "collective shape," only one part of which holds his soul; the other parts may then be destroyed or lost without injuring him. For example, the caster might change into a swarm of bees - one of which "is" him - and then have each bee fly off in a different direction, thus frustrating his enemies. The caster retains normal hit points and injuries at all times. Fatigue is also unaffected by changes of form.

A caster who shifts to a form with senses beyond those of humans gains those senses at a -5 to his own IQ. For example, a caster with IQ 15 could change into the form of a dog and gain the ability to track by scent with a Sense roll of 10 (his normal Sense roll of 15, minus 5).

Unless the GM has stats handy for a given form (either from an existing sourcebook or his own notes), he should assume each form to have an appropriate natural attack (claws, teeth, horns, etc.) with a base damage of thrust-1 cutting or thrust-3 impaling. Since the caster gains the form's normal weight, trampling prone opponents may also be possible (see p. B 142).

The GM sets the Attributes, PD, DR, Move, Swimming skill, Sense roll and base damage of the form; he may even require that some things (including defenses) be *decreased*; as appropriate. The difference between these target values and the caster's starting ones cannot total more than twice his skill with the spell.

Example: Soraya the Sorceress has IQ 15, all other attributes at 10, no PD or DR, a Move of 5, Swimming 6 (default) and Sense 15. She contemplates changing into a tiger. The GM requires the following: ST 35 (+25), DX 14 (+4), IQ unchanged, HT 15 (+5), PD 1 (+1), DR 1 (+1), Move 10 (+5), Swimming 14 (+8), Sense 18 (+3) and thrust-9 cutting (-8). The differences total +44. Soraya can thus change into a tiger if she knows Great Shapeshifting at 22 or better. If she knows it at 25, she then has 6 more "points" to put into the change - the GM may let her increase the tiger's natural attack to thrust-3 cutting.

Extraordinary abilities which are *not* integral to the form must be magically supplied by the caster. A bird or cloud form would allow flight, a torch form would allow flame, but a bat

form would need its echolocation magically supplied (Sound Vision), just as a dragon form would need its breath attack magically supplied (Breathe Fire). In all cases, the GM's judgment is final.

When casting spells while Great Shapeshifted, the caster is subject to the Magic Rituals requirements (see p. M7). Since many forms can neither gesture nor speak, this means that spells will have to be known at 21 or better to be usable.

Example: Soraya could turn into a rain cloud and rain on people without recourse to the Rain spell, but the GM would very likely assess a fatigue cost equivalent to using the spell, since Soraya would be using up her form's substance. Since she also has Light-18 and Fear-19, which require a gesture or a word to cast, she could cast them while changed into, say, a parrot, which can talk . . .

Other mages who also know Great Shapeshifting can use Counterspell to hold a Great Shapeshifted caster in whatever form he currently has, for as many turns as the Counterspell wins the contest by (or until the Great Shapeshifting lapses).

Duration: 1 minute.

Cost: 8 to cast, 4 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 3, Alter Body, four types of Shapeshifting and at least ten other spells of any kind.

Item: Jewelry; must be decorated with an abundance of animal motifs. Mage only. The item vanishes when the spell is cast, to reappear when it lapses. Energy cost to create: 5,000.

Note: This spell first appeared, in a genre-specific form, in **GURPS Arabian Nights**.

BODY CONTROL SPELLS

Touch

Regular

The subject feels a light touch at a spot of the caster's choice. The touch can be easily felt, even through armor, but has no effect other than to attract the subject's attention; it may not cause pain nor discomfort, although it is very likely to *distract* him.

Cost: 1.

Item: Staff, wand or jewelry. Energy cost to create: 50.

Boost (Attribute)

Regular or Blocking

There are actually three separate spells: Boost Strength, Boost Dexterity and Boost Health. Each spell must be studied separately, but all three work identically.

Raises the subject's physical attribute just long enough for a single die roll or short action - one Quick Contest, one attribute check, delivering a blow, readying a weapon, resisting a spell, throwing an object, etc. It could not be used to increase a roll that represents several seconds of effort, such as a Regular Contest.

Cost: 1 for every point of attribute increase (maximum of 5). Cost is not reduced for high skill.

Prerequisite: There is a different spell prerequisite for each version:

<i>Spell</i>	<i>Prerequisite</i>
Boost Strength	Might
Boost Dexterity	Dexterity
Boost Health	Vigor

Item: Staff, wand or jewelry. Energy cost to create: 300.



Frailty

Regular; Resisted by HT

Lowers subject's HT temporarily. This affects Basic Speed, death, disease, exhaustion (running, swimming), exposure, infection, knockdown, knockout, poison and spell resistance rolls, crippling, disease and unconsciousness recovery rolls. Note that crippling damage (p. B127), stunning, knockdown and knockout scores are based on hit points and are therefore unaffected.

May be combined with Curse-Missile.

Duration: 1 minute.

Cost: 2 per point of HT decrease (maximum 5); same to maintain. The cost to cast is *not* reduced by high skill.

Prerequisite: Lend Strength.

Items: (a) Any. Always on; wearer's HT is lowered while the item is worn. Energy cost to create: 200 per point of HT reduction. (b) Staff or wand. Mage only, must touch. Energy cost to create: 1,000.

Note: GMs may add Frailty as an alternate prerequisite of Vigor.

Hold Breath

Regular

Temporarily eliminates the subject's need for air. He could thus stay underwater or in a room full of poison gas (unless it's a skin agent) without trouble. This spell does not actually provide air; it simply delays suffocation (hopefully) until the subject can reach (or create) a safer environment. This spell does *not* supply pressure support against vacuum or deep sea pressure.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Prerequisites: Magery and Vigor.

Item: Wand, staff or jewelry. Energy cost to create: 450.

Perfume

Regular; Resisted by HT

The subject smells strongly of any odor that the caster desires. A very foul smell can inconvenience him socially, for instance. In any case, the subject will detect the odor, but will not find it especially offensive (although his companions certainly might), regardless of its nature.

May be combined with Curse-Missile.

Duration: 10 minutes.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Itch or Odor.

Items: Staff or wand. Must touch. Energy cost to create: 200.

Strike Barren

Regular; Resisted by HT

Makes infertile any subject creature that was capable of producing offspring. Restoration or Remove Curse will undo the spell. Used on a plant, prevents it from ever bearing pollen, fruit or seed.

May be combined with Curse-Missile.

This is also a Necromantic spell.

Duration: Permanent.

Cost: 5.

Time to cast: 30 seconds.

Prerequisites: Magery, Steal Health and Decay.

Items: (a) Staff or wand. Mage only, must touch. Energy cost to create: 200. (b) Any item. Always on; wearer is infertile while the item is worn. Energy cost to create: 600.

Strike Anosmic

Regular; Resisted by HT

The subject is temporarily without any sense of taste or smell. He might even not notice the spell's effect!

May be combined with Curse-Missile.

Duration: 10 seconds.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Spasm.

Items: (a) Any item, always on; wearer is anosmic. Energy cost to create: 300. (b) Staff or wand. Mage only, must touch. Energy cost to create: 800.

Strike Numb

Regular; Resisted by HT

The subject is temporarily without any sense of touch. This includes the effects of the Resist Pain spell, so it is a mixed blessing. The subject does not feel blows beyond the jolt, does not feel the pickpocket going through his possessions, does not feel the heat of the stove top he is leaning on . . . If the caster desires, the spell can selectively numb the subject (numbing only the arms, for instance).

May be combined with Curse :Missile.

Duration: 10 seconds.

Cost: 3 to cast, 1 to maintain.

Prerequisite: Resist Pain.

Items: (a) Any. Always on, wearer only. Energy cost to create: 300. (b) Staff or wand. Mage only, must touch. Energy cost to create: 800.



Control Limb

Regular; Resisted by IQ

One of the subject's limbs (including wings, tentacles, etc., but never the head) is under control of the caster! Arms can be made to swing weapons (use the caster's skill); legs can be made to kick, twist and so on. The caster must continually concentrate to control the limb once the spell is cast; failure to do so simply causes the limb to "go dead" for the duration. The victim may attempt to grapple himself to prevent his limb from acting, but he is at -3 on contests of ST or DX with himself!

If a caster forces the subject to attack himself with his own weapon or fist, hit rolls are still required and the victim may Dodge at -2. He can even parry (also at -2) if he has an appropriate weapon in his other hand! Treat as Close Combat for legal weapons and any appropriate penalties.

Duration: 5 seconds.

Cost: 3 to cast, 3 to maintain for a limb. If cast only on a hand (or analogous body part), the cost to cast or to maintain is only 2, but the subject can only be forced to increase or release his grip and so on. This can still interfere with spellcasting gestures, grenades and firearms . . .

Prerequisites: Magery and at least five Body Control spells including Spasm.

Items: (a) Staff or wand. Mage only, must be pointed at the subject. Energy cost to create: 600. (b) Matched pair of bracers, wristbands, gloves, shoes or ankle-bands. One is worn by the caster, the other by the subject. The motion of the subject's item is slaved to the caster's. Energy cost to create: 800.

Tickle *Regular; Resisted by IQ*

Subject feels he is being tickled. If he does not resist, he will be made helpless with laughter, jerking about to try to escape from his invisible tormentor. He won't be able to take any action, and his active defenses are at -4. Another Will roll should be required to keep silent if need be. Toughness and High/Low Pain Threshold have no effect on the spell's outcome.

Duration: 1 second.

Cost: 2 to cast, 2 to maintain (requires concentration).

Prerequisite: Itch.

Items: (a) Wand, staff or feather. Touch required. Energy cost to create: 800. (b) Chair, cushion or pillow. Always on. Anyone sitting in or on it is immediately "attacked" by the spell. Great practical joke. Energy cost to create: 250.

Hunger *Regular; Resisted by HT*

Inflicts starvation damage on the subject, equivalent to a single lost meal. Fatigue taken in this fashion can only be recovered by a meal during a day of rest (see sidebar, p. B 128).

May be combined with Curse-Missile.

This is also a Food spell.

Cost: 2.

Time to cast: 5 seconds.

Prerequisites: Magery, Fatigue and Decay.

Item: Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 2,000.

Thirst *Regular; Resisted by HT*

Inflicts dehydration damage to the subject, equivalent to that caused by a full day without water. This causes 2 fatigue and 2 points of actual damage per casting. Recovery of dehydration fatigue is only possible with a day of rest and plentiful water (see sidebar, p. B128). Repeated castings may render the subject nearly unable to speak, because his throat will be parched and his tongue swollen.

May be combined with Curse-Missile.

This is also a Food spell.

Cost: 5.

Time to cast: 10 seconds.

Prerequisites: Magery, Fatigue and Destroy Water.



Item: Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 2,500.

Retch *Regular; Resisted by HT*

The subject loses his lunch. He is physically stunned for (25-HT) turns and then rolls every turn vs. HT to recover. This could be used as an emetic to help a victim get rid of poison!

May be combined with Curse-Missile.

Cost: 3. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisites: At least three Body Control spells including Spasm.

Item: Staff or wand. Mage only, must touch. Energy cost to create: 400.

Stop Spasm *Regular*

Stops any seizure the subject may have been undergoing. This works against epilepsy, vomiting fits, etc.

This is also a Healing spell.

Cost: 1 to cast.

Prerequisites: Spasm or Lend Health.

Items: (a) Staff or wand, decorated in a snake pattern. Usable only by a mage, or a non-mage with Physician 15+. Energy cost to create: 400. (b) Any item. Always on. Prevents its wearer from suffering seizures (grants a bonus of +5 when resisting Spasm). Energy cost to create: 750.

Choke *Regular; Resisted by HT*

The subject becomes unable to breathe (or speak) and suffers the effects of suffocation (see sidebar, p. B122). Every ten seconds, the subject gets another resistance roll against the original spell skill roll to break free of the spell. A critical success also breaks the spell.

Duration: 10 seconds.

Cost: 4 to cast, 4 to maintain.

Prerequisites: Magery and at least five Body Control spells, including Spasm.

Item: Staff or wand. Mage only, must touch. Energy cost to create: 400.

Balance

The subject gains a perfect sense of balance for the duration of the spell. He will have no problem keeping his footing on tigtropes, ledges, tree limbs, etc. If the surface is slippery or unstable, he is at +6 on all rolls to keep his feet. In combat, he is at +4 DX to keep his feet or to avoid being knocked down. He also gains +1 to his Piloting, Flying and Acrobatics skills.

The spell essentially confers the Perfect Balance racial advantage (see *GURPS Fantasy Folk*, *GURPS Aliens* or *GURPS Uplift*). It has no effect on beings who already have this advantage.

Duration: 1 minute.

Cost: 5 to cast, 3 to maintain.

Prerequisite: Boost Dexterity.

Items: (a) Staff or wand. Mage only, must touch. Energy cost to create: 600. (b) Jewelry, footwear or headgear. Always on, wearer only. Energy cost to create: 1,500.

Reflexes

The subject gains the benefit of the Combat Reflexes advantage (see p. B20) for the duration of the spell. The spell has no effect on beings who already have the advantage.

Duration: 1 minute.

Cost: 5 to cast, 3 to maintain.

Prerequisites: Dexterity and Haste.

Items: (a) Any item. Always on; wearer gains the Combat Reflexes advantage. Rare item! Energy cost to create: 1,200. (b) Staff or wand. Mage only. Energy cost to create: 800.

Ambidexterity

Subject becomes ambidextrous (see p. B19). The spell has no effect on beings who already have the advantage. It also only affects a single *pair* of limbs; beings with more than two arms will require multiple castings of the spell.

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Prerequisite: Dexterity.

Items: (a) Any. Always on; wearer becomes ambidextrous. Rare item! Energy cost to create: 1,500. (b) Staff or wand. Mage only. Energy cost to create: 500.

Fumble

The subject automatically fumbles the action he is taking. Regular range penalties apply. If the action is an attack or parry, roll on the Critical Miss Table; a fumbled dodge results

Blocking; Resisted by DX

Regular

in a fall and a fumbled block makes the shield unready. If he fumbles some other action (Move, Ready Weapon, etc.), the GM should determine the result as he sees fit. "Mental" actions (concentration, speech and so on) are immune, but a spell requiring body motions of some sort will be affected! A Fumbled spell costs full fatigue to its caster but does not backfire.

Cost: 5.

Prerequisite: Clumsiness.

Items: (a) Staff or wand. Mage only, must touch. Energy cost to create: 1,000. (b) Jewelry. Always on, affects wearer only. Wearer keeps fumbling! Energy cost to create: 500.

Cadence

This spell doubles the rate of production of crafted items by both hastening the craftsman's movements and making them surer, eliminating wasted strokes. Any use of a Craft skill can be improved by this spell; magical craft use (such as scroll-writing) *cannot*.

Duration: 1 hour. The spell is broken if the subject interrupts his work.

Cost: 5 to cast, 3 to maintain; the spell costs the *subject* an equal amount of fatigue every hour, unless it is the caster himself.

Time to cast: 10 seconds.

Prerequisites: Haste and Dexterity.

Item: Tool. Energy cost to create: 1,000.

Weaken Blood

The subject becomes a hemophiliac for the duration of the spell. All wounds will cause severe bleeding (see pp. B28 and B130).

This is also a Necromantic spell.

Duration: 1 day.

Cost: 9 to cast, 5 to maintain.

Prerequisites: Sickness or Steal Health.

Items: (a) Any item; always on. The wearer is a hemophiliac! Energy cost to create: 900. (Usually combined with Hex) (b): Any cutting or impaling weapon; it inflicts bleeding wounds. Energy cost to create: 1,200.

Haircut

Trims the subject's hair (beard, mustache, fur . . .) as the caster sees fit. To determine the aesthetic quality of the job, roll against Barber skill (a M/E professional skill). Can also be used to shear sheep, pluck chickens or to trim the subject's nails. The spell will *not* blunt the subject's claws or horns, although it may give them a manicure . . .

Duration: The trim is instantaneous, the cut matter falling at the subject's feet.

Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Weaken and at least two Body Control spells.

Items: (a) The effect may be made permanent (preventing hair from growing back) for 10 times casting cost. Remove Curse will let hair grow again. (b) Headgear. Trims the hair of whoever puts it on, to the style specified by the creator. Energy cost to create: 200. (c) Staff, wand or scissors. Energy cost to create: 400.



Hair Growth

Regular; Resisted by HT

Causes the subject's hair and nails to grow at a million times the usual rate (meaning an inch of hair every five seconds and an inch of nails every 30 seconds). If left unchecked long enough, such growth will interfere with vision (as hair falls in the eyes), movement (as one trips on one's beard) and handling ability (as nails get in the way). This spell is also appreciated by some bald people, while the hair lasts (baldness returns within about a month as the hair falls out naturally).

Duration: 5 seconds.

Cost: 1 to cast, 1 to maintain.

Prerequisites: At least five Body Control spells.

Items: (a) Any item, always on. Hair starts growing an hour after the item is put on and grows for an hour after the item is taken off. Energy cost to create: 100. (b) Staff or wand. Must touch. Energy cost to create: 250.

Corpulence (VH)

Regular; Resisted by HT

The subject's girth temporarily increases by one level, going from Skinny to Normal, from Normal to Overweight, from Overweight to Fat or from Fat to Extremely Fat, as applicable. See the appropriate disadvantage descriptions for precise effects (pp. B28-29). Beyond Extremely Fat, the subject's weight increases by 100% of his *base* weight (not counting Fat or Skinny modifiers from this spell or otherwise) per casting. Subjects already affected resist repeated castings at a cumulative +5 per casting.



In addition to the normal effects of the increased weight, ordinary clothes will rip; each piece of rigid armor will constrict, inflicting DR/3 in crushing damage (round down) and then suffocate (see p. B122). Once the subject is made incapable of moving, he may be smothered by his own weight.

Duration: 10 minutes.

Cost: 6 to cast, 6 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 2, Create Earth, Create Water and at least four Body Control spells including Alter Body.

Items: (a) Any. Wearer acquires the new girth specified by the creator of the item. Energy cost to create: 2,000. (b) Staff or wand. Mage only, must touch. Energy cost to create: 1,000.

Gauntiness (VH)

Regular; Resisted by HT

The subject is temporarily emaciated, *losing* one level of weight (the opposite of the Corpulence spell). Armor and clothing will hang on the subject, hampering him (-2 DX). Beyond Skinny, the subject loses 20% of his *current* weight and takes 1d fatigue per casting. Subjects already affected resist repeated castings at a cumulative +5 per casting.

Duration: 10 minutes.

Cost: 6 to cast, 6 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 2, Earth to Air, Destroy Water and at least four Body Control spells including Hunger.

Items: (a) Any. Wearer acquires the gauntiness specified by the creator of the item. Energy cost to create: 2,000. (b) Staff or wand. Mage only, must touch. Energy cost to create: 1,000.

Decapitation (VH)

Regular; Resisted by HT+2

The subject's head comes off! When casting this spell, the subject's head (or one of them, if the subject has several) comes free of its body but continues to live on its own. The subject is not harmed, but the head will take falling damage if it is not carefully removed or caught! The head can talk, see and control the actions of its body normally (distance is not a factor). If the head is somehow blinded (put in a bag, for instance), then it will have trouble telling its body where to walk . . .

The spell, once cast, is permanent until somebody puts the head back in the proper place and wills it to attach (if the head is unwilling, proceed to a Regular Contest of Wills). If cast on a foe, who then regains the head and re-attaches it, the caster has no say in the matter, although he can certainly cast the spell again . . .

This spell, while useful in combat, has several other uses. A mage with a broken leg could leave his body behind and travel with the party as a head! Note, however, that bodies cannot feed themselves without mouths, and that if the mage attempted to cast a spell requiring body motions, the range penalties would apply from his *body*, not from his head!

Duration: As above.

Cost: 6.

Time to cast: 2 seconds.

Prerequisites: Magery 2 and Alter Body.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,000.

Sensitize

Regular; Resisted by HT

The subject becomes extremely sensitive to pain, acquiring the Low Pain Threshold disadvantage (see p. B29). Does not affect beings that already have the disadvantage.

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Prerequisites: Magery and Stun.

Items: (a) Any. Always on, wearer only. Energy cost to create: 300. (b) Staff or wand. Mage only, must touch. Energy cost to create: 400.

Agonize

Regular; Resisted by HT

Magnifies the subject's sense of touch to the degree that all sensation becomes acutely painful: a gentle touch feels like a blow, someone else's breath feels like a scorching flame, a cool breeze feels like a freezing blast. Even the contact of one's own clothes becomes unbearable, the subject feeling as though his skin is being scraped raw. The subject is rendered helpless with pain.

Duration: 1 minute.

Cost: 8. Cannot be maintained: must be recast.

Prerequisites: Magery 2 and Sensitize.

Items: (a) Any. Always on, wearer only. Energy cost to create: 700. (b) Staff or wand. Mage only, must touch. Energy cost to create: 800.

Alter Voice

Regular; Resisted by HT

Changes the subject's voice as the caster wills. If the caster is trying to duplicate an existing voice, the "model" voice should be available. Recreating a familiar voice from memory is a -2 to skill, -3 or worse if the caster has only heard the voice a few times or a long time ago (Eidetic Memory is helpful, here). To determine whether someone familiar with an imitated voice is fooled or not, proceed as with Imitate Voice (p. 93).

The spell will not "give" a voice to a mute character. If this spell is used to permanently improve a PC's voice (possibly giving him the Voice advantage), the GM should require him to pay the appropriate character points! If used to make the subject's voice shrill, offensive and annoying to hear, this effectively reverses the Voice advantage: all reaction rolls and skills that involve vocal communication are at -2 for the duration of the spell.

This is also a Sound spell.

Duration: 1 hour.

Cost: 3 to cast, 2 to maintain. The change may be made permanent, as an Enchantment, for a cost of 50.

Time to cast: 30 seconds.

Prerequisites: At least four Body Control and four Sound spells.

Item: Any, but usually jewelry. Gives wearer a new voice, pre-set by the caster. Energy cost to create: 1,000.

Lengthen Limb

Regular

The caster's arm (usually - but legs, pseudopods and so on are also legal) lengthens, becoming like a very long snake. The limb lengthens at a rate of 1 yard per second, with *no* upper limit. The caster retains his full sense of touch, and must feel his way forward once the end of the limb goes out of his line of sight, or use Wizard Eye or some similar spell to guide it. He must remain still; the actual lengthening requires concentration, but the caster may relax once he has achieved the desired length.

The extended limb may make a tempting target for whoever happens on it! When the spell ends, or in an emergency, the limb is "reeled back in" at the caster's full Speed score. Useful for reaching the keys outside the cell or snatching the caliph's prize jewel as he sleeps . . .

Duration: 1 minute.

Cost: 2 to cast, 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 3 and Shapeshifting.

Items: (a) Wand. Mage only. Energy cost to create: 1,000. (b) Bracelet, glove or ring. May be used to lengthen the limb that wears it (finger only in the case of the ring). Mage only. Energy cost to create: 500.

Shrink (VH)

Regular

The caster's size decreases, proportionately reducing his Strength, hit points, Move, Reach, PD and DR. The caster's clothing will shrink with him if he wishes, but jewelry, armor, weapons, carried items and other substantial volumes of harder substances remain at their original size (they can be reduced separately with Shrink Object).

IQ, DX, HT, Fatigue, Speed and Dodge do not change with size. Thus, a ST 10 caster Shrunk to half-size would have a ST of 5 for weapon use, lifting, etc., but retain his original ST of 10 for fatigue purposes (spell casting, for example).

Weight decreases dramatically; a half-sized caster's mass is divided by 8, a quarter-sized caster's mass is divided by 64 and so on. The caster is much harder to hit with weapons (use the size adjustments on p. B201) and can hide and sneak around efficiently (the same modifiers apply to Vision rolls). Long-term food requirements also diminish in direct proportion.

The GM may opt to treat hit points of less than 1 as 1 and may permit a minimum Move of 1, as well, to allow shrunk wizards to achieve *something* on foot. Neither of these is strictly realistic, but both are in keeping with the traditions of heroic fiction.

Duration: 1 hour.

Cost: 4 to reduce the caster to 1/2 of his normal size, 6 to reduce it to 1/3 of normal, 8 for 1/4 and so on. Same to maintain. Thus, it takes 140 ST (!) to reduce the typical caster to an inch in height.

Time to cast: 5 seconds. Shrinkage occurs in a few turns once the spell is completed.

Prerequisites: Magery 2 and Alter Body.



Items: (a) Wand. Mage only. Energy cost to create: 1,500. (b) A size change can be made permanent for 100 times casting cost (the GM may require that the subject's new size be maintained while the enchantment goes on!)

Note: This spell first appeared, in genre specific form, in *GURPS Arabian Nights*.

Shrink Other (VH) Regular; Resisted by HT

As Shrink, but usable on other beings. The spell can only be countered by the original caster or by Remove Curse. The GM should keep in mind the potential psychological effects of this spell on unaware/unwilling subjects . . .

Duration: 1 hour.

Cost: 4 to cast to reduce the subject from his usual size to ½, 6 to reduce it to ⅓, 8 for ¼ and so on. Same to maintain. GMs may permit a cost reduction for Shrinking subjects that are very small to begin with.

Time to cast: 10 seconds. Shrinkage occurs in a few turns once the spell is completed.

Prerequisites: Magery 3 and Shrink.

Items: (a) Wand. Mage only; must touch. Energy cost to create: 2,000. (b) A size change can be made permanent for 100 times casting cost (the GM may require that the subject's new size be maintained while the enchantment goes on!)

Note: This spell first appeared, in genre-specific form, in *GURPS Arabian Nights*.

Enlarge (VH) Regular

The caster's size increases, proportionately increasing his Strength, hit points, Move, Reach, PD and DR (DR 0 should be treated as DR 1, Enlarged, then halved, rounding down. This means doubling or tripling gives DR 1, quadrupling and quintupling gives DR 2, etc.). The caster's clothing will grow with him if he wishes, but jewelry, armor, weapons, carried items and other substantial volumes of harder substances remain at their original size (they can be enlarged separately with Enlarge Object). See the Corpulence spell, p. 17, for the effects of "bursting" out of armor.

IQ, DX, HT, Fatigue, Speed and Dodge do not change with size. Thus, a ST 10 caster Enlarged to double size would have a ST of 20 for weapon use, lifting, etc., but retain his original ST of 10 for fatigue purposes (spell casting, for example).

Weight increases dramatically; every doubling of height multiplies the caster's mass by a factor of 8. Extra body mass does not count as encumbrance unless the caster was Overweight or Fat to begin with. He does trampling damage according to the rules on p. B142. The caster is a lot easier to hit with weapons (use the adjustments on p. B201) and is very easy to spot (the same modifiers apply to Vision rolls). Long-term food requirements also increase in direct proportion.

If the caster is enclosed in a room (or vehicle or container, etc.) that is too small to accommodate his larger size, his



growth stops. However, if his *maximum* thrusting damage is enough to penetrate the enclosure's DR, he bursts through in one second per point of DR it possesses.

Duration: 1 hour.

Cost: 4 to double the caster's normal size, 6 to triple it, 8 to quadruple it and so on. Same to maintain.

Time to cast: 5 seconds. Enlargement occurs in a few turns once the spell is completed.

Prerequisites: Magery 2 and Alter Body.

Items: (a) Wand. Mage only. Energy cost to create: 1,500. (b) A size change can be made permanent for 100 times casting cost (the GM may require that the subject's new size be maintained while the enchantment goes on!)

Enlarge Other (VH) Regular; Resisted by HT

As Enlarge, but usable on other beings. The spell can only be countered by the original caster or by Remove Curse. Cast on a volunteer soldier, this changes him into an instant siege engine . . . but also makes him a prime target for the enemy's artillery and magic.

Duration: 1 hour.

Cost: 4 to double the subject's usual size, 6 to triple it, 8 to quadruple it and so on. Same to maintain. GMs may opt to reduce the cost for enlarging very small subjects.

Time to cast: 10 seconds. Enlargement occurs in a few turns once the spell is completed.

Prerequisites: Magery 3 and Enlarge

Items: (a) Wand. Mage only; must touch. Energy cost to create: 2,000. (b) A size change can be made permanent for 100 times casting cost (the GM may require that the subject's new size be maintained while the enchantment goes on!)

COMMUNICATION AND EMPATHY SPELLS

All Communication and Empathy spells work on creatures of any IQ, unless the description states otherwise. (The exceptions are mostly spells which have a counterpart in the Animal college: Soul Rider, Persuasion, Vexation . . .).

Hide Emotion *Regular; Resists emotion readings*

This spell gives its subject the outward appearance of deep calm. It resists Aura and Sense Emotion (and Sense Foes, at the GM's option) as well as any attempt to gauge the subject's emotional state by other means (Empathy, psionics, etc.). A great favorite of diplomats, courtiers, poker players . . . This can grant up to a +4 (GM's judgment) to any skill where masked emotions are valuable.

Duration: 1 hour.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Sense Emotion.

Item: Cap, crown or other headgear. Sunglasses are sometimes so enchanted at higher TLs. Energy cost to create: 200.

Note: This can become an alternate prerequisite of Hide Thoughts.

Compel Lie *Regular; Resisted by IQ*

As listed under Mind Control, p. 76.

Vexation *Regular; Resisted by IQ*

Used when a reaction roll is required, this spell makes the subject (one intelligent creature of IQ 8 or better) more likely to react unfavorably. Frequently used by agents to sabotage diplomatic missions . . .

Persuasion and Vexation resist each other.

Duration: 1 minute.

Cost: Twice the penalty subtracted from the roll to cast; same to maintain (maximum penalty of 5).

Prerequisite: Sense Emotion.

Item: Cap, crown or other headgear. Mage only. Energy cost to create: 1,000; must include a purple jewel (garnet or amethyst) worth at least \$200.

Insignificance *Regular; Special Resistance*

Cast on a subject, this spell causes all beings with whom he has social contact to ignore and/or disregard him. Only beings having a reason to notice either that particular person or someone in his particular situation can resist the spell with IQ - the subject himself does not get to resist! Apply the absolute value of the Appearance modifiers (see p. B 15) to the IQ of the viewers; thus, viewers of an Ugly or Handsome subject would resist with IQ+2.

The spell's effects are limited in magnitude; the subject could slip unnoticed through a crowd, but would be stopped by guards if trying to pass where he should not. He can get someone's attention by grabbing him, but is then likely to get a negative reaction. If he steals something or commits some other objectionable act (removing his clothing, perhaps), all witnesses get a new resistance roll. If he attacks someone, that person is automatically no longer affected by the spell - furthermore, the victim's cries for help *won't* be ignored!

Insignificance and Presence resist each other.

Duration: 1 hour.

Cost: 4 to cast, 4 to maintain.

Time to cast: 10 seconds.

Prerequisites: Persuasion and Avoid.

Items: (a) Cloak, jewelry, headgear. Always on; wearer is ignored! Energy cost to create: 700. (b) Wand or staff; mage only. Energy cost to create: 450.

Presence *Regular; Special Resistance*

Cast on a subject, this spell causes all beings with whom he has social contact to pay attention to him. Each being that attempts to ignore the subject gets to resist the spell with IQ but the subject himself does not get to resist! The spell does *not* guarantee a good reaction from those it affects - it doubles his positive *or* negative modifier! If he has no positive or negative modifiers, it gives him +1 with the opposite sex; a woman who doesn't know why a certain man stands out may assume it's because she's attracted to him!

Someone affected by this spell can easily be followed in a crowd or along city streets. The searcher can simply ask bystanders, "Did you see so-and-so come by here?" and quickly resume the pursuit . . .

Presence and Insignificance resist each other.

Duration: 1 hour.

Cost: 4 to cast, 4 to maintain.

Time to cast: 10 seconds.

Prerequisites: Persuasion and Lure.

Items: (a) Cloak, jewelry, headgear. Always on; wearer attracts attention. Energy cost to create: 700. (b) Wand or staff; mage only. Energy cost to create: 450.

Communication (VH) *Regular*

This spell allows the caster to set up two-way communication with the subject. Images appear before each, depicting the other and allowing "real-time" conversation. Use the Long-Distance modifiers (p. B151 or p. M10) unless the caster knows the subject *and* the subject was expecting the "call," in which case no distance modifiers apply! Apply an additional -4 to skill if the caster does not know the subject.

The communication is audio-visual only. However, if the caster also knows Far-Tasting and Odor, he may add smell to the communication for an extra point of energy (both for casting and maintenance).

Others can join the "conference" at any time - a new casting of the spell (by anyone involved) is required for each new site.

This communication is, obviously, not secure.

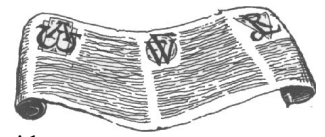
Duration: 1 minute.

Cost: 4 to cast, 4 to maintain. Spend 4 again for each extra site joining the communication.

Time to cast: 4 seconds.

Prerequisites: Wizard Eye, Far-Hearing, Voices and Simple Illusion.

Item: Headgear, bowl, mirror or crystal ball. Mage only. Energy cost to create: 1000. Linked pairs may be created for a total energy cost of 1,000 - but they may communicate only with each other.



Message

Regular; Resisted by spells that block sound

As listed under Sound, p. 94.

Dream Viewing

Regular; Resisted by IQ

Lets the caster view the subject's dreams; they appear on any smooth surface of his choice (such as a basin of water, mirror, gem facet, etc.). Use the Long-Distance (p. B151 or M10) and the Mind-Reading (p. M28) modifiers. If the caster and subject don't know each other, there is a further -2 penalty.

Duration: 1 hour.

Cost: 2 to cast, 1 to maintain.

Time to cast: 10 seconds.

Prerequisites: Truthsayer and Sleep.

Item: Mirror. Energy cost to create: 300.

Dream Sending

Regular; Resisted by IQ

The caster uses this spell to send a dream vision to the subject, who must be asleep at the time of the casting. The message is seen in dream-symbols by the subject, who must roll vs. IQ-5 or a skill such as Augury (see p. 7) to interpret it correctly. The margin of success of the roll indicates how well the message is understood. Any use of the Lucid Dreaming skill (see p. 5) by the subject could distort or obliterate the message (GM's judgment).

The caster tells the GM the exact meaning (it is a good idea to limit the length of the message to no more words than the caster has skill with the spell). The GM in turn tells the subject what he understood (roll in secret, as a critical failure will lead to complete misunderstanding!). Use the Long-Distance (p. B151 or p. M10) and the Mind-Reading (p. M28) modifiers. If the caster and subject don't know each other, there is a further -2 penalty.

This is also a Mind Control spell.

Duration: 1 hour.

Cost: 3. One try per night.

Time to cast: 1 minute.

Prerequisites: Dream Viewing.

Item: Wand or staff. Energy cost to create: 400.

Dream Projection

Regular

Using this spell, the caster projects his presence into the subject's dreams, to converse with him. Roll a Quick Contest of the spell's skill vs. the subject's Will every minute; once the subject wins, the spell is broken and no further contact is possible that night.

Use the Long-Distance (p. B151 or M10) and the Mind-Reading (p. M28) modifiers. If the caster and subject don't know each other, there is a further -2 penalty. The subject may use his Lucid Dreaming skill (see p. 5) to help the process; roll every minute to skip the contest.

This is also a Mind Control spell.

Duration: 1 minute. Each minute allows the exchange of two sentences (one from the caster and one from the subject).

Cost: 3 to cast, 3 to maintain. One try per night.

Time to cast: 1 minute.

Prerequisite: Dream Sending.

Item: Headgear. Mage only. Energy cost to create: 800.



Retrogression

Regular; Resisted by IQ

This spell causes the subject to re-experience an event from his past life (or lives!) of a type chosen by the caster. This can be used as a torment or as a boon.

Different kinds of memories have different effects. A terrifying memory requires a Fright Check at -3; the memory of one's violent death, for example, requires a Fright Check at -5 (in a campaign where Resurrection is possible). The memory of a wound or illness requires a HT-3 roll, failure inflicting a single hit of damage. A memory of slavery or degradation reduces Will by 1 for 3d hours unless a Will-3 roll is made. A memory of personal triumph and power increases Will by 1 for 3d hours if an IQ roll is made. The GM will judge the effects of any other type of memory.

The caster only specifies the *type* of event to be relived; he cannot use this spell to "rummage" through the memories of the subject.

The memory seems so real that, unless stunned, the subject must roll his Body Sense to act on the turn following a retrogression.

Duration: The memory takes one second to relive (although it may seem like more to the subject).

Cost: 5. Cannot be maintained. One try per day.

Time to cast: 10 seconds.

Prerequisites: Mind-Search and Mind-Sending.

Items: (a) Headgear. Every time it is put on, the wearer relives his worst or best memory (Creator's decision, but GM's judgment as to which memory that turns out to be). Energy cost to create: 350. (b) Staff, wand or jewelry. Mage only. Energy cost to create: 400.

Note: This spell first appeared, in genre-specific form, in **GURPS Conan**.

ELEMENTAL SPELLS - EARTH

Rain of Stones

Area

Stones rain from the sky onto the area, causing 1d-1 crushing damage per turn to all within it. People and creatures under the Rain of Stones take damage on their own turns; if less than an entire turn is spent in the affected area, damage is halved (round down).

The spell can only be cast out of doors. Armor protects in the usual fashion. Medium or large shields can be held overhead to block the stones, but they may take damage (see sidebar, p. B120). This requires two hands and a Ready action (one turn), and succeeds automatically in protecting the character once the shield is readied upwards, but this *unreadies* the shield for its normal protective function!

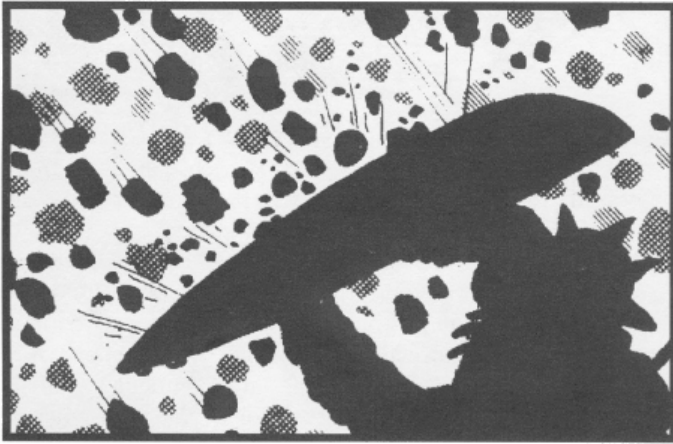
Inanimate objects such as buildings protect with their DR.

Duration: 1 minute.

Base Cost: 1 to cast (minimum 2), same to maintain. For double base cost, the Rain of Stones does 2d-2 per turn!

Prerequisites: Magery 2 and Create Earth.

Item: Staff. Mage only. Energy cost to create: 500.



Mud Jet

Regular

Lets the caster shoot a thin jet of mud from one finger. It does knockback on all targets; it can kill or knock down flying swarm creatures. It will extinguish 1 hex of normal fire. Each turn, the caster rolls vs. DX-4 or Magic Jet skill (p. M105) to hit. This attack may be dodged or blocked, but not parried.

If the spell strikes the face, it will temporarily blind the target unless he makes a HT roll. If he fails the HT roll, each energy point in the spell blinds the target for one second. After the target can see again, his watering eyes will put him at -3 DX with for a further 1d seconds. On a critical failure of the HT roll, the target is blinded for 1d seconds per point in the spell. On a successful HT roll, the intended victim covers his eyes for one second and is therefore at -3 DX for one turn. On a critical success, the victim is unaffected.

This is also a Water spell.

Duration: 1 second.

Cost: 1 to 3. Does 1d of knock-back for every point put into it. Range is equal to the number of dice. The cost to maintain it is the same.

Prerequisites: Water Jet, Create Earth.

Item: Staff or wand. Mage only. The jet issues from the item's tip. Energy cost to create: 600.

Partial Petrification (VH) Regular; Resisted by HT

Turns part of a living subject, who *must* be touched, to stone, usually leaving him immobile, but still able to talk, to be tortured, etc. The whim of the caster determines the body parts changed; it can be anything from a single finger to the entire body from the neck down - the head can *never* be affected. The subject's metabolism is magically changed to survive the experience, but he understandably finds the condition intensely uncomfortable, no matter what else is done to him.

Petrified body parts are immobile, have no feeling and have PD 2 and DR 4 (see *Body of Stone*, p. M32). Victims of this spell suffer a DX penalty on anything they attempt: -1 or more, depending on details of the casting and the action.

Clothes, jewelry, etc., may be "caught up" in the spell and included in the petrification, but magic items or anything carried in the hand or in a backpack remain unchanged.

Either Stone to Flesh or Remove Curse is required to negate this spell.

Duration: Permanent (until countered).

Cost: 12. Must attack the entire subject.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and Flesh to Stone.

Item: Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 1,300.

Note: This spell first appeared, in genre-specific form, in *GURPS Arabian Nights*.

Steelwraith

Regular; Resisted by HT

Renders the subject intangible to the touch of metal. Swords will pass through him; he will be unable to hold metal keys or to wear metal armor, he will pass through bars, metal floors . . .

Duration: 1 minute.

Cost: 7 to cast, 4 to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 2 and Walk Through Earth.

Items: (a) Wand, staff or jewelry. Mage only. Energy cost to create: 1,200. (b) A metallic weapon may be enchanted so as to counter the spell (so that it may be wielded by or against a Steelwraithed being). Energy cost to create: 250 per pound of weight (minimum 1 lb.).

Essential Earth

Regular

Creates the magical *essence* of earth. Essential Earth is three times as fertile: plants germinate three times faster and grow three times taller or bigger than normal. In addition, if Essential Earth is transformed into stone via the Earth to Stone spell, it will be three times as strong (DR and HT); columns or blocks cut from such stone would support three times as much weight.

Duration: Permanent.

Cost: 8 per hex.

Time to cast: 30 seconds.

Prerequisites: 6 Earth spells.

Item: Staff. Mage only. Energy cost to create: 500.

Alter Terrain (VH)

Area

Can completely transform vast amounts of terrain. If cast over a large enough area, this spell can turn a city into a lake or sea, or an oceanic island into a mountain range.

The profile of the ground (including sea, lake or river beds) within the affected area can be raised, lowered, reshaped, or changed in texture to anything between soft earth and sand to hard granite, as the caster chooses. Stone or brick buildings and vegetable matter can all be transformed into "natural" stone or earth, but not vice versa. Areas below water raised above the water's natural level become dry land: any area lowered below the local water table may be flooded. The GM should require Architecture, Landscaping or Engineering rolls if the caster tries to alter the area into something specific.

Beings and loose items on the surface at the time the spell is cast are simply raised or lowered, with no personal injury; if inside buildings, they are gently expelled rather than entombed (of course, if they find themselves under water, they may have problems . . .).

If the spell is countered or dispelled, the whole area returns to its former condition; even transformed buildings and trees are restored.

Duration: 2d days.

Base Cost: 1 to cast (minimum cost 15). Cannot be maintained. Volumes taller than 4 hexes may be affected by multiplying the base cost accordingly.

Time to cast: 10 seconds.

Prerequisites: Magery 3, all four elemental "Shape" spells and Shape Stone.

Item: An area may be permanently altered for 100 times casting cost.

Note: This spell first appeared, in slightly different form, in **GURPS Arabian Nights**.

Move Terrain (VH)

Area; Special Resistance

Enables the caster to move an entire area of terrain, with all buildings, animals, plants and people on or in it, over large distances. Once the spell is cast, the area to be transported vanishes (see below), being replaced by bare earth (or open water if in the middle of a lake or sea). The caster is now "carrying" that area in invisible, intangible form (this fact can be determined by Detect Magic or something similar). Beings caught in the affected area have a resistance roll based on the best IQ of all of them, modified by -1 for every additional hex of radius of the subject area (thus, Move Terrain with a 2-hex radius is resisted by IQ-1). Successful resistance negates the spell.

Once the casting is successfully completed, the subject area "shrinks" in radius at the rate of 1 hex per turn, moving toward the caster at the same rate. Victims quick enough with their feet - and their wits - should be able to jump out of the area as it shrinks (this has good dramatic potential) -make DX and IQ rolls! GMs may decide this warrants a Fright Check (see p. B93).

Beings caught up by the spell will be aware of a wild, swirling sky above their heads and a physically impenetrable barrier all around them. The atmosphere inside remains breathable and comfortable (so this spell cannot be used to suffocate someone!). Spells cast out of the area *automatically* hit the Move Terrain's holder - thus, a trapped mage could walk up to the affected area's edge, lay his hand against the barrier



and cast Deathtouch at the holder! Captive mages could also cast Dispel Magic or Counterspell on the affected area, forcing the spell to end abruptly if successful.

When the caster stops maintaining the spell, the terrain reappears with the caster's current location falling anywhere within it or at its edge. The subject area "expands" back to normal size at the same rate it shrank. If no suitable space is available, anything in the way is moved aside as if by Shape Stone.

The caster may not use this spell again for one full day. No caster or magic item can move the subject area, or any part of it, using this spell for the same period.

Cast over a large enough area, this spell can place mountains in the middle of plains, open water (as deep as half the radius of effect, transported from lake or ocean) in the midst of a desert or shift islands to form hills!

Duration: 1 hour. (The effects, once the area is "placed," are permanent.)

Base Cost: 10 to cast, 8 to maintain.

Time to cast: 1 minute.

Prerequisites: Alter Terrain and Hide Object.

Item: Staff. Mage only. Energy cost to create: 3,000.

Note: This spell first appeared, in slightly different form, in **GURPS Arabian Nights**.

Sandstorm

Area

As listed under Air, p. 25.

Purify Earth

Area

Removes foreign objects, poisons and harmful elements from soil, rendering it fit to support growing plants. Any deficiencies in the soil's composition are also remedied by the spell. Small foreign objects (coins, nails) are destroyed; medium-size ones (swords, artillery shells, chests, statuettes) "float" to the surface; large objects (coffins, walls, large statues) will cause the spell to fail, but the caster will get a general idea of the reason.

This is also a Plant spell.

Duration: Permanent.

Base Cost: 2. Double cost in poor soil such as rocky flats or sandy desert.

Time to cast: 30 seconds.

Prerequisites: Shape Earth and Apportation.

Item: Staff. Energy cost to create: 400.

Note: This spell first appeared, in slightly different form, in **GURPS Witch World**.

Earth to Water

Regular

Turns earth to mud (or water). Various uses of this spell include bogging down enemies or pursuers, making mud packs to treat insect stings, softening earth to use for clay dummies or decoys, etc.



This is also a Water spell.

Duration: Permanent.

Cost: 1 to change an item weighing up to 20 lbs. into mud; 2 for a larger item (up to 1 hex), plus 2 more for each additional hex. Double the cost to turn earth into water.

Prerequisites: Magery, Create Water and Shape Earth.

Item: Staff, wand or jewelry. Mage only, must touch.
Energy cost to create: 500.

ELEMENTAL SPELLS -- AIR

Seek Air

Information

Tells the caster the direction and approximate distance of the nearest significant amount of air. Use the Long-Distance modifiers (p. M10). Any known sources of air may be excluded if the caster specifically mentions them before beginning. At higher TLs, the caster may also seek out a specific gas or combination of gases, rather than ordinary air.

Cost: 1.

Item: A forked stick (usually of bird bone). Cost to create: 60 energy and a \$200 onyx.

Note: The prerequisite of Create Air becomes Seek Air or Purify Air. Alternatively, GMs may wish to change the prerequisite of Purify Air to Seek Air.

Air Vision

Regular

Allows the subject to see clearly through smoke, fog, dust and sand, etc., eliminating any Vision penalties caused by the condition of the air around him.

This is also a Knowledge spell.

Duration: 1 minute.

Cost: 1 per mile to cast, half to maintain.

Prerequisite: Shape Air.

Item: Any. Energy cost to create: 200.

Concussion

Missile

The caster creates a ball of highly pressurized air in his hand. When the ball strikes a target, it explodes, doing concussion (crushing) damage; armor protects normally. The exploding missile creates a muffled *whump* sound, so there is no risk of being deafened. It has SS 13, Acc +1, ½D 20, Max 60; use the Spell Throwing (Ball) skill.

This is also a Sound spell.

Cost: Any amount from 2 to 6. For every 2 energy put into the spell, the missile does 1 die of damage in the target hex and adjacent hexes. Damage is *quartered* in the next 2 hexes and again 2 hexes out (see *Concussion Damage*, p. B121).

Time to cast: 1 to 3 seconds.

Prerequisites: Shape Air and Thunderclap.

Item: Staff or wand - missile is thrown from end of item. Mage only. Energy cost to create: 1,000 energy and a \$400 onyx.

Devitalize Air

Area

Removes the "vital essence" (oxygen) from the air, rendering it unfit to sustain respiration. Until the "dead air" dissipates, it has the effect of a suffocating gas (see sidebar, p. B 122). Flames in the area will flicker and die almost instantly. Victims may not be aware of the spell's effect until they start losing fatigue! Each should roll vs IQ to realize what is happening; sleeping victims may start rolling vs. Will to wake up once they start suffocating.

Purify Air will restore the vital essence to the air.

Duration: until the vital essence from the surrounding air diffuses back in; this takes 1 minute per hex of radius if there are no air currents, or as little as 10 seconds outdoors on a windy day. In an airtight room, the air will stay devitalized indefinitely!

Base Cost: 2. May not be maintained.

Prerequisite: Destroy Air.

Item: Staff, wand or jewelry. Energy cost to create: 300 energy and a \$200 onyx.

Wall of Wind

Area

Surrounds an area with a wall of roiling air which impedes movement. The wall is 1 hex thick and 4 hexes high, but may be made higher by multiplying the cost as you multiply the height (double for 8 hexes high, triple for 12 hexes high and so on). The buffeting of the air will throw low-tech missiles off course as they cross it; they will reach their original targets only on a critical hit. High-tech bullets suffer a -2 penalty to hit for every hex of the wall of wind they pass through. Beings standing in the wall's thickness are at -3 DX and suffer two dice of knockback in a random direction every turn.

The wall also churns up loose ground material, such as dust, small leaves, insects and twigs. Each turn, beings crossing the wall or standing in it must either shut their eyes or roll vs. HT to avoid being blinded, as with a 1-point Sand Jet (unless the GM rules that the area is *very* clean, with no debris to be circulated).

Duration: 1 minute after reaching full size.

Base Cost: 2 to cast, 1 to maintain.

Time to cast: The wall appears as soon as the casting is completed, initially surrounding a 1-hex area; the caster must concentrate to sweep it outward until it reaches its final radius, at a rate of 1 hex per turn.

Prerequisite: Shape Air.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 400 energy and a \$500 onyx.

Note: GMs may wish to change the prerequisite of Windstorm to Wall of Wind.



Sandstorm

Area

Creates a windstorm (see p. M35) with the addition of flying sand! The sand is created by the spell - it is not necessary for the area to be sandy. The sandstorm obscures vision (-2 per intervening sandstorm hex, excluding the "eye" of the storm).

Each turn, every being within the area must either shut its eyes or roll vs. HT to avoid being blinded, as with a 1-point Sand Jet.

This is also an Earth spell.

Duration: 1 minute after reaching full strength.

Base Cost: 3 to cast, 1 ½ to maintain.

Time to cast: The storm starts immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in hexes to bring it to full strength.

Prerequisites: Windstorm and Create Earth.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,000.

Air Vortex

Area; Resisted by HT or DX

This spell allows a caster to whisk all persons within the original area of effect to somewhere else in a giant swirling Air Vortex. The Vortex flies with a Move of 10 and is under the caster's mental command (concentration is required). The caster may exclude anyone in the area provided he specifies who during casting. Those in the area resist with the higher of their HT and DX scores.

Those whisked away by the Vortex are under a temporary Body of Air spell. The vortex may not penetrate solid objects.

This is also a Movement spell.

Duration: 10 seconds.

Base Cost: 8 to cast, 3 to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Body of Air and Whirlwind.

Item: Staff. Mage only. Energy cost to create: 1,200 energy and an \$800 onyx.

Note: This spell first appeared, in genre-specific form, as the "Carpet of Yimsha" in *GURPS Conan*.

Body of Wind

Regular; Resisted by HT

The subject's body becomes a whirlwind; it can have any radius from 2 to 4 times the subject's original size. His Move is 10; he can float through the air, through cracks, etc. Clothes (up to 6 pounds), also become wind, but lose any magic powers they might have had. The subject remains visible (as a white, whirling mist), retains his normal senses and is able to speak and to cast spells (at a -3 penalty).

A being in whirlwind form is immune to physical attacks but not to beams, fire or mental attacks. *Explosions* affect him as though he were solid, but for concussion damage only. He may trade blows with other vaporous creatures, using his punching score. In water, the subject floats to the surface, as a bubble, at full Move. Exposure to vacuum is also very serious: the subject must roll vs. HT every turn, taking 1 d-2 damage on any failure!

Unlike Body of Air, a subject in whirlwind form can affect the real world. Treat him as a human in the center of a whirlwind, with Reach equal to the radius; his ST is *doubled* while in whirlwind form! He can lift things, people and so on (but still has only two hands). His DX, however, is reduced by 4 - for close manual tasks (lockpicking, surgery, picking up coins), it is reduced by 10. Anyone within the radius of the whirlwind is subject to a Windstorm's effects; there is no safe "eye."

Each casting of Destroy Air inflicts 2d damage on him; Windstorm and Whirlwind affect him normally.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 8 to cast, 4 to maintain. Cost does *not* multiply when casting it on larger creatures, as with most Regular spells.

Time to cast: 2 seconds; the whirlwind springs into full strength immediately upon completion of the spell.

Prerequisites: Magery 3, Body of Air, Windstorm and one spell from each of five colleges other than Air.

Item: Staff, wand or jewelry. Usable only by wearer. A severe drawback is that, as soon as it is activated, the item falls through the user's hand - thus a spell cast with this item lasts only a minute. Energy cost to create: 1,700 energy and a \$1,000 onyx.

Essential Air

Creates the magical essence of Air. Essential Air is "purer" and can be "used" (breathed or consumed) three times as long before becoming foul. Fire burns hotter (but not faster) in Essential Air, adding an extra point of damage to each die (this will even increase the heat of Essential Flame!). If the Essential Air is created in an open area, it will disperse within five seconds.

Duration: Permanent until dispersed or used up.

Base Cost: 2.

Time to cast: 3 seconds.

Prerequisites: At least six Air spells.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 800 energy and a \$400 onyx.

Area

wind speed by one level on the Beaufort Scale (see below). To achieve combined direction/speed changes, or more extreme changes in one or the other, increase the cost proportionately.

The spell may be cast on an area, affecting the wind moving over it, from the ground to an altitude of about 100 hexes. It can also be cast on an object, such as a sailing ship, which it must then encompass in its entirety. The area of effect then moves with the object.

Duration: 1 hour.

Base Cost: 1/50 (minimum 1); same to maintain.

Time to cast: 1 minute.

Prerequisites: At least four Water and four Air spells.

Item: Staff, wand or jewelry. Energy cost to create: 300.

The Beaufort Scale

Beaufort Degree	Description	Wind Speed (mph)	Average Wave Height At Sea (feet)	Notes
0	Calm	0-1	0	
1	Light Air	1-3	0	
2	Light Breeze	4-7	0-1	
3	Gentle Breeze	8-12	1-2	Breaking crests
4	Moderate Breeze	13-18	2-4	Some foam
5	Fresh Breeze	19-24	4-8	
6	Strong Breeze	25-31	8-13	Some spray
7	Moderate Gale	32-38	13-20	Some spindrift
8	Fresh Gale	39-46	13-20	
9	Strong Gale	47-54	13-20	Sea begins to roll
10	Whole Gale	55-63	20-30	Visibility affected
11	Storm	64-72	30-45	
12	Hurricane	73-82	45	
13	Hurricane	83-92		
14	Hurricane	93-103		
15	Hurricane	104-114		
16	Hurricane	115-125		
17	Hurricane	126+		

Storm

Area

Creates (or dispels) a storm. Depending on ambient temperature and humidity, it may be a simple windstorm or it may include rain, snow or hail - the odd lightning bolt, too. This is particularly effective at sea. See p. B187 for the effects of weather on travelers. The spell is unpredictable in its effects (which is to say the GM decides what the storm does. . .).

The spell can also be used to dispel a storm; the effectiveness of the spell depends on the relative sizes of the area affected by the spell versus the natural storm's full area.

This is also a Water (Weather) spell.

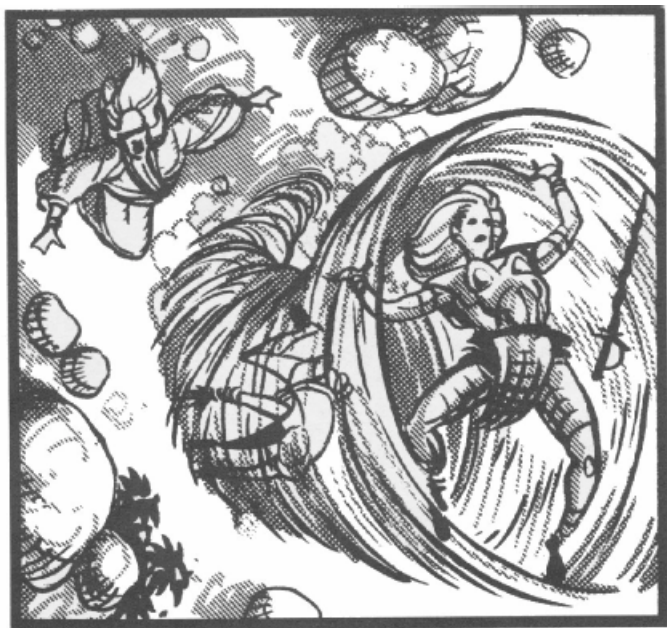
Duration: 1 hour.

Base Cost: 1/50 to cast (minimum 1); same to maintain.

Time to cast: 1 minute. An incipient storm will take about an hour to gather and reach full strength. Once the spell lapses, it may take a varying length of time to calm down - it may even keep going on its own for hours! A dispelled storm will also take about an hour to calm down.

Prerequisites: Rain and Hail.

Item: Staff. Mage only. Energy cost to create: 1,000.



WEATHER SPELLS - AIR

Weather control spells are found in both the Air and Water Colleges. Aside from the ones presented here, the following Air spells belong to the Weather sub-college: Predict Weather, Clouds and Rain. The Water Weather spells are listed under the Water College. Combining all the Weather spells into a single college of their own is a possibility that GMs may wish to consider.

GMs willing to give weather mages more long-range potential may wish to have all Weather/Area spells cast using Long-Distance modifiers (from the caster to the edge of the affected area).

Wind

Special; Area

Modifies the current outdoor wind conditions. Each application of the spell can shift the wind direction by 22.5° or

Warm

Area

Raises the ambient air temperature of an area. This could be used to dissipate fog, for example. See p. B130 for the effects of excessive heat. The spell cannot raise the temperature above about 100° F.

Duration: 1 hour.

Time to cast: 1 minute per base cost application.

Base Cost: 1/10 to cast (minimum radius of 10 hexes); same to maintain. Each base cost application raises the ambient temperature by 10° F.

Prerequisites: Heat and at least six Air spells.

Item: Staff. Mage only. Energy cost to create: 150.

Cool

Area

Lowers the ambient air temperature of an area. This may cause fog to appear if the conditions (including a cool surface layer of air over warmer land, or a warm surface layer of air over cooler water) are right. See p. B130 for the effects of excessive cold. The spell cannot lower the temperature below about -40° F.

Duration: 1 hour.

Time to cast: 1 minute per base cost application.

Base Cost: 1/10 to cast (Minimum radius of 10 hexes); same to maintain. Each base cost application lowers the ambient temperature by 10° F.

Prerequisites: Cold and at least six Air spells.

Item: Staff. Mage only. Energy cost to create: 150.

Cloud-Walking

Regular

As listed under Movement, p. 81.

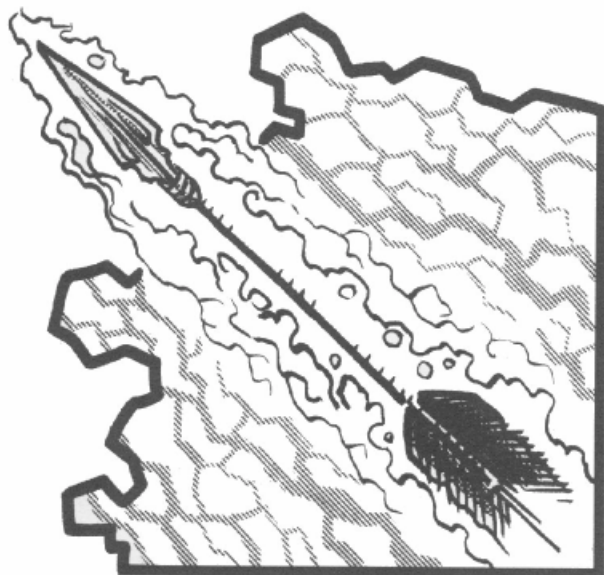
Cloud-Vaulting (VH)

Regular

As listed under Movement, p. 81.

ELECTRICITY SPELLS

Electricity, starting with the Lightning spell, is a part of the Air College. With the introduction of the new spells presented here, GMs may wish to consider splitting the Electricity spells into a college of their own. Metallic armor protects against electrical damage with PD 0, DR 1; other armor protects normally.



Optional Rule: Every time a being suffers electrical damage, he must roll vs. HT+2 to avoid being physically stunned (see p. B127). High Pain Threshold confers an additional +3 to this roll, while Low Pain Threshold inflicts a -4 penalty to HT.

Resist Lightning

Regular

The subject (person, creature or object) and anything he carries become immune to the effects of lightning and electricity. In low-tech settings, this is most often used to guard against hostile magic; in higher-tech worlds, it becomes a valuable professional tool.

This is also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Any six Air spells.

Items: (a) Any. Affects wearer only. Cost to create: 1,000 energy and \$1,000 in platinum. (b) Wand, staff or jewelry. Cost to create: 1,500 energy and \$1,000 in platinum.

Shocking Touch

Regular

Caster must touch the subject (although metal rods and other conductors do extend the caster's touch with this spell). The subject suffers 1 die of electrical damage for every point the caster puts into the spell (armor protects as described above).

Cost: 1 to 3.

Prerequisite: Lightning.

Item: Staff, wand or glove. Mage only. must touch. Energy cost to create: 1,500.

Electric Weapon

Regular

The subject melee weapon becomes charged with electricity, visibly spitting and sparking, without harming its wielder. The weapon must be metallic in part; weapons made entirely of wood and/or stone won't hold the spell. The weapon does +2 damage after penetrating armor and figuring other bonuses. Against metallic armor, the weapon will inflict at least 1 point of damage on any hit.

Duration: 1 minute.

Cost: 4 to cast, 1 to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 2 and Lightning.

Item: A weapon that becomes electrified whenever used, at no energy cost to the user. Energy cost to create: 750; at least \$300 must be spent in platinum and opal decorations.

Electric Missiles

Regular

Like Electric Weapon, but cast on a missile weapon. The weapon itself becomes surrounded with an electric halo (corona discharge). Any missile it fires becomes charged as well, doing +2 damage as above. The missile's wooden parts **turn** to ash after it hits a target or after ten seconds, whichever comes first.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain. Cost *doubles* if the missiles to be fired are non-metallic.

Time to cast: 3 seconds.

Prerequisite: Electric Weapon.

Item: A missile weapon that fires electric missiles whenever used, at no energy cost to the user. Energy cost to create: 1,000; at least \$400 must be spent in platinum and opal decorations.

Lightning Stare (VH)

Regular

The caster shoots lightning from his eyes. He rolls to hit against his DX-2 or Magic Breath skill (see p. M105). This counts as an action; the caster must be facing the target (that is, both eyes must be focused on the target). No hand gestures are required to cast this spell; certain lip and tongue motions are made instead. Thus a Lightning Stare can be cast "no hands" at any level of skill.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained. The Lightning Stare does 1d damage per point of energy put into it. Range is 2 hexes per point of energy.

Time to cast: 2 seconds.

Prerequisites: Magery, Lightning and Resist Lightning.

Item: Jewelry. Mage only. Energy cost to create: 1,000; must include \$500 worth of platinum and a \$500 opal.

Lightning Whip

Regular

Creates a whip of lightning in the caster's hand. It is wielded like a whip (see p. B52), except that it always takes only one second to re-ready, and it can neither be dropped nor used to parry or entangle. The whip inflicts 1 die of electrical damage every time it strikes.

Duration: 10 seconds.

Cost: 1 to cast per 2 hexes of reach (maximum of 8 hexes); same to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery and Lightning.

Item: Glove, whip or jewelry. Mage only. Energy cost to create: 350.

Ball of Lightning

Regular

Creates a ball of lightning that floats away in the direction the caster wills it to. The ball is utterly silent and moves in a straight line at a maximum speed equal to the caster's skill divided by 5 (round down) regardless of wind and non-metallic obstacles - the ball will float right through windows, curtains, walls . . . It will keep its heading and speed unless the caster concentrates to change it. The ball explodes on the mental command of the caster or upon contact with a being or a metallic object. If the spell is allowed to expire, the ball winks out of existence without exploding.

Duration: 1 minute.

Cost: 2 to 6 to cast, half that to maintain. The ball inflicts 1d-1 electrical damage for every 2 points of energy put into it in its hex, 1d-1 less in each successive surrounding ring of hexes.

Time to cast: 1 to 3 seconds; the ball grows in the caster's hand as the casting progresses.

Prerequisites: Apportation and Lightning.

Item: Staff, wand or jewelry. Mage only. Cost to create: 600 energy and a \$500 opal.

Wall of Lightning

Area

Creates a shimmering, crackling curtain of lightning around an area. The wall is 4 hexes high, but may be made higher by doubling the cost for 8 hexes high, tripling it for 12 hexes high and so on.



Every turn, anyone crossing or touching the Wall suffers electrical damage. It impedes vision and hearing through it slightly: -1 to these perception rolls.

Duration: 1 minute.

Base Cost: 2 to 6 to cast, same to maintain. The wall inflicts 1d-1 electrical damage for every two points of energy put into its base cost.

Prerequisite: Magery and Lightning.

Items: (a) Staff, wand or jewelry. Mage only. Cost to create: 500 energy and a \$500 opal. (b) A Wall of Lightning may be made permanent at an energy cost of 100 times normal.

Electric Armor

Regular

Crackling electricity sheaths the subject, without causing him any discomfort (the subject and anything he carries are under a basic Resist Lightning spell). The subject's punches, kicks and melee attacks with metallic weapons do an extra point of electrical damage.

Any attack with a metallic weapon that hits the subject triggers a 1d-1 electrical backlash along the weapon at the foe. This attack automatically hits the hand holding the weapon, regardless of the weapon's length, as long as its entire length is conducting. Should the subject grapple or be grappled, the foe will take 3d-3 of electrical damage, but the spell will be broken.

Duration: 1 minute.

Cost: 7 to cast, 4 to maintain.

Prerequisites: Magery, Lightning and Resist Lightning.

Items: (a) Staff or jewelry. Mage only. Energy cost to create: 1,000; must include \$300 worth of platinum and opals. (b) Cape or armor. Wearer only. When activated, the cape seems like a piece of sheet lightning; it will protect against attacks from the back and sides, but not from the front, unless it is wielded as a cloak (see **GURPS Swashbucklers** or **GURPS Supers**). Energy cost to create: 700 for the cape, 1,000 for armor.

Body of Lightning (VH) Regular; Resisted by HT

Subject becomes an animated shape of lightning. Clothes (up to 6 pounds) also become electrical, but lose any magic powers they might have had. He can carry nothing while in this form. He retains his normal senses, can still cast spells (at a -2 penalty), speak (though he sounds as if coming over long-distance radio), and so on. He does not need to breathe.

He may "flow" through electrical conductors at ten times normal Move; however, he must make a ST-5 roll to break free of the conductor! While thus "grounded," he may neither attack nor be physically attacked. Should the spell end while he is still trapped, he is expelled from the conductor and takes 3d damage! If he can tap into a source of electrical power, he may regain 1 hit point per minute while thus "plugged in."

He takes only one point of damage from any physical attack (crushing, cutting or impaling) and is immune to beam weapons and electrical attacks.

The subject does electrical damage equal to his punching score upon contact; this includes being touched by a metallic weapon! He may only deliver one such "punch" per turn, however. If a weapon hit or other physical contact forces additional discharges, it only causes pain (in the form of the shock penalty) and not actual damage.

Stop Power acts as Glue and Steal Power acts as Steal Strength on the subject.

Duration: 1 minute. The spell is broken if the subject loses consciousness.

Cost: 12 to cast, 4 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2 and Lightning.

Item: Staff, wand or jewelry. Wearer only. A severe drawback is that, as soon as it is activated, the item falls through the user's hand - thus a spell cast with this item lasts only a minute. Energy cost to create: 3,000.

Spark Cloud

Area

Creates a ground-level cloud of electrical sparks. This does not block vision, but inflicts electrical damage to anyone standing in it. Armor protects in the usual fashion (the GM should roll hit location - body parts encased in metallic armor providing their usual minimal protection).

Duration: 10 seconds.

Base Cost: 1 to 5; the cloud inflicts 1 point of damage per turn for every point of energy put into the base cost. Same to maintain.

Time to cast: 1 to 5 seconds, depending on base cost.

Prerequisites: Shape Air and Lightning.

Item: Staff, wand or jewelry. Mage only. Cost to create: 150 energy, \$500 in platinum and a \$500 opal.

Spark Storm

Area

Creates a normal Windstorm, with a dangerous addition: every turn lightning strikes one random victim in the area (but not anyone in the eye of the storm). To resolve the bolt's attack, roll against the caster's effective skill, without any range adjustments. The victim gets an active defense, as usual.

Duration: 1 minute after reaching full strength.

Base Cost: 2 (1d-1 Lightning), 4 (2d-2 Lightning) or 6 (3d-3 Lightning) to cast; half that to maintain.

Time to cast: As with Windstorm, the storm begins immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in hexes to bring the storm to full strength.

Prerequisites: Windstorm and Lightning.

Item: Staff, wand or jewelry. Mage only. Cost to create: 300 energy, \$500 in platinum and a \$500 opal.

ELEMENTAL SPELLS -- FIRE

Seek Fire

Information

Tells the caster the direction and approximate distance of the nearest significant fire or source of intense heat. Use the LongDistance modifiers (p. B151 or p. M10). The caster may exclude any known fires or sources of heat by specifically mentioning them before beginning. He may also specify that he is seeking a specific type of fire, based on the fire's fuel (natural gas flame, alcohol fire, wood fire, etc.).

Cost: 1.

Item: A forked stick. Cost to create: 50 energy and a small ruby worth \$100.

Note: The prerequisite of Create Fire becomes Seek Fire or Ignite Fire.

Slow Fire

Regular

Causes flames to cool down, consuming their surroundings (and burning people) at a slower rate. The damage that the flames do is reduced proportionately.

This spell acts as a Slow spell on fire elementals and Body of Flames subjects.

Slow Fire resists Fast Fire.

Duration: 1 minute.

Cost: 2 per hex for a fire that burns at ½ the usual rate, 3 for one at 1/3 the rate and so on. Same cost to maintain.

Prerequisite: Extinguish Fire.

Item: Staff, wand or jewelry. Cost to create: 350 energy, a \$500 ruby and a \$500 black onyx.

Fast Fire

Regular

Makes flames burn hotter, consuming their surroundings (and burning people) at a faster rate. The damage that the flames do increases in proportion.

This spell acts as a Great Haste spell on fire elementals and Body of Flames subjects.

Fast Fire resists Slow Fire.

Duration: 1 minute.

Cost: 2 per hex for a double-rate fire, 3 for a triple-rate fire and so on. Same cost to maintain.

Prerequisite: Slow Fire.

Item: Staff, wand or jewelry. Cost to create: 375 energy and a \$500 ruby.



Flameturning

Blocking

The subject is immune to fire and heat long enough to withstand a single attack (from a Fireball spell, a dragon's breath, etc.) or one second of flame of any temperature. For long-term protection, use Resist Fire.

Cost: 2.

Prerequisites: Resist Fire, or both Apportation and Shape Fire.

Item: Jewelry, weapon or armor. Cost to create: 300 energy and a \$100 black onyx.

Warmth

Regular

The subject remains comfortably warm in cold weather, avoiding the risk of frostbite or hypothermia. This effectively increases the subject's "local temperature" by up to 100° F toward his optimum comfort level (about 65° F for most humans - see p. B 130 for freezing rules). The spell offers no protection against magical cold attacks such as Frostbite.

This is also a Protection and Warning spell.

Duration: 1 hour.

Cost: 2 to cast, 1 to maintain.

Time to cast: 10 seconds.

Prerequisite: Heat.

Item: Clothing, staff, jewelry or blanket. Wearer only (holder in the case of the staff). Energy cost to create: 200.

Smoke

Area

Creates an area of dense smoke. Even 1 hex of such smoke will block vision. Until it dissipates, it has the effect of tear gas (anyone failing a HT roll is unable to do anything but cough and weep). The smoke is somewhat hot and will rise slowly (about 1 foot per second); the rate of dissipation will depend on the area and the presence of wind; indoors, it will usually last until the spell expires, but outdoors on a windy day it may last only ten seconds or so.

Duration: 5 minutes, except in windy areas.

Base Cost: 1 to cast; cannot be maintained.

Prerequisites: Shape Fire and Extinguish Fire.

Item: Staff, wand or jewelry. Energy cost to create: 50.

Burning Touch

Regular

Caster must touch the subject. The subject suffers 1 die of burning damage for every point the caster puts into the spell. Armor, Toughness and high-tech insulators protect normally.

Cost: 1 to 3.

Prerequisites: Magery 2 and at least six Fire spells including Heat.

Item: Staff, wand or glove. Must touch. Energy cost to create: 1,500.

Rain of Fire

Area

Fiery droplets rain from the sky onto the area, causing 1d-1 burning damage per turn to all within it. Creatures under the Rain of Fire take damage on their own turns; if less than an entire turn is spent in the affected area, damage is halved (round down).

The spell can only be cast outdoors. Armor protects in the usual fashion. Medium or large shields can be held overhead to block the fire, but they may take damage (see sidebar, p. B120). This requires two hands and a Ready action (one turn), and it succeeds automatically in protecting the bearer once the shield is readied upwards. But this *unreadies* the shield from its normal protective function!

Inanimate objects such as buildings protect with their DR. Only highly flammable materials may catch fire.

Duration: 1 minute.

Base Cost: 1 to cast (minimum 2), same to maintain. For double the base cost, the Rain of Fire does 2d-2 per turn!

Prerequisites: Magery 2 and Create Fire.

Item: Staff. Mage only. Energy cost to create: 600.



Fire Cloud

Area

Creates a swirling cloud of flames and fiery embers. It does not block vision, but inflicts burning damage to all within it. Creatures in the cloud take damage on their own turns; if less

than an entire turn is spent in the affected area, damage is halved (round down). Armor protects normally (the GM should roll hit location - even a knight in plate armor may get an ember in the eye . . .). Only highly flammable materials may catch fire.

Duration: 10 seconds.

Base Cost: 1 to 5; the cloud inflicts 1 point of damage per turn for every energy point put into the base cost. Same cost to maintain.

Time to cast: 1 to 5 seconds, depending on base cost.

Prerequisites: Shape Air and Fireball.

Item: Staff, wand or jewelry. Mage only. Cost to create: 175 energy and a \$500 ruby.

Flaming Armor

Regular

Subject is sheathed in flames without feeling any discomfort - the subject and anything he carries are under a basic Resist Fire spell. These flames provide the usual illumination and heat to their surroundings. The subject's punches, kicks and melee attacks do an extra point of burning damage (see p. B129).

Any melee attack that hits the subject triggers a 1-die Flame Jet backlash along the weapon at the foe. This attack automatically hits the attacker's torso if the weapon's Reach was 1 or less. Should the subject grapple or be grappled, the foe will take 3d of burning damage, but the spell will be broken.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Prerequisites: Magery, Resist Fire and Flame Jet.

Items: (a) Staff or jewelry. Mage only. Energy cost to create: 600; must include \$300 worth of rubies. (b) Cape or armor. Wearer only. When activated, the cape seems literally woven of flames; it will protect against attacks from the back and sides, but not from the front, unless it is wielded as a cloak (see *GURPS Swashbucklers* or *GURPS Supers*). Energy cost to create: 700 for the cape, 1,000 for armor.

Body of Flames (VH)

Regular; Resisted by HT

Subject becomes an animated shape of flames. Clothes (up to 6 pounds) also become fire, but lose any magic powers they might have had. He can carry *nothing* while in this form. He retains his normal senses, can still speak (with a roaring, crackling voice), cast spells (at a -2 penalty), etc.

Although the *subject* does not need to breathe, the *flames* need oxygen; asphyxiation is a definite risk in an enclosed, airtight space. Vacuum or an atmosphere with no oxygen or hydrogen snuffs out the flames in one turn. The spell is broken if the flames are put out.

He can merge with a large fire to become a half-visible form, still moving at his full speed and regaining 1 hit point per minute while there.

He takes only one point from any physical attack (crushing, cutting or impaling). Consider 20 gallons of water being poured on him or every turn spent immersed in water as doing 2 dice of damage. He does burning damage (equal to his punching score) upon contact and his hex is considered a "fire hex" (see p. B129), should anyone be foolish enough to stand in it.

He takes double damage from Water and Ice attack spells and none from Fire spells. Each two points of energy put into Shape Fire hinders him by 1 point of Move and Dodge. Each casting of Extinguish Fire (cost 3) does two dice of damage. Slow Fire acts as a Slow spell and Fast Fire as a Great Haste spell. Destroy Air quenches the flames unless a HT roll is made.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 12 to cast, 4 to maintain.

Time to cast: 5 seconds.

Prerequisite: Breathe Fire.

Item: Staff, wand or jewelry. Wearer only. A severe drawback is that, as soon as it is activated, the item falls through the user's hand-thus a spell cast with this item lasts only a minute. Energy cost to create: 3,000.

Burning Death (VH)

Regular; Resisted by HT

This spell causes the subject, who *must* be touched by the caster, to burn from within. Every turn, the victim must roll against HT; on any failure, he takes 1d-1 burning damage. On a success, he takes no damage that turn; on a critical success, the spell is broken. Passive defense, damage resistance and fire resistance do not protect against this injury!

For the duration of the spell, the victim will experience almost unbearable discomfort, equivalent to the effects of a Sickness spell (see p. M66).

If the spell is maintained long enough, the victim's skin and clothes will start to char and little flames will dart out here and there. Once the victim dies, his body bursts into flame and burns until only a little pile of ashes remains.

Undead are *not* affected. The caster *must* concentrate while maintaining this spell, but need not remain in physical contact.

This is also a Necromantic spell.

Duration: 1 second.

Cost: 3 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 2, Heat and Sickness.

Item: Staff, wand or jewelry. Mage only, must touch. Cost to create: 700 energy and a \$500 ruby.

Note: This spell first appeared, in genre-specific form, in *GURPS Conan*.



ELEMENTAL SPELLS - WATER

Water comes in a variety of forms:

Liquid water has a density of 8.3 lbs. per gallon. A single hex of water, 1 foot deep, contains about 60 gallons and weighs about 500 lbs. A single cubic foot of water weighs approximately 60 pounds and contains around 7.5 gallons.

Ice occupies about 10% more volume than water; a hex of ice, 1 foot deep, is about 54 gallons of water and weighs about 450 lbs.

Snow comes in a wide range of "fluffiness." Old snow, under pressure, eventually becomes ice (this is how glaciers are formed). Newly fallen snow, on the other hand, is typically ten parts of air to one part of snow and can be as fluffy as 100 parts of air to one part of snow. A hex of fresh snow 6 feet deep, therefore, contains anywhere from four to 36 gallons of water and weighs from 30 to 300 lbs.

Steam occupies 1,600 times more space than liquid water. A hex of steam, 6 feet high, contains about a quart of water, massing 2 lbs.

Dry Well

Regular

Blocks the water flow within a spring, reducing its output.

Duration: Permanent. Note, however, that the local geology may eventually shift, increasing the spring's output to its previous level.

Cost: 3 times the reduction in the spring's output, in gallons per hour.

Time to cast: 1 minute.

Prerequisites: Destroy Water and Shape Earth.

Item: Staff. Cost to create: 450 energy and a \$500 emerald.

Note: This spell first appeared, in genre-specific form, in **GURPS Japan**.

Create Well

Regular

Increases a spring's output. As the name implies, no spring need exist to start with.

Duration: Permanent. Note, however, that the local geology may eventually shift, reducing the spring's output to its previous level.

Cost: 5 times the increase in the spring's output, in gallons per hour.

Time to cast: 1 minute.

Prerequisites: Dry Well and Shape Water.

Item: Staff. Cost to create: 675 energy and a \$500 emerald.

Note: GMs may wish to stipulate that Create Well must be one of the six Water spells prerequisite to Geyser. This spell first appeared, in genre-specific form, in **GURPS Japan**.

Foul Water

Area

Renders water undrinkable. Foul water is readily recognizable by its uninviting color and smell, whereas fouled beer or wine may be more difficult to detect. Anyone foolish enough to drink it must make a HT roll. On a successful roll, he merely feels sick and loses 2 HT. On a failed roll, he is seized by painful stomach cramps, losing 1d+1 HT; he is at -3 for all skills and -1 on all defenses until the lost HT is restored.

Foul water also fails to satisfy thirst and cannot support fish or other water-dwellers (a fish of any sort would slowly suffocate in fouled water; a sea mammal would become ill from ingesting it). Water elementals and Body of Water

subjects resist with the higher of their ST or HT. Failure indicates the subject is mentally stunned, and loses 1d from each attribute for one day (no attribute can be reduced below 3).

In a large body of water, the foul water is eventually diluted to harmlessness; if cast in a mountain stream, this spell will effectively last only a second or two.

Essential Water resists this spell with its caster's effective skill.

This is also a Food spell.

Duration: Water is fouled permanently, but may be diluted as described above.

Base Cost: 3. Each hex affected is 2 yards deep.

Prerequisites: Purify Water and Decay.

Item: Staff or wand. Must touch subject water. Energy cost to create: 100.



Walk Through Water

Regular

This spell allows the subject to pass through water or ice as if it were air; he can walk through glaciers, along the bottoms of lakes, etc. Note that, like the Swim spell, this will negate penalties for combat in water (see p. B91). In liquid water the subject requires a surface to walk on. The spell may cost more if resistance to abyssal pressures is required. The spell neither opens a passage for others to follow, nor reveals what is on the other side . . . If the caster (or the subject!) also knows a spell to let him breathe, the subject will have no difficulty breathing during his journey. Otherwise, he must hold his breath!

Should the spell end before the subject regains the open air, he will be trapped! He will not automatically be harmed, but will drown (or suffocate, if in ice) if he cannot escape. The spell does not supply resistance to water pressure at extreme depths.

Duration: 1 second.

Cost: 4 to cast, 3 to maintain. Double the cost to resist great water pressure.

Time to cast: 3 seconds.

Prerequisites: Magery and Shape Water.

Item: Clothing or jewelry. Works on wearer only. Energy cost to create: 1,100.

Resist Water

The subject (person, creature or object) and anything he carries become immune to the effects of dampness, remaining dry even if completely submerged. The spell protects against the dampening effect of steam or ice, but not against the scalding or freezing itself! This will also protect against water-like substances; a spilled drink will not stain, for instance. Its protection against acid is limited - the subject is granted 2 points of DR against acid spills or immersion.

This is also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Umbrella, or Shape Water and Destroy Water.

Items: (a) Staff, wand or jewelry. Always on. Protects wearer only. Cost to create: 200 energy and a \$200 emerald. (b) Staff, wand or jewelry. Cost to create: 400 energy and a \$200 emerald.

Mud Jet

As listed under Earth, p. 22.

Earth to Water

As listed under Earth, p. 24.

Whirlpool

Lets the caster create a circular whirlpool in a body of water (lakes, rivers, oceans, but also ponds and pools). By concentrating, the caster can move the whirlpool any distance up to its own diameter per turn. The caster may move at half speed while concentrating.

The whirlpool has a "funnel" in its center, the radius of which (at the surface) may be up to half that of the whirlpool. The depth of the funnel may be up to twice the radius of the whirlpool. The funnel gets progressively narrower as one nears its bottom.

The outermost ring of whirlpool hexes moves at speed 1, the next inner ring at speed 2 and so on. Anyone caught in the whirlpool will be dragged toward its bottom; a Swimming roll, at a penalty equal to that hex ring's speed, must be made every revolution to avoid being dragged into the next inner ring (in addition to the usual consequences for failure - see p. B91). A success by 3 or more means the swimmer managed to move outward one hex ring (if he so wills).

The whirlpool has little effect on beings and objects weighing more than 90 lbs. times its radius in hexes. While in the whirlpool, all DX-based skills (except aquatic ones such as Swimming or Scuba) are at -5, above and beyond any penalty for being in water in the first place.

Duration: 1 minute after reaching full strength.

Base Cost: 2 to cast, 1 to maintain.

Time to cast: The whirlpool starts immediately, but the caster must concentrate for a number of turns equal to the whirlpool's radius in hexes to bring it to full strength. The whirlpool takes a like time to stop once the spell lapses, although no concentration is required.

Prerequisite: Shape Water.

Item: Staff, wand or jewelry. Mage only. Cost to create: 500 energy and a \$500 emerald.

Regular

Regular

Regular

Area

Boil Water

Turns water into steam. Water expands 1,600 times in going from the liquid to the gaseous state; the pressure that can be generated in an airtight container is *enormous*. The scalding effect of steam is such that a steam hex should be treated exactly as a fire hex, except that it cannot ignite anything.

Duration: Permanent, although the steam will re-condense naturally (within about 10 minutes).

Cost: 1 for a fist-sized quantity of water (makes about half a hex of steam), 4 for a cubic foot's worth (makes about 30 hexes of steam), 6 for a hex of water (makes about 250 hexes of steam), 3 for each additional hex.

Time to cast: 10 seconds.

Prerequisites: Shape Water and Heat.

Item: Staff, wand or jewelry. Cost to create: 200 energy and a \$100 carnelian.

Condense Steam

Turns steam into water, at room temperature.

Duration: Permanent, although the water may boil again.

Base Cost: 1 to cast (minimum 2).

Time to cast: 10 seconds.

Prerequisites: Cold or Boil Water.

Item: Staff, wand or jewelry. Cost to create: 300 energy and a \$100 emerald.

Area

Create Steam

Produces a cloud of scalding steam. Until it dissipates, anyone standing in it is in a steam hex (treat as a fire hex, p. B 129, except that it cannot ignite anything). The steam tends to rise; the rate of dissipation will depend on the area, ambient temperature and the presence of wind. Indoors, the steam will usually last until the spell expires, but outdoors on a windy or cold day the effects may last only ten seconds or so.

Duration: 5 minutes or less, as above.

Base Cost: 2 to cast. Cannot be maintained.

Prerequisite: Boil Water.

Item: Staff, wand or jewelry. Cost to create: 400 energy and a \$100 carnelian.

Area



Steam Jet

Regular

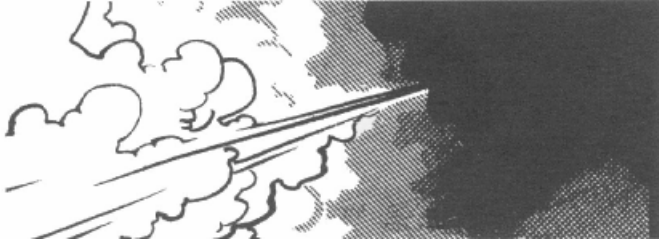
Lets the caster shoot a thin jet of scalding steam from one finger. Its uses, blinding effect and knockback are as described in Snow Jet (p. 35).

Duration: 1 second.

Cost: 1 to 3; same to maintain. Does 1d-1 of scalding damage for every point put into it. Range is equal to the number of dice.

Prerequisites: Water Jet and Boil Water.

Item: Staff or wand. Mage only. The jet issues from the item's tip. Energy cost to create: 700; must be tipped by a \$300 carnelian.



Breathe Steam (VH)

Regular

Similar to Steam Jet, except that the steam issues from the caster's *mouth*, it cannot be maintained and each energy point buys 1d damage instead of 1d-1. The caster rolls to hit against DX-2 or his Magic Breath skill (p. M105). This counts as an action; he must be facing his target. No *hand* gestures are required to cast this spell; certain lip and tongue motions are made instead. Thus Breathe Steam can be cast "no hands" at any level of skill.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: Magery, Steam Jet and Resist Fire.

Item: Jewelry. Mage only. Cost to create: 1,000 energy and a \$500 carnelian.

WEATHER SPELLS - WATER

Weather control spells are found in both the Air and Water Colleges. Aside from the ones presented here, the Weather subcollege comprises the following Water spells: Fog, Frost, Hail and Snow. The Air Weather spells are listed under the Air College. GMs may wish to consider splitting the Weather spells into a college of their own. Another interesting option is to have all area Weather spells cast using Long-Distance modifiers from the caster to the edge of the area affected (p. B151 or p. M10).

Current

Special; Area

Affects the currents of any large body of water. Each application of the spell can shift the current direction by 22.5° or its speed by 1 mph (or knot). To achieve combined direction/speed changes or more extreme changes in one or the other, increase the cost proportionately.

The spell may be cast on an area, affecting the current moving under it for 40 yards in depth. It can also be cast on an object, such as a ship, which it must then encompass in its entirety. The area of effect then moves with the object.

Duration: 1 hour.

Base Cost: 1/50. Same to maintain.

Time to cast: 1 minute.

Prerequisites: At least eight Water spells.

Item: Staff, wand or jewelry. Energy cost to create: 300.

Waves

Special; Area

Changes the degree of surface calm of any large body of water. Each application of the spell can increase or decrease the wave height by one point on the Beaufort scale (see p. 26): to achieve multiple-point changes, multiply the spell's cost accordingly. This does not affect the wind. Note that the scale on p. 26 is specific to *ocean* waves; the waves produced on lake shores are generally much lower relative to wind speed (GM's judgment).

The spell may be cast on an area, affecting the waves moving across it. It can also be cast on an object, such as a ship, which it must then encompass in its entirety (typically, from 10 to 30 hexes in radius). The area of effect then moves with the object.

Duration: 1 hour.

Base Cost: 1/60. Same to maintain.

Time to cast: 1 minute.

Prerequisite: Shape Water.

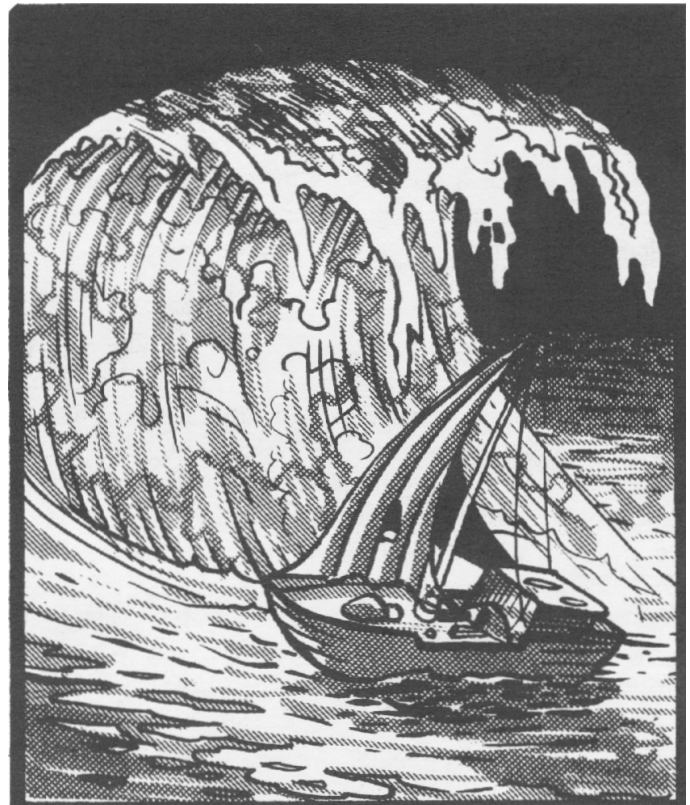
Item: Staff, wand or jewelry. Energy cost to create: 300.

Tide

Special; Area

Affects the sea's tides. Each application of the spell can raise or lower the tide level by 1 foot; to achieve larger changes, increase the spell's cost proportionately.

The "hill of water" thus created spreads naturally from the area affected, dropping by 1 foot for each outward hex ring beyond the actual area of the spell.



The spell may be cast on an area, affecting the tide in it- It can also be cast on an object, such as a ship, which it must then encompass in its entirety. The area of effect then moves with the object.

Duration: 1 hour.

Base Cost: 1/30. Same to maintain.

Time to cast: 1 minute.

Prerequisites: At least eight Water spells.

Item: Staff, wand or jewelry. Energy cost to create: 225.

Storm

Area

As listed under Air spells, p. 26.

Cloud-Walking

Regular

As listed under Movement spells, p. 81.

Cloud-Vaulting (VH)

Regular

As listed under Movement spells, p. 81.

ICE SPELLS

Ice is another aspect of Water. With the introduction of the new spells presented here, GMs may wish to consider splitting the Ice spells into a college of their own.

Previous spells from *GURPS Magic* are considered Ice spells if they have "Ice," "Icy" or "Snow" in their name. Also counted as Ice spells are Frost, Freeze, Frostbite and Hail.

Coolness

Regular

The subject remains comfortably cool in warm weather, avoiding the risk of dehydration or heat stroke - but not sunburn! The subject's "local temperature" is effectively moved down by up to 50° F toward optimum comfort (for most humans, this is around 65° F - see p. B130 for heat rules). The spell offers no protection against actual flame or fire-based attack spells.

This is also a Protection and Warning spell.

Duration: 1 hour.

Cost: 2 to cast, 1 to maintain.

Time to cast: 10 seconds.

Prerequisite: Cold.

Item: Clothing, staff, fan or jewelry. Wearer only (holder in the case of the staff). Energy cost to create: 200.

Create Ice

Regular

Creates a quantity of ice or snow. It may appear as: a solid block of any shape; within a container (which must be large enough); hanging in mid-air (it falls immediately); as a mass of ice shavings (great for cooling drinks); or as a cloud of snow (which gently settles to the ground). It takes 60 gallons of ice shavings or snow to put out a hex of fire within one second. A gallon of snow, depending on its fluffiness, will cover a hex to a depth of 2 to 18 inches.

Duration: Permanent; the ice lasts until it melts naturally.

Cost: 2 per gallon of ice created.

Prerequisites: Freeze.

Item: Staff, wand or jewelry. Cost to create: 200 energy and a \$100 sapphire.

Snow Jet

Regular

Lets the caster shoot a thin jet of snow from one finger. This attack may be dodged or blocked, but not parried. Each turn. the caster rolls vs. DX-4 or Magic Jet to hit. If the spell strikes the face, it will temporarily blind the target unless he makes a HT roll. It does knockback on all targets and damage to creatures of flame; it can kill or knock down flying swarm creatures. It will extinguish 1 hex of normal fire.

If the HT roll is failed, each energy point in the spell blinds the target for one second. After the target can see again, he will be at -3 DX for watery eyes for a further 1d seconds. On a critical failure of the HT roll, the target is blinded for 1d seconds per point in the spell. On a successful HT roll, the victim covers his eyes for one second and is therefore at -3 DX for one turn. On a critical success, the victim is unaffected.

Duration: 1 second.

Cost: 1 to 3. Does 1d of knockback for every point put into it. Range is equal to the number of dice. The cost to maintain the spell is the same.

Prerequisites: Water Jet and Freeze.

Item: Staff or wand. Mage only. The jet issues from the item's tip. Energy cost to create: 600; must be tipped by a 5500 sapphire.

Icy Touch

Regular

Coats the subject with ice. The caster must touch the subject. Such a coating may be broken by a successful ST roll, at it -1 for each ¼"; the subject cannot take another action on the turn he breaks free. Each point of basic damage from without will break off ¼"; the coating has DR 1 for every ½".

While encased in ice, roll vs. HT every four seconds (increase or decrease effective HT by +/-5 according to clothing); failure means a point of fatigue is taken. When ST reaches 3, start losing HT instead. When checking for death, a critical success indicates the subject is now in suspended animation (as on p. M50).

Duration: Permanent.

Cost: 2 per ¼" of ice; must affect the entire subject, not just a part of it! If the temperature is above the freezing point, the ice coating may be maintained by spending as much fatigue as in the original casting every 10 minutes. Every ¼" will inflict 1d-1 of damage to flame creatures.

Time to cast: 1 second per ¼" of ice.

Prerequisites: Magery and at least four Ice spells.

Item: Staff or wand. Mage only, must touch. Tip must be white. Energy cost to create: 800.

Flesh to Ice (VH)

Regular; Resisted by HT

"Petrifies" a living subject (and all his gear!) into ice. Stone to Flesh, at -4 (unless its caster knows Flesh to Ice as well), will reverse the effects of this spell; so will Remove Curse.

Duration: Permanent until reversed by another spell or substantial melting (or breakage) takes place.

Cost: 12 to cast; must affect the entire subject, not just a part of it!

Time to cast: 2 seconds.

Prerequisites: Magery, Frostbite and Body of Water.

Item: Staff or wand. Mage only. must touch. Energy cost to create: 1,200.

Body of Ice (VH)

Regular; Resisted by HT

Subject becomes an animated ice statue. Clothes (up to 6 pounds) also become ice, but lose any magic powers they might have had. He may still speak (with a chill, hollow tone), cast spells, etc. He does not need to breathe.

His Speed slows to 4. He may meld into any large body of ice (such as a glacier), wherein he becomes invisible, regenerates 1 hit point per minute and has a Move of 1. He automatically floats on water.

If the temperature is hotter than 80°F, the subject will take 1 point of damage per minute, per 20°F (or fraction) above 80°F.

He acquires PD 1, DR 2 - sonic and vibratory attacks ignore this DR. His punches and kicks do +2 damage. He is at -4 to grapple or be grappled because of his slipperiness.

Fire and Steam combat spells do *triple* damage; Ice spells do none. Each 2 points of energy put into Shape Water hinders him by 1 point of Move and Dodge. Each casting of Melt Ice (cost 1) or Destroy Water (cost 3) inflicts 2 dice of damage, while Freeze heals 1 hit point per point of energy.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 7 to cast, 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Body of Water and Freeze.

Item: Staff, wand or jewelry. Wearer only. Energy cost to create: 1,300.

Icy Breath (VH)

Regular

The caster expels a deadly hail of ice and cold air from his mouth, doing 1d+1 damage per point of energy put into the spell. The caster rolls to hit against DX-2 or his Magic Breath skill (p. M105). This counts as an action; the caster must be facing his target. No *hand* gestures are required to cast this spell; certain lip and tongue motions are made instead. Thus an Icy Breath can be cast “no hands” at any level of skill.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: Magery, Snow Jet and Resist Cold.

Item: Jewelry. Mage only. Cost to create: 400 energy and a \$500 sapphire.

Icy Missiles

Regular

Like Icy Weapon, but cast on a missile weapon. The weapon itself becomes cold to the touch, but won't harm its wielder. Any missile it fires becomes freezing cold, doing +2 damage to most foes and +3 to creatures of flame (after all other modifiers). The missile shatters after it hits a target or after ten seconds, whichever comes first.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisite: Icy Weapon.

Item: A missile weapon that fires icy missiles whenever used, at *no* energy cost to the user. Cost to create: 1,000 energy and a 5500 sapphire.

Rain of Ice Daggers

Area

Ice daggers rain from the sky onto the area, causing 1d-2 impaling damage per turn to all within it. Creatures under the Rain of Ice Daggers take damage on their own turns; if less than an entire turn is spent in the affected area, damage is halved (round down).

The spell can only be cast out of doors. Armor protects in the usual fashion. Medium or large shields can be held overhead to block the icicles, but may take damage (see sidebar, p. B 120). This requires two hands, a Ready action (one turn) and succeeds automatically in protecting the person once the shield is readied upward. But this *unreadies* the shield from its normal protective function!

Inanimate objects such as buildings protect with their DR.

Duration: 1 minute.

Base Cost: 2 to cast, same to maintain. For double base cost, the Rain of Ice Daggers does 1d per turn!

Prerequisites: Magery 2, Hail and Ice Dagger.

Item: Staff. Mage only. Cost to create: 800 energy and a \$1,000 sapphire.

Note: This spell first appeared, in genre-specific form, as “Rain of Icy Death” in *GURPS Conan*.



ACID SPELLS

Acid, a staple of “pulp fantasy,” is another aspect of Water, having some affinities with the opposed college of Fire. With the introduction of the new spells presented here, GMs may wish to consider splitting the Acid spells into a college of their own.

Although acids come in a wide variety of pH ratings, ranging from extremely weak (boric acid), through medium strong (acetic acid - vinegar -and citric acid - lemon juice), to extremely strong (hydrochloric, perchloric, nitric and sulphuric acids), the Acid sub-college considers a single, “generic” strength of acid.

Each gallon of acid can cause 8 points of burning damage before being neutralized; once neutralized, it is ordinary salty water. Splashing someone with acid is like washing him in flame: it inflicts 1d-3 points of damage (armor protects). If *immersed* in acid, a being takes 1d-1 damage per turn, armor protecting with its full DR on the first turn, DR-1 on the second turn, DR-2 on the third and so on. Objects - including the armor! - are similarly affected.

If acid splashes a Victim's face, he must make a HT roll to avoid being blinded. On a failure, the acid burns the eyes; if more than 2 points are inflicted, the victim is blinded (use the crippling injuries rule on p. B129 to see if the damage is permanent)! On a critical failure, permanent blindness is certain.

Casting Destroy Water on a volume of acid leaves a little pile of salt behind. Purify Water will remove the acidity from the treated volume, leaving fresh water. Most Water spells work normally on volumes of acid, including Freeze and Boil Water. In steam form, the acid inflicts the higher of its scalding and burning damage, but no more.

Magical acid attacks everything except glass, certain varieties of stone and selected metals (gold and platinum among them); the GM will have to rule on which substances are immune at the campaign's start. For game purposes, strong alkalis are treated identically to acid.

Create Acid

Regular

Lets the caster create a strong acidic solution out of nothing. It may appear in any of several forms. It may appear within a container (which should be of glass or of some special stone or metal if the acid is not to attack it) or as a globe in mid-air (which falls immediately) or as a dense mist of droplets (which inflicts splashing damage).

Duration: The created acid is permanent, but neutralizes itself as it reacts with objects and beings.

Cost: 4 per gallon created; less in proportion for weaker acids.

Time to cast: 2 seconds.

Prerequisites: Magery, Create Water and Create Earth.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 300.

Resist Acid

Regular

The subject (person, creature or object) and anything he carries become immune to the effects of acid.

This is also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2; 6 if subject must resist Essential Acid, half to maintain.

Prerequisites: Purify Water and Create Acid.

Items: (a) Staff, wand or jewelry. Wearer only. Energy cost to create: 800. (b) Staff, wand or jewelry. Energy cost to create: 1,200.

Acid Jet

Regular

Lets caster shoot a jet of acid from one hand. Its use, blinding effect and knockback are as those in Snow Jet (p. 35), except as detailed in the introduction to this sub-college.

Duration: 1 second.

Cost: 1 to 3. Does 1d-1 points of damage for every point put into it. Range is equal to the number of dice. The cost to maintain the spell is the same.

Prerequisites: Magery 2, Water Jet and Create Acid.

Item: Staff or wand. Mage only. The jet issues from the item's tip. Energy cost to create: 900.

Spit Acid (VH)

Regular

Similar to Acid Jet, except that the acid issues from the caster's mouth, it cannot be maintained and each energy point buys 1d damage instead of 1d-1. Caster rolls to hit against DX-2 or his Magic Breath skill (p. M105). This counts as an action; the caster must be facing his target. No hand gestures are required to cast this spell; certain lip and tongue motions are made instead. Thus Spit Acid can be cast "no hands" at any level of skill.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained. Does 1d points of damage for every point put into it. Range is equal to the number of dice.

Time to cast: 2 seconds.

Prerequisites: Magery 3. Acid Jet and Resist Acid.

Item: Jewelry. Mage only. Energy cost to create: 400.

Acid Ball

Missile

Lets the caster throw a ball of acid from his hand. When it strikes something, it bursts, inflicting acid damage. It has SS 13, Acc +1, ½D 25, Max 50; use the Spell Throwing (Ball) skill. Cost: 1 to 3; the Acid Ball does 1 die damage for each energy point put into it.

Time to cast: 1 to 3 seconds.

Prerequisites: Magery 2 and Create Acid.

Item: Staff or wand - Acid Ball is fired from the tip of the item. Mage only. Energy cost to create: 300.

Rain of Acid

Area

Droplets of acid rain from the sky onto the area, causing 1d-1 burning damage per turn to all within it. Creatures under the rain of acid take damage on their own turns; if less than an entire turn is spent in the affected area, damage is halved (round down).

The spell can only be cast outdoors. Armor protects in the usual fashion. Medium or large shields can be held overhead to block the droplets, but they may take damage (see sidebar, p. B120). This requires two hands, a Ready action (one turn) and succeeds automatically in protecting the person once the shield is readied upward; however, this unreadies the shield from its normal protective function!

In addition, acid rain eats objects away at the rate of 1 hit every ten seconds; the object's DR protects it completely for three seconds per DR. This includes building;.

Duration: 1 minute.

Base Cost: 3 to cast, 3 to maintain.

Prerequisites: Magery 2, Create Water and Create Earth.

Item: Staff. Mage only. Energy cost to create: 1,200.

Essential Acid (VH)

Regular

In general like Create Acid, except that the acid created is the magical **essence** of acid. No substance is immune to its bite, and it inflicts three times as much damage before being neutralized. Essential Water or Flame, in like quantity, will nullify Essential Acid. If frozen with the Freeze spell, it is harmless until thawed.

Duration: Permanent until neutralized.

Cost: 8 per gallon.

Prerequisites: At least six Acid spells.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,100.

ENCHANTMENT SPELLS

The Bane enchantment (p. M45), which limits a magical weapon's powers to affecting one type of foe, will work with Defending Weapon, Dancing Shield, Penetrating Blade, Quick-Aim and Graceful Weapon - it does *not* work with Ghost Weapon. It will, of course, work with any of the new weapon enchantments, such as Distant Blow, Electric Missiles, Electric Weapon, Icy Missiles, Slow Healing, Stop Healing, Weaken Blood and Weapon Self.

Talisman

A talisman is an item that grants the wearer a *one-time* boon when attacked by a specific spell or non-magical attack or affliction. The talisman's enchantment adds to the resistance roll, attribute check or passive defense roll against its specific attack or affliction. The talisman is always "on" while worn by or in physical contact with its owner; otherwise it is inactive. It lasts until the thing it protects against happens; then it loses its enchantment. Possible talismans may protect against disease, arrows, curses, lightning and other calamities.

Although most talismans are created using pieces of jewelry, any item may be so enchanted. When creating a talisman against a spell, the enchanter uses the lower of his skills with Talisman and the spell being opposed. It is even possible to *tattoo* a talisman onto its wearer!

Each protection is a different spell, to be learned separately. Talismans also work against variants of the base spell. For instance, a talisman against Fireball also works against Explosive Fireball.

Energy cost to cast: 15 for one point of protection, 45 for two, 90 for three and 150 for four.

Prerequisites: Enchant and the spell to be opposed by the talisman (if any).

Note: This spell should not be confused with the *alchemical* talismans discussed in *GURPS Magic Items* (p. MI 115).

Note: This spell first appeared, in genre-specific form, in *GURPS Vikings* and *GURPS Middle Ages 1*.

Amulet

Enchantment

An amulet is an item that grants the wearer magic resistance against a specific spell. Amulets are often enchanted with several Amulet spells, so as to cover a wide spectrum of spells. Although most amulets are made with pieces of jewelry, any item may be so enchanted. It is even possible to *tattoo* an amulet onto its wearer!

The enchanter uses the lower of his skills with Amulet and the spell being opposed. Amulets also work against variants of the base spell. For instance, an amulet against Fireball also opposes Explosive Fireball.

Energy cost to cast: 50 per point of magic resistance the amulet grants (maximum of 5).

Prerequisite: The appropriate Talisman spell (that is, to learn the Amulet spell to protect from Panic, the Talisman spell for Panic must be known).

Note: This spell should not be confused with the *alchemical* amulets described in *GURPS Magic Items* (p. MI 115).

Spell Stone

Enchantment

A spell stone stores a spell until it is used by someone (even a non-mage). The stone's user concentrates for a turn while crushing the spell stone in his hand, thus casting the spell. At the beginning of his next turn, roll against the effective skill of the spell stone's maker. If the roll is successful, the spell is cast. If it is a normal failure, the stone is simply wasted; critical failures go to the Critical Spell Failure Table (p. B147 or M6). If the stone is crushed *without* the requisite turn of concentration, it is likewise wasted.

The spell's energy is included in the enchantment; none is required of the user, who also may not opt to supply any power to the spell to maintain it. Similarly, he may not cancel the spell once cast, although the creator of the stone may specify a shorter duration than ordinary and may also invest extra energy so that the spell will maintain itself. Only one spell stone may be used per turn by a single person.



A spell stone must be made from a jewel. The maximum energy of the spell that may be contained is equal to its weight in carats.

Any spell except a Blocking or Enchantment spell may be stored in a spell stone. Limiting Enchantments may be put on the stone. If the spell stored in the stone requires the caster to know another spell (Counterspell, for instance), that other spell must be specified at creation time. It is thus possible to create a spell stone that will counter one *specific* spell, but it is impossible to create a *generic* Counterspell spell stone.

It is also possible to create spell stones which, when crushed, do not cast the spell *for* the user, but on him!

Analyze Magic will reveal which spell a spell stone contains, whether the spell will be cast for or on the user, how much energy was invested, etc. (one question per casting).

Energy cost to cast: 20 times the spell's casting cost, including maintenance cost if so desired.

Prerequisites: Enchant and Delay.

Malefice (VH) Enchantment; Special Resistance

Through this foul enchantment, the caster can hold sway over a victim. He must fashion a doll (usually out of wax, but clay, straw and other materials may be appropriate with the GM's permission) with something embedded in it which is personally relevant to the target. Parts of the target's body (nail clippings, hair, blood, saliva, etc.) allow a casting at base skill. Other items will allow a casting at varying penalties; for example, threads from a shirt worn for years might be worth -2, while dirt from a fresh footprint might be worth -6.

The doll can be used by its maker (and no one else) to cast harmful spells (such as Pain) on the target, at normal fatigue cost, *while ignoring distance penalties*. The caster uses the lower of his skill with Malefice and his skill with the channelled spell. The target resists all such attacks, even if the spell is normally not resisted (he then resists with HT).

If the victim resists the *very first* spell cast upon him through the doll, he immediately breaks the enchantment. Otherwise, every later successful resistance simply weakens the Malefice. Upon reaching Power 0, the Malefice dissipates. A critical failure by the channeled spell or a critical success by the subject also breaks the enchantment. At Power 3, it can no longer do harm, but can be detected.

Destroying the doll by fire or some other means breaks the spell, but it also inflicts on the target a Deathtouch of as many dice as the caster's effective skill with Malefice divided by 5 (round up, maximum of 3 dice). Remove Curse will free the target from the Malefice without harming him.

There are rumors of an improved version of this spell that allows the doll to be used by *any* caster. It is also possible to use Malefice for the benefit of its target - to cast Healing spells at a distance, say. Note that the target *must* roll to resist these "good" spells!

Energy cost to cast: 250. The wax, clay, straw, or other special ingredients cost \$500.

Prerequisites: Enchant and Seeker.

Ensorcel (VH) Enchantment; Special Resistance

An ensorcelment is a durable spell, usually malign but sometimes beneficial, cast on a single being. The process requires something which is personally relevant to the subject; use the Malefice modifiers.

The caster's spell roll is determined by the lower of his skills with this spell and the specific spell being placed on the subject. If the caster has assistants, their skills with both spells must be 15 or greater, but the roll is based on the *caster's* skill.

Possible ensorcelments include quite a few Body or Mind Control spells and others such as Shapeshift Other, Flesh to Stone, the various "Body of" spells, Walk on Air, the various "Resist" spells. Hide, Invisibility, the various "Vision" spell, and Plant Form Other. In all cases, it must be a maintainable Regular spell.

When the spell is cast, the subject gets a resistance roll if the object spell allows one; distance is *not* a factor. Remove Curse is effective against any ensorcelment.

The cost of the enchantment can be reduced if the caster includes an "escape clause" - a particular action or condition that will break the spell. Examples of this include speaking a magic word, being kissed as a gesture of true love, abstaining from speech for three years and so on. The value of the energy reduction depends on just how difficult the condition will be to meet - and the "escape clause" *must* be possible to be worth any reduction. The "discount" can be anything from 10% (for truly difficult or unlikely conditions) to 90% (for something that the subject could easily and automatically do, *and* easily discover). Most will fall somewhere between these extremes.

Energy cost to cast: 200 times the casting cost of the spell being placed on the subject.

Prerequisites: Malefice.

Simulacrum (VH) Enchantment

This spell allows the caster to create a golem in the exact image of a particular victim. The model must be prepared for a specific target; this requires the incorporation of something from the original's body (hair, blood . . .) into the creation. Otherwise, any materials appropriate for golems (clay, stone, flesh, etc.) may be used, along with any other materials that the GM approves. The likeness is achieved by an appropriate Shape spell or Sculpting skill roll at -10 - this need not be done by the caster himself. The counterfeit, once enchanted, appears identical to the target (including such details as eye color and skin tone) through a sort of always-on Perfect Illusion Disguise.

The replica of a human has the same attributes as the underlying golem, except that its IQ is always 10; the attributes vary accordingly if a larger or smaller target is used. It can punch or use weapons at DX, but cannot cast spells.

Once the duplicate is activated, it takes on the persona and knowledge of the target, as the caster perceives them. That is, the imitation cannot know something that the target does if the caster doesn't. IQ rolls may be required of the caster as challenges come up (what was the name of his great-uncle, anyway?). Like any golem, the reproduction is under the direct control of the caster.

Time to build body: As for the underlying golem, adding a week of work.

Energy cost to activate: Double that of the underlying golem.

Prerequisites: Magery 3, Golem, Perfect Illusion and Illusion Disguise.

Note: This spell first appeared, in genre-specific form in **GURPS Conan**.

Doppelganger (VH)

Enchantment

A Doppelganger is a duplicate of a person, fabricated through powerful magic. The Doppelganger must be prepared for a specific target; both a sample of the target's body (hair, blood . . .) and a cherished personal possession of the target are required. A statue of the original must be sculpted, using some pure elemental "material" and appropriate shaping magic - pure ice or snow from a mountain top, stone or fire from the bowels of a volcano, etc., are all appropriate materials. The likeness is achieved by an appropriate Shape spell or Sculpting skill roll at -10.

The Doppelganger has all the attributes, skills and knowledge of the original, with the exception of magic; it has no Magery and cannot cast any spells. It gets its knowledge from the embedded object; anything that the History spell could divine, it will know. It acts as the original would had he been enslaved by the Doppelganger's creator. Suspend Curse will paralyze it, while Remove Curse will destroy it. When destroyed, all that is left is a mass of the original material (a puddle of water, a mound of earth, a sudden rush of flames) and the object.

It is very difficult to detect the trickery. Whenever the GM judges the Information spell used does not altogether fail to tell the copy from the original, he should let the Doppelganger spell resist. The Aura spell and the Empathy advantage would be resisted, for example.

Time to build body: 6 weeks of work.

Energy cost to activate: 1,000.

Prerequisites: Magery 3, Golem, History and Enslave.

Leak

Enchantment

This is a perversion of the Cornucopia spell. The bag, purse, quiver, back-pack or other enchanted container will have an uncanny tendency to "lose" whatever is put in it (coins, arrows, clothes . . .). A leaky purse would lose a coin or two a day, a leaky quiver would lose an arrow or two a day, a leaky backpack would lose a piece of equipment once in a while . . . The lost items may "drop" out of the container, be whisked away by thieving magpies or magically vanish into thin air (as the GM's fancy takes him). Living beings are unaffected.

Energy cost to cast: 100.

Prerequisite: Hideaway.

ARMOR ENCHANTMENTS

Defending Shield

Enchantment

The enchanted shield allows its wielder to block more skillfully; each level of enchantment will give the wielder a +1 to block, up to a maximum of +3. The spell may *not* be combined with Dancing Shield (see below).

Energy cost to cast: 500 for +1 to block, 1,000 for +2 and 2,000 for +3. The spell may be recast at a higher level as in Accuracy (p. M44).

Prerequisites: Enchant and Dexterity.

Dancing Shield

Enchantment

A shield enchanted with this spell will protect its owner as if wielded by an invisible shield-bearer. The dancing shield has skill 16, speed 5 and a ST equal to the caster's effective skill with the spell (for bashing purposes). It will follow its owner's mental or spoken instructions as to which side to guard (expressed as a given hex-side relative to the owner's facing or simply "above" or "below" if flying opponents - or a flying owner! - are involved). If the owner is knocked out, the shield will continue protecting him to the best of its abilities. If the owner dies, the shield falls to the ground.

The shield can Block two different attacks per turn, regardless of its owner's actions (so the owner could parry any blow that got by the shield, say). The shield can be instructed to bash or, if large enough, rush a foe (see p. B123). In that case, its owner forfeits the shield's protection until the beginning of his next turn (the shield will travel no more than two hexes away from its owner). In the case of a rush, use the shield's skill in the contest of DX.

The shield can be attacked; a buckler is attacked at -3, a small shield at a -2, a medium at -1 and a large at no penalty. The shield will either Parry (using Skill/2) or Dodge (using Speed); it does *not* get any PD bonus either from its owner's armor or from itself. The shield could also be netted or bagged (standard to hit roll). If the shield makes a critical miss or is struck by a critical hit, it is *stunned* and out of the fight until its owner grasps it and "wakes it up" (a Ready maneuver). The shield loses its magic if destroyed (see the p. B 120 sidebar); if penetrated by an impaling weapon, it loses a point each of Power, Skill and Speed.

Energy cost to cast: 250 per pound of the shield's weight (minimum 1 lb.). Double the cost to enchant a shield with Speed 6 or Skill 18. Quadruple the cost to get one with both advantages. This spell may be recast at a higher level as with Accuracy, either to improve or repair the shield.

Prerequisites: Enchant and Air-Golem.

WEAPON ENCHANTMENTS

Defending Weapon

Enchantment

The enchanted weapon (any balanced weapon that can normally parry) permits its wielder to parry more skillfully; each level of enchantment will give the wielder a +1 to parry, up to a maximum of +3. The spell does *not* protect the weapon from being broken (see p. B99).

If this enchantment is combined with Dancing Weapon, the weapon will attack opponents engaged with the owner and ward off blows from attackers when possible, using the weapon's skill as in Dancing Weapon, plus this spell's bonus. The owner can command it to defend a given side of him (much like Dancing Shield) and to either defend (in which case it gets two parries per turn) or attack (in which case it gets a single attack and a single parry each turn). If a dancing, defending weapon does not parry a blow, the owner may still use any of his own applicable defenses.

Energy cost to cast: 500 for +1 to parry, 1,000 for +2 and 2,000 for +3. The spell may be recast at a higher level as with Accuracy (p. M44).

Prerequisite: Enchant and Air-Golem.

Penetrating Blade

Enchantment

Cutting or impaling weapons with this enchantment cut through armor as if it were butter. Specifically, the first few points of DR and PD are ignored. Such weapons do *not* do extra damage to unarmored foes.

Energy cost to cast: Depends on the number of points of armor the weapon ignores. 1 point: 150. 2 points: 600. 3 points: 2,400. 4 points: 9,000. 5 points: 24,000. *Double the cost* if the subject is a missile weapon (e.g., a bow). *Divide the cost by 10* if the subject is a missile (e.g., an arrow). If the item belongs in more than one class (weapon, missile weapon, missile), use the higher enchantment cost. In addition to weapons, any sort of cutting tool may be enchanted. Note that this spell may be recast at a higher level as in Accuracy.

Prerequisites: Enchant and Find Weakness.

Ghost Weapon

Enchantment

A weapon enchanted with this spell will affect ghosts (and other insubstantial beings and spirits) as if they were tangible. If the weapon itself is made intangible (through whatever means the GM deems feasible), the weapon will still affect the physical world at the whim of its wielder.

Energy cost to cast: 250 per pound of weight (minimum 1 lb.).

Prerequisites: Enchant and Solidify.

Quick-Aim

Enchantment

The subject missile weapon (bow, sling, etc.) gains uncanny responsiveness; in game terms, its Snap Shot number is reduced.

Energy cost to cast: 100 for the first point of Snap Shot reduction, doubling for each extra point (thus a 4-point Snap Shot reduction would cost 800). *Halve the cost* if the subject is a missile (e.g., a javelin or throwing axe). The enchantment won't work on ammunition (like arrows). Note that this spell may be recast at a higher level as in Accuracy.

Prerequisites: Enchant and Dexterity.

Graceful Weapon

Enchantment

This enchantment is a toned-down version of Quick-Draw. It makes an ordinarily unbalanced weapon balanced. It will not become unready after attacking or parrying, even on a critical miss. If Graceful Weapon encounters Turn Blade or Bladeturning, it resists those spells with the effective skill of its caster.

Energy cost to cast: 150 per pound of weight (minimum 1 lb.).

Prerequisites: Enchant and Apportation.

Item: May be cast on any sort of tool - not just a weapon.

Weapon Spirit (VH)

Enchantment

Transfers the personality and some of the intelligence of a recently deceased being (humanoid or not - dogs make excellent subjects) to a weapon, usually a sword. The enchantment is at -1 for each full day that has elapsed between the donor's death and the beginning of the enchantment. Most of the body must be present at the beginning of the enchantment, but may be disposed of after it commences.

The enchanter can pass on as little or as much of the donor's IQ as he wishes to the weapon, as well as some of the donor's mental skills, advantages and disadvantages. The weapon has



no memory of this former existence. Although it has no sensory organs, it possesses sight and hearing (perception scores of 10). Quirks (or disadvantages reduced to quirk level) are sometimes transferred from the donor to the weapon, whether the enchanter wants it or not.

The weapon can communicate with its wielder through an extremely basic empathy. When the weapon approves of the wielder's course of action, he gets a "good feeling," and he feels the reverse if the weapon disapproves of his actions. The weapon may be given a voice by being enchanted with the Voices spell. Various Communication and Empathy enchantments may be added to the weapon to enhance communication.

Each time it gets a new wielder, the weapon makes a single reaction roll, which sets the tone for its relationship with the wielder from that point on. On a very good reaction, the weapon will do literally anything for its wielder: on a very bad one, it will refuse to communicate or cooperate, and might even lie and work actively to get its wielder in trouble or to get itself lost or stolen. The GM should record the result; the weapon *cannot* be forced to roll a new reaction by simply being passed back and forth between wielders!

The weapon's skills cannot be improved, although skills such as History or Area Knowledge may be kept current through the absorption of new knowledge.

Energy cost to cast: 100 per point of IQ transferred, plus 25 times the character-point cost of each skill, plus 50 times the total character-point cost of all the advantages and disadvantages (minimum of zero). Add 300 for Voices.

Prerequisites: Enchant and Summon Spirit.

Note: This spell first appeared as Sword Spirit in **GURPS Magic Items**.

WIZARDLY TOOLS

Effigy (VH)

A mage can enchant an effigy, a life-size statue of himself, that attracts hostile magic directed at him to itself. Every time a spell attacks the effigy's maker, the Effigy rolls against its caster's effective skill, modified for the distance (using the long-distance modifiers on p. M10) separating it from him. The enchanter's Weak or Strong Will does not affect the effigy's roll. If the effigy succeeds, the spell affects *it* rather than its maker.

The GM will have to decide what constitutes a "hostile" spell; for instance, Deathtouch is, Mind-Reading *isn't*. Redirected spells which have no effect on inanimate statues (such as Paralyze Limb or Death Vision) instead "attack" the enchantment. The Effigy then resists with its current Power. Every such successful attack weakens the Effigy by one; upon reaching Power 0, the enchantment dissipates. A critical failure by the effigy or a critical success by the attacking spell also breaks the enchantment, as will physical destruction. An enchanter may only have one effigy at any one time.

Energy cost to cast: 1,000.

Prerequisites: Enchant, Scryfool and Ward.

Homunculus

This spell allows the caster to grow a fetus-like image from his own flesh. This homunculus has ST 1, DX 0, no IQ or HT, and 1 hit point. It must be kept inside a glass bottle and fed at least 1 hit point worth of human blood each day to remain alive. If the bottle is broken or submitted to intense heat or light, the homunculus dies.

Whenever he wishes, the caster can move his spirit into the homunculus, no matter how far away it is (as with Possession, p. M30), at a fatigue cost of 4 for the first minute and 2 for every minute thereafter. He may then observe and communicate with anyone in the homunculus' presence. Although the caster can cast spells from the homunculus (using his own fatigue), he cannot perform any physical action, since the homunculus is trapped inside the bottle. The caster may return to his own body at will.

If a hostile mage gains possession of a live homunculus, he can cast Communication and Empathy spells at the homunculus' creator *at no range penalty!* The creator also resists at -5 any such spells when cast through the homunculus. A homunculus is thus a great vulnerability and is only entrusted to the most faithful of servants.

The caster may own several homunculi; he can move his spirit to only one at a time. While thus "away," the caster's body is very vulnerable and should be safeguarded.

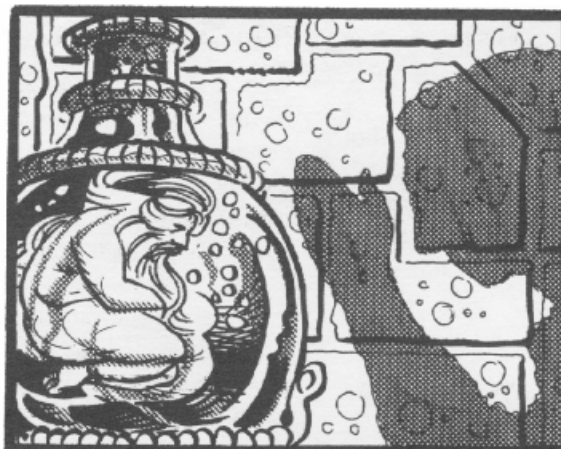
Energy cost to cast: 800.

Prerequisites: Enchant and Mind-Sending.

Note: This spell first appeared, in genre-specific form, in *GURPS Conan*.

Enchantment

Enchantment



Manastone (VH)

A Manastone is an un rechargeable Powerstone. Use all normal Powerstone rules (limits by carat size, etc.), except that a Manastone does not recharge its power (although the gem may be re-enanted with multiple applications of the spell). If a Manastone "quirks" in enchanting, the quirks (naturally) must be appropriate to a non-recharging stone (no quirks about recharging limitations!). Manastones have no effect on the recharge rate of nearby Powerstones.

Energy cost to cast: 5. Each casting charges the stone with a single point of energy.

Prerequisite: Enchant.

One-College Powerstone

This spell is a variation on Powerstone (p. M41) and follows all normal Powerstone rules. A One-College Powerstone is enchanted in such a way that it can provide energy only for spells of a particular college. One-College Powerstones may not be Dedicated or Exclusive.

Energy cost for each casting: 12.

Soul Stone (VH)

By transferring his life force to a soul stone, a sorcerer becomes immortal. Although his body may still be hurt (burned, cut, crushed . . .), he may not be killed as long as the soul stone is safe. The caster becomes immune to disease, poison and aging. He automatically makes all HT "death checks" caused by injury. He may still fall unconscious.

If the soul stone is destroyed, the caster dies. This is why it is usually hidden in a very hard-to-reach place. Death may also come from some magical causes, such as a Planar Visit failure. Note that the stone need not literally be a piece of rock; examples from folklore and fantasy fiction include the caster's own heart (removed once the spell is cast,

presumably!), eggs, and a severed finger. Soul Stone, Soul Golem and Soul Jar are mutually exclusive. *Energy cost to cast:* 500. One try; if the enchantment fails, the caster dies! *Prerequisites:* Magery 3, Enchant and Soul Jar.

Energy cost to cast: 500. One try; if the enchantment fails, the caster dies!

Prerequisites: Magery 3, Enchant and Soul Jar.

Soul Golem (VH)

The caster transfers his soul to a golem of his own making. He gains the golem's physical attributes, but retains his knowledge and mental attributes, including his Magery. The original body dies in the process, so there is no going back!

Soul Stone, Soul Golem and Soul Jar are mutually exclusive.

The GM should make sure the character pays the points for his new advantages.

Time to build body: Varies per the Golem (see p. M116).

Energy cost to cast: 1,000. One try; if the enchantment fails, the caster dies! The caster must have a completed golem body handy, of course, which becomes activated when the caster enters it.

Prerequisites: Magery 3, IQ 13+, Soul Jar and Golem.

Enchantment

Enchantment

Enchantment

FOOD SPELLS

Season

Regular; Special Resistance

Spices and seasons a single container of food to the caster's preference. The caster's Cooking skill determines whether the food tastes any better for it - the spell simply adds the flavors that the caster demands. Targeted food being held by another creature resists with IQ.

Duration: Permanent.

Cost: 2 per meal.

Time to cast: 10 seconds.

Prerequisite: Test Food.

Item: A spoon, which, when stirred through food, will flavor it pleasantly (to the wielder's taste). Energy cost to create: 150.

Prepare Game

Regular

"Dresses out" a slain animal. If cast on a deer, for instance, the hide will be removed along with all extraneous body parts and innards. If cast on a fish, it will be gutted and scaled. Nothing is destroyed by the spell; all of the parts are simply appropriately separated and cleaned in such a way as to best prepare the animal for cooking. This spell will also work on produce; it will peel a bunch of bananas, for example. Different cultures may get different results - one man's fish fillets may be another's sashimi cubes!

Duration: Permanent.

Cost: 2.

Time to cast: 10 seconds.

Prerequisite: Purify Food.

Item: (a) Wand, staff or jewelry or knife. Energy cost to create: 300. (b) Skinning knife, scaling knife, vegetable peeler, etc. Usable only on the appropriate food type. Energy cost to create: 150.

Know Recipe

Information; Special Resistance

Cast on an item of food, this spell places complete knowledge of the components of the food (and the method of preparation used by the cook) into the mind of the caster. This spell may even be used on alchemical creations, provided that they are edible or drinkable. However, those resist the spell with the skill of the alchemist that made them.

Duration: The memory will remain crystal clear in the mind of the caster for 1 day. After that, it fades (or alters!) per the Memorize spell (p. 59). Altered recipes may lead to anything from embarrassment (replacing sugar with salt in a dessert recipe) to serious trouble (replacing sugar with salt in a dessert recipe meant for the king).

This is also a Knowledge spell.

Cost: 3.

Time to cast: 10 seconds.

Prerequisites: Seek Food and History.

Item: Wand, staff or jewelry. Energy cost to create: 450.

Far-Tasting

Regular

The subject can taste and smell any object that he can see (even at a great distance) or taste/smell through solid objects totalling no more than two hexes of thickness. He automatically makes all Taste/Smell rolls. This can be especially useful for sniffing out poisons, since their effects are not transmitted by their odors with this spell.



This is also a Knowledge spell.

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery and either Seek Food or Seek Air: no anosmia.

Item: Clothing or jewelry. Wearer only. Energy cost to create: 200.

Wizard Mouth

Regular

As listed under Knowledge, p. 61.

Wizard Nose

Regular

As listed under Knowledge, p. 62.

Scents of the Past

Regular

As listed under Knowledge, p. 63.

Essential Food (VH)

Regular

Transforms food or any other material into unbelievably tasty, filling and nutritious food. Essential Food does not spoil, and there are six meals (see p. B212) in a single pound of it.

Duration: Permanent.

Cost: 5 per meal created if the starting substance is totally inedible; 3 per meal if the starting substance is plant or animal material of some kind.

Time to cast: 30 seconds.

Prerequisites: Magery 2, Banquet and Create Food.

Hunger

Regular; Resisted by HT

As listed under Body Control, p. 15.

Thirst

Regular; Resisted by HT

As listed under Body Control, p. 15.

Foul Water

Area

As listed under Water, p. 32.

Cure Starvation

Regular

As listed under Healing, p. 52.

Cure Dehydration

Regular

As listed under Healing, p. 52.

GATE SPELLS

The spells of this college deal with the manipulation of time and space; they share a strong affinity with the Movement college. As a result, the Spell Table lists all Movement spells dealing with teleportation as belonging to both colleges. The GM may prefer to make this college a sub-college of Movement. Banish and Planar Summons also belong to this college.

Teleport Shield (p. M78) is also considered a part of this college. It fully affects not only Teleport and Blink, but also Hide Object, Plane Shift, Phase, Timeport and Timeslip. It does not affect the use (or creation) of actual gates.

Normally, the velocity of someone traveling by Teleport, Plane Shift or Timeport remains unchanged in passage; a caster riding a horse while timeporting will still be moving along at the speed that the horse was running. To change velocity while `porting, make a separate skill roll, modified by the speed change. Use the table on p. B201 for the penalty; thus, for changes of up to 4.5 mph (a brisk walk), roll against unmodified skill. These modifiers also apply against Body Sense rolls.

MAGICAL GATES AND PORTALS

Gates (or portals - the terms are used interchangeably) are magical one-way shortcuts between points in time and space. If the GM's campaign setting includes multiple universes or "planes of existence," then gates can also provide passage among these.

A gate can take nearly any shape or color, but the "default" gate is a rectangle of softly shimmering energy, roughly the size of an ordinary modern doorway, without any thickness or back side. Gates can be either free-standing or set against a wall, into a floor, into a mirror and so on. They are not physical in any sense - they are holes in reality.

As long as the gate is large enough, an object or willing being need only step into it to be transported. Beings with Magic Resistance lower the effective skill of the gate's creator accordingly, possibly preventing the gate from working for them (see p. M13). If an unwilling (or unwitting) person sticks a hand into a gate, removing it can be difficult; roll a Regular Contest between the victim's ST and the caster's effective skill, each turn of effort costing the victim a point of fatigue. If the victim fails the contest, his only choices are to stay stuck in the gateway or to pass through . . .

If the gate isn't large enough, it will feel like an impenetrable wall. Gates are impervious to physical attacks and to most magic. They are also opaque to light and non-particulate radiation in general. Spells other than Information ones may be cast through a gate, at the usual penalty for casting blindly (unless Scry Gate is used). An Area spell does not "spill through" an open gate, but matter created by such a spell may. Objects, spells and beings can step through a gate from its "back" as if it weren't there . . . because it *isn't!*

Only the Seek Gate spell can detect closed gates. Optionally, the GM may permit Mage Sight or even a Magery roll (see sidebar, p. M6) to detect them.

To tell where a gate leads, without stepping through it, is difficult; a successful Analyze Magic will only reveal the *nature* of the gate: distance, time or universe/plane (or combination). A critical success will reveal the gate's destination, its opening or closing clauses, whether several

gates share the same spot, etc. The Scry Gate spell can also be used to gain clues as to a portal's "connecting point."

Gates may be the subject of many spells, but the GM should keep in mind that they are in no way physical objects. A freestanding illusion spell could disguise one, but Illusion Shell could not be used, for example. Gates *can* be the subject of Invisibility.

Blink Other (VH)

As listed under Movement, p. 81.

Blocking

Beacon

This spell "softens up" local space-time to make it easy to teleport, timeport or plane-shift to an area. The energy cost and skill penalties to travel to a beacon are *halved* (round down). A beacon may also be used to help `port a subject *from* its vicinity toward the caster.

A beacon is not private; any caster magically transporting himself (or someone else) to the area will benefit from the spell. (However, permanently enchanted areas may be Limited or Named; see p. M46).

The caster must, at casting, specify which travel spells his beacon will assist. There is no extra cost to create a multipurpose beacon.

This is also a Movement spell.

Duration: 24 hours.

Base Cost: 10 to cast, half to maintain. Multipurpose Beacons cost 12 if they affect two spells, and 15 if they affect all three spells.

Time to cast: 30 seconds.

Prerequisites: Teleport, Timeport or Plane Shift. The caster must know Teleport to create a teleport beacon, Timeport to create a timeport beacon and Plane Shift to create a plane-shift beacon.

Item: (a) Any area may be permanently enchanted as a beacon for 100 times casting cost. (b) Any object can be enchanted as a *portable* beacon; any attempt to magically transport into the hex the object occupies receives the bonus. Cost to create: 1,500 for single-purpose, 2,000 for dual-purpose, 2,500 for triple-purpose; add 1,000 per additional hex of radius of effect.

Hide Object

Regular

The subject (which must be non-living) disappears into an other-dimensional space from which it can be recalled at will. Failure to maintain the spell causes the object to reappear in mid-air next to the caster. If the subject is being held by a living being, the holder can resist the spell with his IQ.

Seeker won't find objects hidden by this method; Trace loses touch for the duration of the Hide Object, regaining it when the object re-appears in this world. Teleport Shield will oppose this spell (the original margin of success of the Hide Object spell would need to be 5 or better for the object to re-appear within an area affected by a base casting of Teleport Shield, for example). The object re-appears in the caster's grasp or in his immediate vicinity (caster's choice).

Duration: 1 hour.

Cost: 1 per pound of object weight to cast, same to maintain.

Time to cast: 10 seconds.

Prerequisites: Hideaway and Teleport.

Items: (a) Staff, wand or jewelry. Mage only. Energy cost to create: 500. (b) Any object may be enchanted to “disappear” and “re-appear” at its owner's command. Energy cost to enchant: 100 per pound of item weight. This is a popular enchantment on illegal objects . . .

Sanctuary (VH)

Special

This spell opens a door-sized portal to a pocket dimension. It closes immediately after the caster passes through it (others may pass through it *first*, of course). The portal leads to a small room, dimly lit, with blank walls and no visible exits. When the caster wishes to leave, he simply concentrates and a portal appears on one of the walls, leading back to his original point of departure. The space can have a size up to that of a cube equal to the caster's skill, in yards, on a side.

The real world completely loses touch with the occupants of the pocket dimension; Seeker won't find them, Trace will lose them for the duration (but will pick them up as soon as they step back out) and so on. Of course, the reverse is also true.

Long-term visits to the pocket dimension will require the creation of air, food and water (and decent lighting, for comfort's sake), as well as the disposal of wastes. This is slightly complicated by the fact that the pocket dimension is low-mana; all spellcasting is at -5 and the Recover Strength spell doesn't work unless it is known at 20+.

Should the spell expire or the caster lose consciousness, all the room's contents reappear as if teleported; its occupants each take 1d of damage and are physically stunned if they fail a Body Sense roll. This also happens to anyone who is foolish enough not to exit before the caster!

If the caster wishes to return to the real world, but *not* to his point of departure, he may cast an appropriate magical transport spell from the pocket dimension as if he were casting it from the departure point (if he is willing to take the risk of a lowmana casting).

Note: This “default” description of the pocket dimension created by this spell should by no means be taken as gospel. A less bare-bones version might include opulent (but magical and temporary) furnishings and features, illusionary windows and so on. In some worlds, this will be determined by the GM's views on alternate dimensions. In others, the details of the pocket dimension might be conscious or unconscious reflections of the mage's personality.

Duration: 1 hour.

Cost: 5 to cast, 5 to maintain.

Time to cast: 10 seconds.

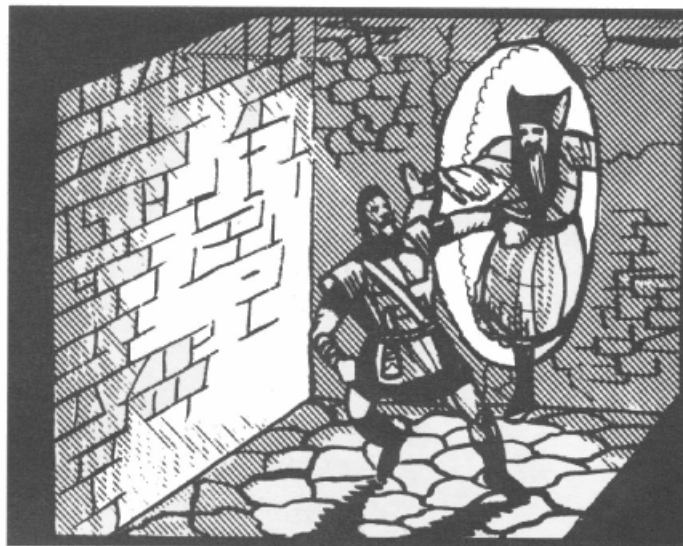
Prerequisites: Hide Object.

Item: Staff, wand, jewelry or door. Mage only. Energy cost to create: 2,000.

Planar Visit (VH)

Special

The caster leaves his body behind and wanders freely on another plane of existence as a spirit. He is totally insubstantial



and cannot affect anything or interact with his surroundings in any way (a blessing in disguise, since this also confers total physical immunity to whatever environment he is traversing). He cannot even cast spells, although he can maintain existing ones. He is likewise immune to any magic that does not directly affect minds or spirits (which the caster is, until he returns to his body). The caster is imperceptible to ordinary senses; only magic (Astral Vision, Sense Spirit, Sense Observation and similar spells) will detect his presence.

There is a different spell for travel to each plane or dimension. Which spells exist and the precise details of the dimensions they lead to is a matter of GM decision. The caster's senses are altered to correspond to the average plane dweller's. On a plane of perpetual gloom he might have Dark Vision; on the astral plane his senses are augmented as though with Astral Vision; and on a dimension where all life forms sense only via sound he would have Sound Vision. Visiting very strange alternate planes can be hazardous to the mental health of an unsuspecting traveler . . .

The most common plane visited in most worlds is the astral, which co-exists with the mundane universe and allows visitors to observe real-world places unseen (at least, unseen except by natives of the astral realm, if there are any, and those with special abilities). While traveling astrally, the caster moves at twice his *full* unencumbered Speed and may walk through walls, mountains, creatures . . . He may also walk down into the bowels of the earth or up into the higher atmosphere. Astral Block, Pentagram and the “Utter” spells stop him, while Repel Spirits will resist his intrusion.

If the spell ends before his spirit rejoins his body or if his body is harmed while his spirit is away, he must roll vs. HT, using the Long-Distance modifiers (p. M10 or p. B151), to stay alive! Needless to say, his body is totally defenseless for the duration of the spell, though a casual medical examination will reveal it to be (barely) alive.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain. Some planes may cost more, carry a skill penalty, or both.

Time to cast: 30 seconds.

Prerequisites: Magery 2 and either Projection or Planar Summons.

Items: (a) Staff, wand or jewelry. Mage only, wearer only. Energy cost to create: 1,000. Although the item stays with the body while the spirit walks about, it may still be used to maintain the spell. (b) Weapon. Mage only, wearer only. A spiritual analogue of this item accompanies the spirit of its user! Energy cost to create: 2,000 per pound (minimum of 1 lb.).

Plane Shift (VH) **Special**

Similar to Planar Visit, but the caster takes his body with him, along with anything he is carrying (up to Heavy encumbrance). Each plane requires a different spell.

The spell provides a one-way trip; to get back, the caster must know Plane Shift for his home plane or get some caster of the other plane to Banish him back. No Body Sense roll is required upon arrival. Unlike Planar Visit, this spell confers no immunity whatsoever to the caster's surroundings, since he is not traveling in spirit form.

Duration: Permanent.

Cost: 20. Some planes may cost more, carry a skill penalty, or both.

Time to cast: 5 seconds.

Prerequisite: Planar Summons.

Item: Any item; can be used to travel to a single plane only. Energy cost to create: 100 times the casting cost for the plane.

Plane Shift Other (VH) **Regular; Resisted by IQ+1**

As Plane Shift, but usable on any being or object. A subject who doesn't expect to be plane-shifted must either make his Body Sense roll or be disoriented for a turn.

Duration: Permanent.

Cost: 20. Some planes may cost more, carry a skill penalty, or both.

Time to cast: 5 seconds.

Prerequisites: Magery 3 and Plane Shift.

Item: Wand, staff or jewelry. Mage only; sends the subject to a single plane only. Energy cost to create: 100 times the casting cost for the plane.

Phase **Blocking**

Allows the caster to avoid an attack by *phasing* out of this plane of existence for a moment. The caster actually becomes ethereal just long enough for the attack to pass through him. He neither disappears nor loses track of his surroundings; no Body Sense roll is required.

Cost: 3.

Prerequisites: Magery 3 and either Plane Shift or Ethereal Body.

Item: Clothing or jewelry. Mage only, wearer only. Energy cost to create: 1,000.

Phase Other (VH) **Blocking**

As Phase, but usable on others.

Cost: 3.

Prerequisite: Phase.

Item: Wand, staff or jewelry. Mage only. Energy cost to create: 2,000.

Summon Minor Demons **Special**

As listed with the Necromantic spells, p. 87.

Timeport (VH)

Special

This spell is similar to Teleport, except that it moves the caster to another *time* instead of another place. Subjective "movement" is instantaneous.

The more "distant" the target time is, the greater the energy cost and skill penalty (see *Time Modifiers*, below). Unlike Teleport, there is no penalty to timeport to an "unfamiliar" time; the GM may, however, decree that any timeport to the future bears an extra penalty (-2, perhaps).

Time Modifiers

	Cost	Modifier
Within 1 minute	4	0
1 to 10 minutes	6	-1
10 minutes to 1 hour	8	-2
1 to 10 hours	10	-3
10 hours to 4 days	12	-4
4 to 40 days	14	-5
40 days to 1 year	16	-6
1 to 10 years	18	-7
10 to 100 years	20	-8
each further 10x	+2	-1

If this spell takes the caster to the future, it is the most likely of many possible futures. If he returns from that future and acts on the information gained, there is no guarantee that the future he visited will actually occur.

Similarly, a caster who returns to the past, changes anything and then returns to his starting time might return to an alternate timeline. The amount of variation between the caster's "home" timeline and the new one will depend on the GM's view of how "tamper-resistant" the time stream is in his game-world(s). **GURPS Time Travel** explores these sticky issues in much greater detail and is recommended to GMs running a time-travel intensive campaign.

This spell is dangerous - the penalties for a failed roll are the same as for Teleport, substituting time for space. Also as in Teleport, the traveler can carry no more than Heavy encumbrance (objects and beings). Roll vs. Body Sense skill upon arrival, modifying the roll for changes in velocity, facing and orientation.



If the caster wishes to travel simultaneously in both time and space, use the caster's Teleport or Timeport skill (whichever is lowest) and combine the penalties and costs for distance and time.

Cost: See above.

Prerequisites: Magery 3 and Teleport.

Item: Staff, wand or timepiece. Mage only. Energy cost to create: 4,000. An item that will take its user to one, predetermined time costs 2,000 to create; the item's creator must be very familiar with that time.

Note: This spell first appeared, in genre-specific form, as Time Travel in *GURPS Witch World* and in *GURPS Time Travel*.

Timeport Other (VH) Regular; Resisted by IQ+1

Same as Teleport Other (p. M71), except that the subject is timeported away from (or to) the caster.

Apply the usual penalty for the distance between caster and subject; the Timeport penalties apply for the time span over which the caster wants to timeport the subject.

One important difference between Timeport and Timeport Other is that if the caster fails the spell roll or if the subject successfully resists the spell, the subject does *not* timeport away!

Cost: As Timeport; also uses the Teleport Other weight multipliers (under 10 lbs.: x ½; 10-49 lbs.: x 1; 50-99 lbs.: x 2; 100-200 lbs.: x 3; one additional multiple for each 100 lbs. thereafter).

Prerequisite: Timeport.

Item: Staff or wand. Mage only. Energy cost to create: 4,000.

Timeslip

Blocking

Allows the caster to avoid an attack by *timeporting* out of its way. The caster slips a few seconds ahead into the future, effectively skipping a few turns. He reappears at the beginning of the next turn (or later), in his original hex - unless the hex is now obstructed or occupied! A hex is not clear if some being is standing in it. Any lesser obstruction is ignored by the spell.

The caster must roll his Body Sense skill to act on the turn he reappears. If the hex remains obstructed or occupied, the caster stays in limbo, reappearing as soon as the hex becomes clear . . . even if it takes *years*! Critical failures have been known to produce similar disastrous effects.

If the caster had any spells requiring concentration "on" when he cast Timeslip, they automatically lapse (unless they had the caster as their subject). Similarly, any spell whose maintenance comes due during one of the skipped turns also lapses (but see Maintain Spell, p. 72).

Cost: 1 per second of intended displacement. The spell skill roll is at a -1 penalty for every second of intended displacement beyond the first one.

Prerequisite: Timeport.

Item: Clothing, jewelry or timepiece. Mage only. Energy cost to create: 500.

Timeslip Other (VH)

Blocking

As Timeslip, but usable on others.

Cost: 1 per second of intended displacement. The spell skill roll is at a -1 penalty for every second of intended displacement beyond the first one.



Prerequisite: Timeslip.

Item: Wand, staff or jewelry. Mage only. Energy cost to create: 1,000.

Trace Teleport

Information;

Resisted by subject spell

Cast soon after someone or something teleports, timeports or plane-shifts in or out, this spell gives the caster a vision of the destination of the 'ported subject. The caster will also have a good idea of the magnitude of the skill penalty involved to cast the spell. On a critical success, the actual destination will be known, but *any* success gives the caster enough of a sense of the destination to follow, if he does so within a minute of casting Trace Teleport.

This is also a Movement spell.

Modifiers: The spell operates at a cumulative -1 for each minute that elapses between the 'port and the casting. There is a further -5 penalty if the caster didn't witness the 'port.

Cost: 3.

Prerequisites: Teleport, Timeport or Plane Shift.

Item: Any. Energy cost to create: 100.

Rapid Journey (VH)

Special

Similar to Teleport and Timeport, except that it allows an immediate return journey. It does not work with Plane Shift. It works only on the caster. Anything carried on the caster's person, up to Heavy encumbrance, goes with him on the trip.

If the skill roll fails, the caster goes nowhere but otherwise suffers the normal penalties for a failed teleport or timeport (possible damage, disorientation and stunning). Teleport Shield gets to resist twice; once when the caster leaves and once when he returns.

Once the caster arrives at his destination, he must expend fatigue to remain there. As soon as he stops maintaining his presence (this includes failing a distraction roll), he snaps back to his starting place or time.

The return trip normally cannot fail. However, if the caster succeeded in the spellcasting by a small margin (3 or less), he must make an IQ roll (at the distance/time penalty), while maintaining the spell, to return to his starting point. One roll may be attempted per minute. If he then stops maintaining the spell, he remains stranded where or when he went. He may also be stranded if he is knocked out or if he 'ports to a no-mana zone.

This is also a Movement spell.

Duration: 1 minute.

Cost: As Teleport or Timeport, plus one-fourth the trip's cost to remain, per minute.

Time to cast: 5 seconds.

Prerequisites: Magery 3 and either Teleport (for a Rapid Journey in space) or Timeport (for a Rapid Journey in time or for one that traverses both).

Item: Staff or wand. Mage only. Energy cost to create: 5,000.

Note: This spell first appeared, in slightly different form, in **GURPS Conan**.

Divert Teleport (VH)

Blocking;

Resisted by subject spell

Cast on the turn someone or something teleports, timeports or plane-shifts out, this spell allows the caster to dictate where or when the subject goes.

The caster must know the spell he is diverting; he uses the lower of his skill with Divert Teleport and the subject spell. If the caster wants to divert a teleport into a plane shift (for example), he must know both spells and will use the lowest of his three skills.

The resistance is resolved by comparing the margins of success of both spells - if the mage who is 'porting makes his roll by 5, then the mage attempting to divert him must make his roll by 6 or more to succeed.

The caster of the Divert Teleport suffers Regular range penalties for the distance between him and the subject of the Teleport (or Timeport, etc.) as well as the standard skill penalty for the destination that he wishes to send the subject to.

The cost to cast the spell is equal to the *difference* in cost between the subject's intended destination and his new destination. If a mage attempts to teleport 40 miles (cost 9) and another mage forces him to another location only 10 yards away (cost 3), the diverting mage will have to pay 6. The same cost would apply if the destinations were reversed. The minimum cost to cast is 3, in any case (high skill will reduce this normally) - the caster pays full cost *whether or not the spell succeeds*.

Example: Suppose Zubenel knows Teleport at 16 and attempts to teleport 100 hexes away to his waiting carriage (skill penalty -2, cost 4). Just 2 yards away stands Elsdon, who knows Divert Teleport at 18 and Teleport at 20 and who would prefer that Zubenel end up just above a lake which happens to be a mile away (skill penalty -4, cost 5).

First, Zubenel makes his attempt, spending 5 ST and rolling a 10. Since he needed a 14 or less, this is success by 4.

Elsdon, using a base skill of 18 (the lowest of his appropriate spells), takes a -2 for being two hexes away from Zubenel and a further -4 for his intended diversion - his effective skill is 12. He must roll a 7 (succeeding by 5), to win the contest and divert Zubenel. Whether he does so or not, the calculated cost is 1 ST, so Elsdon must pay the minimum cost of 3, reduced to 2 because of his high skill with the Divert Teleport.

This is also a Movement spell.

Cost: As described above; minimum cost 3.

Prerequisites: Magery 3 and Trace Teleport.

Item: Any. Mage only. Energy cost to create: 700.

Create Door

Regular

Cast at the near side of a solid obstruction (wall, hedge, cliff, etc.), creates a short-term, short-range gate leading to the other side. The intervening distance is not actually traversed by the door's users - they are instantaneously Teleported from the near side to the far one.

This spell has the advantage over Teleport of allowing access to places unknown to the caster, as well as allowing him to transport more than his "heavy" encumbrance.



Modifiers: The spell is at a -1 per hex of obstruction thickness; there is no penalty if the obstruction is half a hex thick or less. The GM should *not* tell the player what the penalty is; he should simply tell him whether the spell failed or not.

Duration: 10 seconds.

Cost: 2 per hex of door size, same to maintain. Note that a normal doorway is 2 hexes in height, and less than one hex thick.

Time to cast: 5 seconds.

Prerequisites: Teleport and any one "Walk Through" spell.

Items: (a) Staff, wand, jewelry or writing implement (the latter is used to "draw" the door on the obstacle). Energy cost to create: 500. (b) Portable door. It is activated (if its caster has enough effective skill) after leaning it against the obstruction. Energy cost to create: 500 per hex of size.

Seek Gate

Information

Tells the caster the direction and approximate distance of the nearest gate. Any known gates may be excluded if the caster specifically mentions them before beginning.

Modifiers: Long-Distance modifiers (p. B151 or M10), -2 if the gate is currently closed, -5 if seeking a gate's arrival point, 10 if seeking a gate leading to a specific destination. Note that the gate itself may be Scryguarded or under a Conceal Magic spell.

Cost: 3.

Time to cast: 10 seconds.

Prerequisites: Magery 2, Seek Magic and one spell from each of ten colleges.

Item: A forked stick. Energy cost to create: 100.

Scry Gate

Regular

Cast on an open gate, this spell allows images, sounds and smells to come through it from the other side, just as if one were peering through an open window. No corresponding "window" opens at the gate's other end.

If the gate leads into an area protected by Scrywall, the Scrywall gets to resist the Scry Gate. Sense Observation may pick up the Scry Gate. Scryfool is powerless, however.

Duration: 1 minute.

Cost: 4 to cast, 4 to maintain.

Time to cast: 10 seconds.

Prerequisite: Seek Gate.

Items: (a) Staff, wand or jewelry. Energy cost to create: 200. (b) A gate may also be designed to display its destination permanently; this is determined when the gate is created and adds 100 energy to the creation cost. The gate's creator must know Scry Gate at a level equal to or greater than Create Gate.

Control Gate

Regular; Resisted by the gate

Forces an open gate to close, a closed gate to open, or tilts and displaces the subject gate as the caster wishes. Closing a permanent gate does *not* destroy it; closing a temporary one does (to destroy a permanent gate, use Remove Enchantment).

This spell moves gates at up to 3 hexes per turn. Control Gate can also be used to "choose" a particular destination of a multiple-destination gate (see Create Gate).

Once Control is relinquished, the gate reverts to its "programmed" state, moving back to its original place at top speed and by the shortest path.



If several Control Gate spells are active at once on a single gate, the latter resists them with a single roll, Control going to the spell with the largest margin of success.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: Magery 3 and Seek Gate.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 300.

Note: This spell first appeared, in genre-specific form, as Open (or Close) Gate in **GURPS Witch World**.

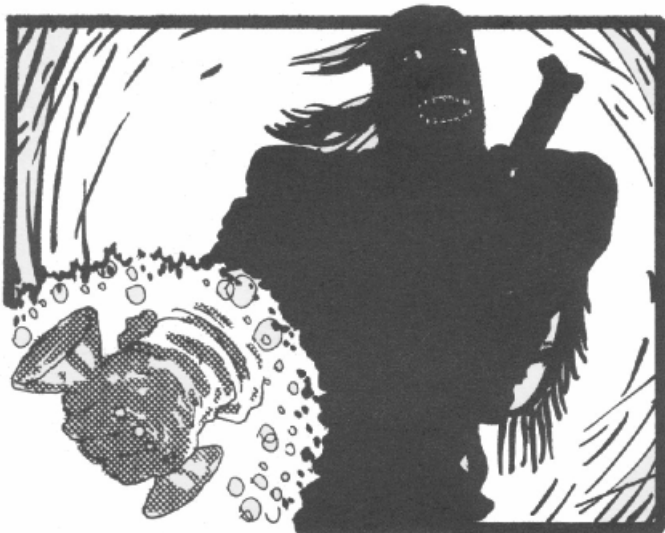
Create Gate (VH)

Regular

Creates a temporary magical portal leading to another place, time or dimension, effectively, a hole in time and space through which those who enter will teleport, timeport and/or plane-shift to a predetermined destination. The more "distance" between the gate and its destination, the greater the energy cost and skill penalty.

To determine the skill penalty, *combine* the penalties for the equivalent Teleport, Timeport or Plane Shift spell(s). To determine the energy cost, combine the energy costs from the same spell(s) and multiply the cost by 10. This cost will permit the caster to create a gate of any size up to a 3' x 6' doorway (or equivalent surface area). Larger gates are no more difficult, but cost proportionately more energy.

This spell may also be used to enchant a *permanent* gate, in which case a few more considerations become important. The caster(s) must specify whether the gate will be always open, always closed, or open and closed when certain conditions are fulfilled (opens only on the hour of the full moon, opens only when someone utters a password, etc.).



Several gates may share a single location. Only one of them may be open at any time, so it is common to have them cycle in time, giving the net effect of a single gate leading to a choice of destinations. They must be created separately, but otherwise behave as a single gate. Permanent gates can be “anchored” to a physical gateway; they then resist displacement or destruction at a bonus given by the gateway's DR (see p. B 125).

When a gate has a Timeport component, the creator must specify whether the gate merely displaces its users in time by a fixed amount (1 year into the past, for example) or sends its users to a specific, unchanging point in time (for instance, December 25, 1066). In the latter case, since subjects that step into the gate at various departure times can't all arrive at the same time, the gate either “drifts” slowly in time so as to space the arrivals at least a turn apart, or the various subjects arrive in different “pasts” (GM's decision).

Duration: 1 minute.

Cost: 10 times the total energy cost for the Teleport, Timeport or Plane Shift spells involved (more for larger gates); same cost to maintain.

Time to cast: 1 second per energy point.

Prerequisites: Control Gate. The caster must also know Teleport to create a gate leading to another place, Timeport to create a gate leading to another time and Plane Shift to create a gate leading to another plane of existence.

Items: (a) Staff or wand. Mage only. Energy cost to create: 1,000. (b) A stylus or paintbrush. Usable only by a mage, who must draw an outline of a doorway on a solid surface. Energy cost to create: 900. (c) A gate may be made permanent for 10 times casting cost.

Note: This spell first appeared, in slightly different form, in *GURPS Witch World*.

Slow Time (VH) Area; Special Resistance

Time in the area slows down. Any unwilling beings within the area when the spell is cast resist with the highest of their ST and IQ; they must *all* fail for the spell to take effect. Objects and spells may cross the area's edge without being hampered. Beings crossing into or out of the area must roll vs. IQ or be mentally stunned.

This spell can require careful adjudication on the part of the GM; odd situations can arise from it. If someone stands at the edge of the affected area and sticks his hand in, for instance,

the hand will become engorged with blood, as it receives an increased flow (from its point of view). Sticking a hand *out* of the area would have the reverse effect. Another related side-effect makes light coming in from outside appear brighter and bluer, outside air feel warmer and voices sound higher and faster. The reverse is true from the outside: light sources within the area appear dimmer, redder and cooler, while voices coming from it sound lower and slower. The Slowed area also causes an optical effect very similar to that of a fish bowl; however, this does *not* affect aiming missiles into or out of it since the missiles will be deflected just like the light!

Duration: 1 minute (outside time).

Base Cost: One-half normal temporal “speed” costs 2, one-third costs 3, one-fourth costs 4 and so on (no limit, but see the Suspend Time spell, below); same cost to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 2, IQ 15+ and at least two spells from each of ten different colleges.

Item: Staff or timepiece. Mage only. Energy cost to create: 1,000.

Accelerate Time (VH) Area; Special Resistance

The opposite of Slow Time: time in the affected area speeds up. Otherwise, all of the rules for crossing the area's edge, resistance and so on are as in Slow Time (above).

Powerstones recharge at *outside* rates, so one cannot use Accelerate Time to speed up Powerstone recharge. Of course, relative rest-time can be increased, permitting mages to regain lost ST more rapidly.

Duration: 1 minute (outside time).

Base Cost: 2 for double, 3 for triple, 4 for quadruple and so on (no limit, but see the Time Out spell, below); same cost to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 2, IQ 15+ and at least two spells from each of ten different colleges.

Item: Staff or timepiece. Mage only. Energy cost to create: 1,000.

Suspend Time (VH) Area; Special Resistance

Time is suspended in the area; relative to the outside world, the occupants of a time-suspended area will not move, breathe, age or even think. As far as the affected beings are concerned, no time elapses for the spell's duration. One moment they were having tea in a pleasant spring meadow, the next moment winter has come outside the circle of grass they are sitting in...

Any unwilling beings within the area when the spell is cast resist with the highest of their ST and IQ; they must *all* fail for the spell to take effect.

From the outside, the area appears surrounded by a perfectly reflective surface, which nothing (including magic and magical beings) can cross. Objects thrown at it bounce off. Any spell requiring concentration and lying outside the area immediately lapses if its caster is caught inside. In the same way, any outside spell whose maintenance comes due during one of the turns lost by a time-trapped caster also lapses (but see Maintain Spell, p. 72).

Duration: 1 day (outside time).
Base Cost: 5 to cast, 5 to maintain.
Time to cast: 5 minutes.
Prerequisites: Magery 3 and Slow Time.
Items: Staff or timepiece. Mage only. Energy cost to create: 2,500.

Time Out (VH)

Area

The area and all within it are temporarily removed from the time stream; the effect is equivalent to having the area's time accelerated infinitely. Unlike Suspend Time, this spell can only be cast from the *inside*, centered on the caster (the spell ends as soon as he touches its edge). Should the caster die alone in the area, the spell will never end! The caster and any objects caught in the area would simply seem to vanish from the time stream.

As far as outside observers are concerned, the area "ages" instantaneously (which may or may not be perceptible; this includes spells on the affected area). One moment the party was standing in a clearing, exhausted, bedraggled, and wounded, and the next they were in different positions, rested, magically healed, in clean clothes and drinking rum to celebrate.

From the inside, the area is bounded by a wall (and covered by a ceiling) of utter blackness. Anyone or anything touching the edge of the area is immediately expelled from the area, back into normal time. This causes an automatic mental stun to

any one other than the caster. Missiles of any sort can be thrown blindly out of the area (see *Shooting Blind*, p. B115). Note that, since all missiles fired out of the area will emerge at the same *outside* time, an archer could create an impressive burst of arrows by simply firing casually for a few (subjective) hours...

Spells involving the outside simply fail. Any spell requiring concentration and lying inside the area lapses immediately if its caster is left outside. Likewise, any inside spell whose maintenance comes due during the Time Out's subjective duration lapses unless its caster is also inside.

The "flow" of mana into the Timed Out area is effectively nil. Powerstones won't recharge, enchantment is impossible, etc. Mages still recover lost ST (since the fatigue taken is a *physical* result of the strain of manipulating mana), but GMs may decree that spells cost much more or are *impossible* within the time-stopped area (since the power must be drawn entirely from the caster's personal life-force). This is entirely dependent on the GM's view of mana in his setting.

Duration: An instant (outside time). Within the area, the caster and any other occupants have as much time as they need.

Base Cost: 5 to cast.

Time to cast: 5 minutes.

Prerequisites: Magery 3 and Accelerate Time.

Item: Staff or timepiece. Mage only. Energy cost to create: 2,500.

HEALING SPELLS

Body-Reading

Information; Resisted by IQ

Creates, in the caster's mind, a visual and tactile "image" of the interior of the subject's body. Useful in diagnosing pain or illness of uncertain origin, this spell will reveal organ ruptures and internal bleeding, bone fractures - even the sex of an unborn child. Use Regular range modifiers. Essentially, this is the magical equivalent of a detailed series of X-rays; what the caster can do with the information gained depends on his medical skills.

If the caster is concerned with trouble caused by poisoning or micro-organisms, the spell won't give him the name of the agent, but it will give him a +2 to any subsequent Poisons or Diagnosis roll. In these cases the caster must touch the subject.

Modifiers: -2 if the subject is of a different species than the caster (an elven mage reading a human subject, for instance), -4 or worse if totally alien! (Long experience should reduce this penalty.)

Cast: 2.

Time to cast: 30 seconds.

Prerequisites: Sense Life or Awaken.

Item: Headgear or jewelry. Wearer only. Energy cost to create: 200.

Detect Poison

Area; Information

As listed with Protection and Warning spells, p. 91.

Share Health

Regular

Allows the mage to heal the subject's injuries by transferring them to *himself*, losing as many hit points as the subject heals. If the subject had a crippled limb, it will remain so - only the hit-point loss is healed. Likewise, the injury applied to the caster will not cripple him (although it could certainly make him unconscious or even kill him; the spell provides no "safety net" for overly-kind mages). The mage does *not* suffer the normal skill penalty for spending HT to cast this spell, nor does he suffer a penalty for repeated castings on the same subject.



Duration: Permanent; the caster can be healed of his new injuries through normal or magical means.

Cost: No fatigue need be expended; high skill only affects casting time.

Time to cast: 1 second per HT transferred.

Prerequisite: Lend Health.

Note: This spell is loosely based on "Transfer Health" from **GURPS Japan**.

Cleansing

Regular; Special Resistance

Cleanses the subject of any foreign matter in his tissues, including cactus or porcupine spines, arrowheads, barbs, bullets, splinters, etc. Also eliminates external (but *not* internal) bacteria and parasites. Has no effect against diseases, poisons or drugs. The subject must be willing or totally helpless (e.g., bound or unconscious) and the caster must touch him.

"Foreign matter" that is somehow integral to the subject (gold teeth, steel plates or rods, glass eyes, cyberwear and so on) must be excluded by the caster or it may be destroyed as well! If the caster is careless (or malicious . . .), each item resists separately with the HT+5 of the *subject*.

Cost: 2 to cleanse a hand or foot, 4 for a torso or limb, 6 for an entire person; more for significantly larger subjects (see p. M 10).

Time to cast: 3 seconds.

Prerequisites: Minor Healing, Shatter and Sterilize.

Item: Wand or staff, decorated in a snake pattern. Must touch the subject body part. Usable only by a mage, or by a non-mage with Surgery 15+. Energy cost to create: 300.

Healing Slumber Regular; Automatic Resistance

Subject falls into a deep restorative sleep and heals 1 hit point for every hour of rest. Fatigue is recovered at double the normal rate.

The subject wakes once completely healed or after 8 hours have passed; any lost sleep fatigue (see p. B134) is also completely recovered after that time. Otherwise, he can only be awakened by a word from the caster, an injury, or the Awaken spell (or Remove Curse, Counterspell, etc.). An unwilling sub-

ject resists automatically.

Duration: Up to 8 hours (maximum recovery of 8 hit points per day).

Cost: 6. For a cost of 10, the speed of recovery is *doubled*. Maximum recovery achievable is unchanged.

Time to cast: 30 seconds.

Prerequisites: Magery 2, Peaceful Sleep and Minor Healing.

Items: (a) Wand or staff, decorated in a snake pattern. Must touch the subject. Usable only by a mage, or by a non-mage with Physician 15+. Energy cost to create: 1,000. (b) Any item. If the wearer is willing to sleep (or faints from fatigue or injury), the item activates. The wearer wakes if the item is removed or once the spell lapses (if the wearer's HT is still negative, use the rules on p. B129). Energy cost to create: 900.

Note: This spell was first mentioned in **GURPS Magic Items**.

Cure Starvation

Regular

Restores fatigue (but not injury) caused by starvation (see sidebar, p. B 128) or the Hunger spell.

This is also a Food spell.

Duration: The healing is permanent.

Cost: 2 per point of starvation fatigue restored to the subject.

Time to cast: 10 seconds.

Prerequisites: Magery, Minor Healing and Create Food.

Item: Wand or staff, decorated in a pattern of snakes and fruit. Usable only by a mage, or by a non-mage with Physician 15+. Energy cost to create: 600.

Cure Dehydration

Regular

Restores fatigue (but not injury) caused by dehydration (see sidebar, p. B 128), or the Dehydrate or Thirst spells.

This is also a Food spell.

Duration: The healing is permanent.

Cost: 2 per point of dehydration fatigue restored to the subject.

Time to cast: 10 seconds.

Prerequisites: Magery, Minor Healing and Create Water.

Item: Wand or staff, decorated in a pattern of snakes and streams. Usable only by a mage, or by a non-mage with Physician 15+. Energy cost to create: 600.

Instant Neutralize Poison (VH)

Regular

As Neutralize Poison, but works instantly. A Poisons roll is *not* required for successful use of this spell!

Cost: 8. One try per day.

Prerequisites: Magery 2 and Neutralize Poison.

Item: Wand or staff, decorated in a snake pattern. Must touch the subject. Usable only by a mage, or by a non-mage with Physician 20+. Energy cost to create: 800 for an item that neutralizes one specific poison, 3,000 for an item that will neutralize *any* poison.



Restore Memory

Regular

Used to cure the victims of memory loss, either mundane or magical. The spell restores one forgotten fact or skill at a time. The Forgetfulness spell resists; Permanent Forgetfulness resists at +5. This spell *will not* permit the subject to recall something that he never actually memorized in the first place (but see the Recall spell, p. 59).

The spell is risky if used more than once per day on the same subject: each repeat casting is at a cumulative -3 penalty. A critical failure is very hazardous - the memory being sought is destroyed forever and the subject is plunged into a frightening sequence of buried memories lasting 2d minutes. This causes a Fright Check at a -6 penalty.

If the caster has Psychology skill at 15 or higher, a "critical failure" of this spell counts as an ordinary failure - unless he has already tried the spell once that day on the same subject.

Duration: The memory is recovered permanently.

Time to cast: 10 seconds.

Cost: 3.

Prerequisites: Awaken and IQ 12+.

Item: Wand or staff; must bear a picture of an elephant. Must touch the subject. Energy cost to create: 600.

Stop Spasm

Regular

As listed under Body Control, p. 15.

Stop Bleeding

Regular

The subject stops bleeding immediately (see p. B 130).

Duration: Permanent, although later injuries may bleed normally.

Cost: 1. On an extraordinary wound, such as dismemberment, disembowelment or similar major damage, the cost is 10.

Prerequisite: Lend Health.

Item: Any item. Must bear a picture of a pelican. It prevents its wearer from bleeding. Energy cost to create: 500. (Excalibur's scabbard was enchanted in this fashion.)

Stop Paralysis

Regular

This spell counters temporary paralysis (due to spell, paralysis gun, etc.). An ongoing spell (such as Paralyze Limb or Total Paralysis) gets to resist.

Cost: 1 for a single limb, 2 for the whole body.

Prerequisites: Major Healing, or Minor Healing and Paralyze Limb.

Item: Staff, wand or jewelry. Energy cost to create: 200.

Relieve Paralysis

Regular

This spell temporarily restores the subject's use of his paralyzed or crippled limbs. The limbs must, of course, not be completely missing (that requires regeneration). Since limbs wither with disuse, the GM should use his judgment to assess DX and ST penalties for the use of such restored limbs.

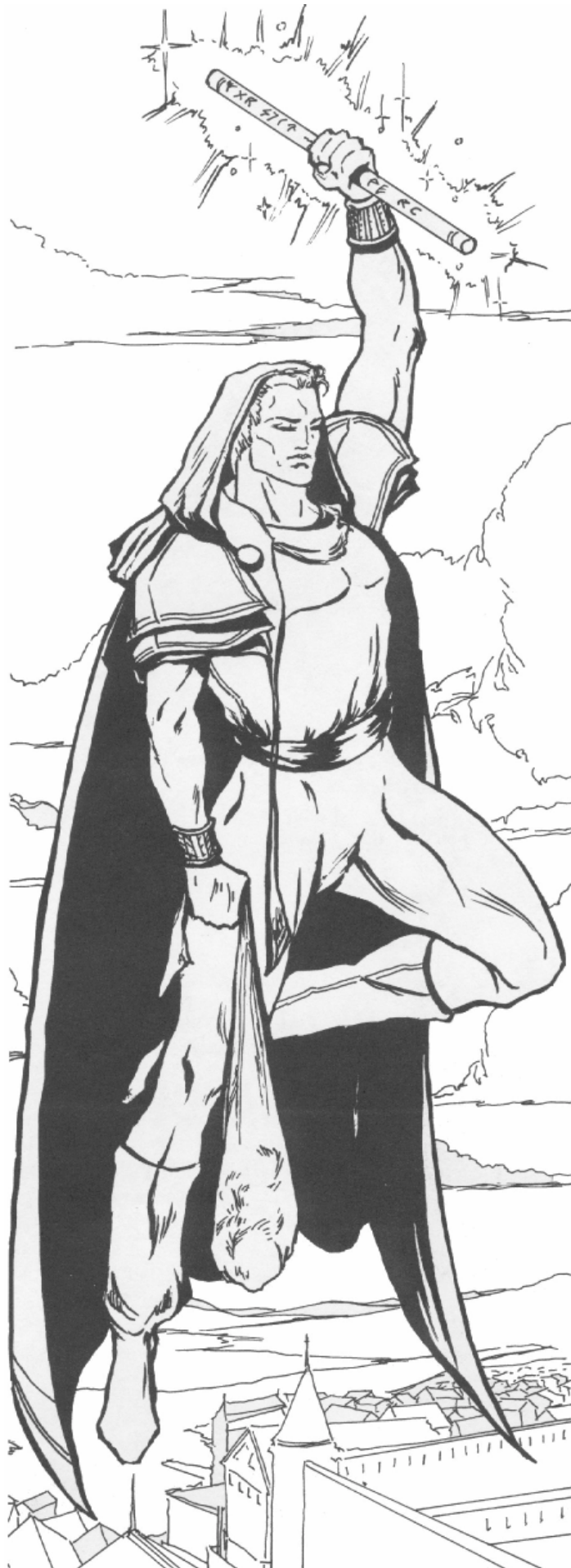
Duration: 1 minute.

Cost: Equal to each limb's crippling score (see p. B127). Same to maintain.

Time to cast: 10 seconds.

Prerequisite: Stop Paralysis.

Item: Jewelry or clothing. Always on. Energy cost to create: 200 per hit point effectively restored (should the wearer's limb





have more hit points than the item can restore, assess the difference as a DX and ST penalty for the use of the limb).

Note: The prerequisites of Restoration become Major Healing or any two of Relieve Paralysis and the various "Restore" spells.

Relieve Sickness **Regular**

This spell temporarily relieves the subject of any symptoms of sickness he may have been experiencing (fever, dizziness, rash, cough, etc.). The spells Sickness and Drunkenness get to resist. Note that only the symptoms are cured. Relieve Sickness will sober a drunk for the duration - for a permanent cure, use Neutralize Poison.

Duration: 10 minutes.

Cost: 2. May not be maintained; must be recast.

Time to cast: 10 seconds.

Prerequisite: Lend Health.

Item: Wand, staff or jewelry. Energy cost to create: 250.

Relieve Addiction **Regular**

This spell will partially replace a "daily dose" of some drug required by the subject. The subject will still feel the psychological effects of withdrawal (that is to say, a Will-modified HT roll is still required to count the day toward shaking off the addiction), but will not suffer any physical damage (see p. B30).

Modifiers: The caster is at a -4 penalty with this spell if he is casting it on himself, and at a cumulative -1 per consecutive daily casting on the same subject (thus, the spell is cast at par on the first day of withdrawal, at -1 on the second, at -2 on the third and so on). In addition, the withdrawal penalty inherent to the drug is applied to any casting!

Duration: 1 day.

Cost: 6. May not be maintained.

Time to cast: 10 seconds.

Prerequisite: Neutralize Poison.

Item: Wand, staff or jewelry; must bear a picture of a turkey. Must touch the subject. Energy cost to create: 400.

Relieve Madness **Regular;** **Resisted by Madness and Permanent Madness**

This spell temporarily restores the subject's sanity, relieving him from a single Delusion, Phobia, Compulsion or spell-induced Madness (caster's choice). The Madness and Permanent Madness spells get to resist. For permanent relief, use Cure Insanity.

This is also a Mind Control spell.

Duration: 10 minutes.

Cost: 2. May not be maintained.

Time to cast: 10 seconds.

Prerequisites: Lend Health and Wisdom.

Item: Wand, staff or jewelry. Energy cost to create: 850.

Resist Disease **Regular**

The subject is immune to diseases for the duration of the spell, as with the Immunity to Disease advantage (p. B20).

This is also a Protection and Warning spell.

Duration: 1 hour.

Cost: 4 to cast. 3 to maintain.

Time to cast: 10 seconds.

Prerequisite: Sterilize.

Items: (a) Jewelry. Always on; the wearer is immune to diseases. A rare and prized item! Energy cost to create: 1,000 for an item that resists one specific disease, 2,500 for one that resists all diseases. (b) Jewelry. Always on; prevents the wearer from spreading any disease he may have. "Leper's Cords" are an example of this item. Energy cost to create: 250.

Note: GMs may wish to change the prerequisite of Cure Disease to Resist Disease and Major Healing.

Resist Poison **Regular**

The subject becomes immune to poisons for the duration of the spell. For some very persistent poisons, this will only delay the inevitable, since traces of the poison may still be in the subject's system when the spell ends!

This is also a Protection and Warning spell.

Duration: 1 hour.

Cost: 4 to cast, 3 to maintain.

Time to cast: 10 seconds.

Prerequisite: Vigor.



Item: Jewelry. Must bear a picture of a unicorn. Always on: wearer is immune to poison. A rare and prized item! Energy cost to create: 500 for an item that resists one specific poison, 4,000 for one that resists all poisons.

Restore Sight

Regular

Temporarily restores the subject's sight, regardless of what caused the loss (if the loss of sight is magical in nature, however, the responsible spell gets to resist). The eyes must not be completely missing (that would require regeneration). For a permanent cure, use Restoration.

Duration: 1 hour.

Cost: Equal to half of the restored Vision score to cast, half that to maintain.

Time to cast: 5 seconds.

Prerequisites: Minor Healing and either Keen Eyes or Strike Blind.

Item: Jewelry or clothing. Always on. Energy cost to create: 100 per point of Vision restored.

Restore Hearing

Regular

Similar to Restore Sight, but for Hearing. The ears must not be completely missing.

Duration: 1 hour.

Cost: Equal to half of the restored Hearing score to cast, half that to maintain.

Time to cast: 5 seconds.

Prerequisites: Minor Healing and either Keen Ears or Strike Deaf.

Item: Jewelry (earrings are especially appropriate) or clothing. Always on. Energy cost to create: 100 per point of Hearing restored.

Restore Speech

Regular

Similar to Restore Sight, but for Speech. The tongue and vocal cords must not be completely missing.

Duration: 1 hour.

Cost: 5 to cast, 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: Minor Healing and either Great Voice or Strike Dumb.

Item: Jewelry or clothing. Always on. Energy cost to create: 1,000.

Cure Insanity (VH)

Regular

This spell restores the subject's sanity, *permanently*. It will rid the subject of *one* Delusion, Phobia or Compulsion. Other mental disadvantages (such as Quirks) may be "cured" as well, at the GM's option. The subject's insanity may also be cured progressively; for example, a Major Delusion could be reduced to a Minor Delusion. The cost to cast is then based on the difference in character points.

The GM should make sure the character pays the points for his lost disadvantages.

Note that even once a Delusion is removed, its effects can persist for some time; that is, people who knew of the Delusion will react to the former sufferer as though he were still deluded. It may be some time before they adjust to the "cure."

Duration: Permanent.

Cost: Equal to triple the change in character point value. Thus, a 10-point Phobia costs 30 fatigue to cure, while



reducing a Major Delusion to a Minor one would cost 15 fatigue. One try per disadvantage!

Time to cast: 1 hour.

Prerequisites: Major Healing, Relieve Madness and at least five Mind Control spells.

Item: Wand, staff or jewelry. Mage only. Rare item! Energy cost to create: 2,500.

Cure Addiction (VH)

Regular;

Automatic Resistance

This spell permanently removes *one* addiction from the subject, who *must* be willing. The subject does *not* become immune to the substance; taking the drug again could re-instate the addiction.

The GM should make sure the character pays the points for his lost disadvantage.

Modifiers: Modifiers: Standard withdrawal modifiers (see p. B30); -5 if the caster does not know what substance the subject is addicted to; -4 if the caster is the subject; -2 if the subject is currently under the influence of the substance.

Duration: Permanent.

Cost: Equal to triple the character point value of the addiction (ignoring the daily cost and legality components). Thus, Alcoholism costs 45 fatigue to cure. One try per addiction!

Time to cast: 1 hour.

Prerequisite: Relieve Addiction.

Item: Wand or staff decorated in a snake pattern. Must touch subject. Usable only by a mage, or by a non-mage with Physician 20+. Energy cost to create: 1,200.

ILLUSION AND CREATION SPELLS

Although most illusions are classed as Area spells, they are *not* tied to a particular piece of ground. Illusions may be created free-floating and may freely move about (under their caster's direction or instructions).

SCARY ILLUSIONS

One good potential use of illusions is the creation of images to frighten. If you know your foe has a phobia about reptiles, an inexpensive Simple Illusion of a snake at his feet at just the right time can be more devastating than a Fireball spell!

Knowledge of illusion magic gives a mage the ability to create real-looking things, but not necessarily the ability to make them *scary*. A realistic dragon, with smoke curling from its nostrils and talons gleaming in the sunlight, will probably make anybody nervous - but a *creative* illusionist will contort the dragon's expression into a nasty leer, place a few scraps of bloody meat between the talons and flex the beast's muscles menacingly beneath its scales . . .

Unless the GM prefers to decide on a Fright Check modifier (if any) from the description of the illusion supplied by the player, he should require the caster to roll against his Illusion Art skill (see p. 5). The greater the skill roll's margin of success is, the more effective (frightening, beautiful, moving, etc.) the cast illusion is. Illusion Art is not the skill of making *realistic* illusions - that's determined by the spell's skill level.

Naturally, if the "victim" has a phobia about the image, *some* sort of Fright Check is a certainty, even if the illusion isn't particularly scary - even a sleeping snake will frighten an ophiophobe.

OPTIONAL RULES FOR CREATIONS

The following rules make the various "Create" spells more flexible. GMs may wish to consider adding any or all of them to their campaigns, but they are entirely optional:

Creating from Images: If the caster has a drawing or picture of what he wants to create, he can cast the appropriate spell on the image, making it real: Create Object would make a painting of a vase into a *real* vase, while Create Animal would turn a painting of a stallion into a real horse. This cuts the cost of the spell in half. The representation must be life-sized and of reasonable quality - the GM may assess spell skill penalties for crude images (reducing the spell skill to a par with the artistic skill used to create the image, for example). When the creation is dispelled or permitted to expire, the image (which is blank for the duration of the spell) returns to normal. If the creation is destroyed - its image does not return to the picture!

Durable Objects: Normally, objects created with Create Object do not count as spells "on" and are maintained indefinitely by contact with living beings. At times, the caster may have the need to create objects that do not require such contact. The normal rules and costs apply, but the caster must specifically state that he is making a *maintainable* creation. The object will last as long as the spell is maintained, for half the casting cost (minimum 1), and count as a spell "on" for the duration. The object need not appear in the caster's hand; assess regular range penalties for objects created at a distance.

Swarms: Mages casting a Create Animal spell may create *swarms* instead of individual creatures (see p. B 143). A

one-hex swarm costs 2; very large multi-hex swarms may be created by spending sufficient energy.

Equipped Creations: Normally, living creations (made with Create Mount, Create Servant or Create Warrior) appear unequipped, unclothed, unarmored and unarmed. The mage may, if he wishes, cast Create Object *simultaneously* with the other Create spell, in order to create (for instance) a warrior with sword and armor, a horse with heraldic barding and saddle, a poodle with a sweater . . . Total the energy and time costs of both spells and use the lower of the caster's skills with each spell. The GM may *require* such a combined casting when using the Creating from Images rule - most paintings of soldiers show them clothed and armed!



Inscribe

Creates an inscription (drawn and/or written) on any surface. Appropriate artistic skill rolls (Calligraphy, Artist and so on) should be used to assess the attractiveness of the result. The inscription can be as stylish as the caster desires: letters of silver flame, simple block lettering, reflected light on the surface of water and so on. It is integral to the subject's surface, fading only when the spell is cancelled or expires. Any living things to be inscribed get to resist.

This is also a Making and Breaking spell.

Duration: 1 minute.

Base Cost: 1 to cast, 1 to maintain. Minimum 2.

Prerequisites: Simple Illusion and Copy.

Item: (a) Any inscription can be made permanent for 20 times the cost to cast the spell. (b) A stylus, brush, etc., that will inscribe anything, without ever needing ink or paint. Energy cost to create: 30.

Duplicate (VH)

Like Create Object, but instead of creating an object from the caster's mind (or from an image, if the GM permits that option), the spell duplicates an actual item, which the caster must hold or touch while he casts the spell. This permits a mage with no knowledge of Armoury to create a gun - if he has another one handy to copy. It also permits perfect forgeries of works of art, money, documents and so on. The magical duplicate follows all normal rules for items made with Create Object

Regular

- likewise, all of the Create spell options may be applied, if the GM permits them.

The mage may also attempt to alter the duplicate. For instance, he could copy a sword adding inscribed runes, forge a passport with a different name or picture, etc. In this case, normal rules for the caster's abilities apply; Forgery skill rolls may be required. A mage with no knowledge of guns could gold-plate a duplicate, but he could not modify the firing mechanism or ammunition capacity.

Duration: The duplicate lasts indefinitely - but it must remain in contact with a living being, for instance, or it will disappear. In this fashion, a wizard can create something to use himself, or to give to someone else - but if he drops or throws it, the object will vanish. A duplicate does not actually have to touch flesh, but it must be very close to someone - held in a gloved hand, or carried in a pocket, for example, but not in a backpack.

Cost: 3 for every 5 lbs. that the created object weighs.

Time to cast: Equal to the cost, in seconds.

Prerequisites: Create Object and Copy.

Items: (a) Staff, wand or jewelry. Mage only. Energy cost to create: 650. (b) A duplicate may be made permanent for 100 times casting cost.

Phantom (VH)

Area

Like Perfect Illusion, but a phantom can impede movement and inflict real damage. The first time any living creature physically encounters a phantom, roll a Quick Contest between the caster's effective skill and the being's IQ. If the creature wins, then the phantom is treated as a Perfect Illusion for all purposes as regards that entity.

If he loses, the phantom has substance and may proceed to strike, grapple, shove and so on as if it were real. A phantom may have any ST and DX up to the mage's skill with the spell for the purposes of contests, inflicting damage and so on. Phantoms may pick up, move and throw objects normally.

When the spell is first cast, the GM should note the margin of success. If a single attack on the phantom inflicts this amount (or more) of basic damage, the phantom is immediately dispelled. Any spells that work on illusions (Dispel Illusion, Control Illusion, Independence, etc.) affect phantoms.

The GM will have to use his judgment about extraordinary phantom abilities. For example, if the phantom can breathe fire, the GM should use the dragon rules: its range is equal to the phantom's size in hexes, damage is one less than the phantom's biting damage (see p. B 140), it always hits (the only defenses being Block or Dodge-and-Retreat) and it costs the caster 2 fatigue. This fatigue cost may be reduced if the caster knows the Breathe Fire spell at a high enough level. Generous GMs will charge the fatigue only if the breath actually hits something.

Duration: 1 minute.

Base Cost: 5; half to maintain. For a base cost of 9, the phantom can have twice the normal ST (DX is unchanged).

Prerequisites: Magery 2, Perfect Illusion, Hinder and Apportation.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 600; 300 for an item that will create a single, creator-determined phantom.

Create Mount

Regular

Lets the caster create a stupid but obedient mount (ST 35, DX 9, IQ 4, HT 14, Move 12, Size 3 hexes, Weight 1,200 lbs.) on which to ride while it exists. It can also be used as a draft animal. The caster may also choose to create a Brute mount with ST 70, a Winged mount with Move 8/16, a Racing mount with Move 18, or a War mount that remains calm in dangerous situations and can trample or attack if ordered to (see p. B140).

The caster sets the mount's appearance at casting time; it can be a horse, camel, dolphin, dwarf elephant, huge ostrich or anything else the GM agrees to (use the Create Animal guidelines). The mount can only understand very simple commands, such as stop, go, left, right, about face, etc. It is under the GM's control and cannot fight (except the War mount) or handle confusing situations; it has no skills. Faced with danger, a mount other than a War mount will whimper, bolt or simply vanish.

Note that the mount is created without any equipment (saddle, bridle, harness . . .).

Duration: 1 hour.

Cost: 8 to cast, 3 to maintain. Double the cost for a Brute mount, a Winged mount, a War mount or a Racing mount. Triple the cost for a Winged Racing mount, etc.

Time to cast: 3 seconds.

Prerequisites: Magery 3 and Create Animal.

Items: (a) A mage may create a permanent mount for 100 times the casting cost. (b) Horn or whistle. Mage only. Sounding the horn or whistle causes the mount to appear as if summoned. Energy cost to create: 200 time casting cost; double the cost for an item that will create a Brute, Winged or Racing mount.



Initiative

Area

This spell can be cast on any creation or illusion the mage controls, giving it a semblance of intelligence in order to act on its own initiative. The subject is totally loyal to the caster and will obey him (or anyone else the caster orders it to heed) to the best of its ability.

The base cost of the spell is based on what knowledge the caster grants the subject. Creations start with their own DX and IQ as listed in the spell description. For the purposes of this spell, illusions and phantoms start with IQ zero and DX 8. The



subject's DX and IQ may be raised as high as the caster's. The subject may also be given the caster's skills - every skill granted is known at the same *relative* level as the caster (e.g., if the caster knows a skill at IQ+2, the subject will know it at its IQ+2). Illusions and creations with Initiative may use defaults on both physical and mental skills.

Once the spell is cast, the subject will act on its own until the spell expires. If it comes across a situation that confuses it, it will attempt to return to the caster for clarification. Like Independence (p. M53), this spell does not count as a spell "on" and does not require separate maintenance.

Example: Lady Ann Goulding has created a magical servant to amuse her noble and decadent guests. She wishes it to circulate through the patty, serving food, dancing with the noblewomen and showing appropriate respect - without requiring her constant supervision, so that she can enjoy herself. It begins with 9 in every attribute, without any skills (Lady Ann could have created a skilled servitor, but she has Create Servant-15 and can maintain an unskilled one indefinitely). To this base of 9 she adds 2 points of DX (bringing it up to her own DX of 11) and 2 points of IQ (well below her own IQ of 14) to make it more witty. This is a total attribute increase of 4, for a base cost of 2 (see below).

Lady Ann then gives it two skills - Dancing and Savoir-Faire. She has Dancing-14 (DX+3); since the servant has the same DX she does, it also gets Dancing-14. Lady Ann's Savoir-Faire is considerable (skill 15, or IQ+1), but the servant is not as smart as she is and will only have it at its own IQ+1, for a net Savoir-Faire-13. These two skills add 2 more to the base cost, for a grand total of 4. Since the servant is only a one-hex creature, a casting at base cost will suffice.

Duration: As long as the subject lasts.

Base Cost: 1/3 per point of DX or IQ increase (round up), plus 1 per skill; minimum base cost of 3. The entire subject must be affected.

Time to cast: 10 seconds.

Prerequisites: Independence and Wisdom.

KNOWLEDGE SPELLS

Tell Position

Information

Tells the caster the subject's exact distance, azimuth and altitude (relative to the caster). The caster must be able to see the subject; use the Long-Distance modifiers (p. B151 or p. M10).

Cost: 1.

Prerequisite: Measurement.

Item: Staff, wand or jewelry. Energy cost to create: 150.

Know Location

Information

Gives the caster a reasonable idea of his geographical location (to within a couple of miles). This will be expressed in terms of the nearest named features that the caster has heard of (if in doubt as to whether or not the caster has heard of the feature, the GM should roll against the caster's Area Knowledge). Example: "You are in the Sahara Desert, roughly 30 miles north of Timbuktu."

Cost: 2.

Time to cast: 10 seconds. On successive castings, the spell repeats its last answer (right or wrong) until the caster moves a mile or so from the location.

Prerequisites: Magery and Tell Position.

Item: Any map, globe, etc., can be enchanted to show the user's location whenever the spell is cast. A mark (chosen by the item's creator) appears

at the appropriate spot if successful. No mark appears if the user is outside the map's boundaries. If the casting fails, either no mark appears or an erroneous one does. Energy cost to create: 225.

Note: This spell first appeared, in genre-specific form, in *GURPS Arabian Nights*.

Test Area

Area; Information

Tells the caster how much weight the subject area can support before warping or breaking. This can reveal the capacity of bridges, baskets, ropes, etc.

Base Cost: 1; minimum 2.

Prerequisite: Measurement.

Item: Staff or wand. Must touch. Energy cost to create: 80.



Know True Shape

Tells if the subject is under any kind of Shapeshifting spell or similar magical effect, including Alter Visage, Alter Body and illusions. The caster must be able to see the subject. Also gives a general idea of the subject's true shape; on a critical success, identifies the subject's true nature (including a common name or description) and the magic used to disguise it. Will *not* reveal the nature of Hallucinations.

Cost: 2.

Prerequisites: Magery, any one shifting spell (Shapeshifting, Alter Visage or Alter Body, Plant Form, Shrink, etc.) and either Aura or Know Illusion.

Item: Wand, staff or jewelry (a favorite is the medallion or coin with an "Aperture of True Vision" in it). Mage only. Energy cost to create: 250.

Note: This spell first appeared, in genre-specific form, in *GURPS Arabian Nights*.

Memorize

All that the subject perceives at the time of casting, and for 10 seconds thereafter, is implanted perfectly in his memory. The spell can be used to memorize maps, faces, an event, etc. It cannot be used to learn a skill or to retain one that is magically borrowed.

This is also a Mind Control spell.

Duration: 10 seconds. The memory remains clear for one day. After that, check vs. IQ every day (Eidetic Memory adds +1 or +2), at a cumulative -1 per day. On a critical success, the memory becomes permanent; on an ordinary success, the memory is still there. On an ordinary failure, the memory fades to the level that the caster would normally have of the event; on a critical failure, a false memory is created (still susceptible to eventual fading).

Cost: 3 to cast. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: Wisdom or at least six Knowledge spells.

Items: (a) Jewelry or headgear. Energy cost to create: 500. (b) Any. Always on; wearer can recall one thing specified by the creator. The memory fades completely an hour after the item is removed. Energy cost to create: 400. (c) A memory can be made permanent for an energy cost of 50, but it must remain intact while the enchantment occurs.

Recall

This spell allows the subject to recall a single forgotten or obscured fact or event (10 seconds' worth) as if he had a photographic memory. The penalties given under Time Modifiers (p. 46) apply, based on the time since the forgotten event occurred. Eidetic Memory contributes +1 or +2. Only a critical success will allow a magically blocked or Mindwiped memory to be recalled. A critical failure could result in the recall of a false or distorted memory, or eradicate the original memory beyond hope of future recovery!

This is also a Mind Control spell.

Duration: 1 day. Afterward, the memory fades as with the Memorize spell.

Cost: 4 to cast. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: Magery 2, Memorize and History.

Item: Headgear, wand or jewelry. Usable only by a mage. Energy cost to create: 700.

Remember Path

While this spell is active, its subject will remember perfectly any path he treads. The memory would allow the subject to draw an accurate map of his travels or to retrace his steps without error, even in pitch darkness or through distractions such as combat.

Regular

Of course, later alterations of the terrain previously traveled will be unknown to the subject (a mine cave-in after the subject has left it, for example).

Duration: 1 hour. Once the spell lapses, the memory begins to fade as with the Memorize spell, with IQ checks being made hourly instead of daily.

Cost: 3 to cast, 1 to maintain.

Time to cast: 10 seconds.

Prerequisites: Find Direction and Memorize.

Items: (a) Jewelry or staff. Energy cost to create: 600. (h) A forked stick or compass needle which will point the way along one path specified by the creator. If activated away from the path, it will point to the nearest point along the path. An alternate form of this item is a small magical ball that will roll along the path just ahead of the traveler, at walking speed. Yet another form of this item is footwear which, while worn, guides the wearer along the path to follow. Energy cost to create: 400.



Know Recipe

Information; Special Resistance

As listed under Food, p. 43.

Divination

Information

This is the spell as described in *GURPS Magic*. Unless otherwise specified, all of the new methods described below use standard rules (each requires one hour to cast, 10 energy, using long-distance modifiers and so on; see p. M55).

Arm Measuring is divination by measuring the subject's arm with the caster's hand and fingers. **Prerequisites:** 10 Body Control spells. This is a personal divination (see *Arithmancy*, p. M56).

Astragyromancy is divination through reading dice marked with various numbers, letters and arcane symbols. A special set of dice, costing \$25, is required. A reading takes 20 minutes. **Prerequisites:** 6 spells from *each* of the four elements.

Augury is the study of portents or omens. The exact nature of the omens is dependent on the culture of the mage; ancient Roman priests studied the flight and behavior of birds, for instance. Fantasy cultures might consider anything from a feeding bear beside a stream to the movement of a breeze through a willow tree to hold portents; the common factor is the observation of some natural event. Casting of this spell requires the CM to roll against the caster's Vision in secret. A failed roll means the spell is cast at -5. This method of divination may be replaced by the Augury skill (p. 7). **Prerequisites:** 5 spells each from Earth and Air.

Belomancy is divination by tossing a handful of arrows in the air (at least a dozen are required) and examining the pattern they form once they fall. Unlike aeromancy, belomancy does not require solitude. *Prerequisites:* Aeromancy at 15+.

A variation of this method is the *I Ching*. It can answer one yes-or-no question. A diviner casts sticks to form a *hexagram*, a series of six lines either broken or solid (corresponding with the Chinese yin and yang). The caster needs a copy of the *I Ching (Book of Changes)* to use this spell; a diviner casting from memory is at -8 to skill. Use the Daybook Reading guidelines (below) for pricing and weight. *Prerequisites:* Literacy and 2 spells from each element. This is a personal divination (see *Arithmancy*, p. M56).

Another variation is *Maize Kernel Reading*. About two dozen kernels from an ear of corn are thrown in the air or into a bowl of water. *Prerequisites:* 10 Earth or Plant spells.

Botanomancy requires the diviner to burn the branches and leaves of a tree (about 2 pounds' worth) and to observe the burning and the ashes. *Prerequisites:* 4 spells each from Fire and Plant.

Daybook Reading determines if a day is lucky or unlucky for a specific event or enterprise. A Daybook is required; a diviner casting from memory is at -8 to skill. A good copy costs \$50 and weighs 5 lbs. in settings with primitive printing presses. Entirely handwritten copies weigh twice as much and cost \$500 or more. A contemporary copy costs \$20 and weighs one pound. If the divination involves an individual, his daysign must be known or else the casting is at a -10. *Prerequisites:* Literacy and 10 Knowledge spells.

Galactomancy is divination by examining the shape of a puddle of milk after a cat has lapped it up. Sacred cats may offer a bonus. *Prerequisites:* 5 spells each from Animal and Water.

Gastromancy requires a willing subject. The subject is first placed in a trance, after which he will utter things of a prophetic and cryptic nature regarding the questions asked (the GM may wish to roleplay this). After the spell is cast, the subject takes 5 fatigue in addition to the caster's loss, whether or not the spell was successful. *Prerequisites:* Hypnotism at 15+ and 3 spells from each of the four elements.

Graveweed Summoning is divination by smoking the weeds

growing on a person's grave in a pipe. When the smoke appears, the smoker may ask a single question before the smoke dissipates (casting time is less than a minute). The answering voice will be that of the deceased, who can only answer questions about his own experiences and knowledge. This spell is useless until weeds have had a chance to grow on the grave; weeds forced to grow magically will not work. This is one of many examples of divination by spirits in folklore; most others are much more versatile and should be represented by the more energy-expensive *Summon Spirit* spell. *Prerequisites:* 2 Plant spells, 1 spell from each element and *Summon Spirit*.

Libanomancy is divination through examination of smoke from incense. It requires incense worth not less than \$5 at TL4 or lower (\$1 at TL5+) for each casting. The air in the area must be still while the casting takes place. *Prerequisites:* 4 spells from each of the four elements, or seven spells each from Fire and Air.

Lithomancy is divination by the examination of gemstones tossed on black cloth. The cloth and stones required for this spell cost a total of \$1,500, but colored glass substitutes (\$20) can be used at a -3 penalty. *Prerequisites:* 2 Water and 5 Earth spells.

Ornithomancy is divination by examining the flight patterns of birds. The reading takes 30 minutes to complete and should be done at sunrise or sunset. *Prerequisites:* 5 spells each from Animal and Air.

Rhodomancy is divination by dowsing. A dowsing rod is restricted to finding water sources and buried objects. *Prerequisites:* 4 spells each from Earth, Plant and Water.

Sympathetic Tidings. This spell is rather limited: it can only divine whether a given absent subject is troubled (injured, dead or in dire need of help). Either an article of clothing or a favorite object owned by the subject is needed (use the Malefice modifiers, p. 39). When the spell is cast, the object will reveal if the subject is in trouble. A dagger will bleed, a shirt will turn dark, etc. This will not reveal the nature of the trouble, only whether there is any. Casting time is only 10 minutes and cost is only 3. *Prerequisite:* Sense Danger.

Seek Magic

Tells the caster the direction and approximate distance of the nearest significant magical item, active spell or magical being (magical beings include demons, elementals, spirits, etc., but not races or individuals with Magical Aptitude). Regular range penalties apply. The caster may exclude any known examples of magic if he specifically mentions them before casting.

This is also a Meta-spell.

Cost: 6.

Time to cast: 10 seconds.

Prerequisite: Detect Magic.

Item: Staff, wand or jewelry. Energy cost to create: 1,200.

Information





Astral Vision (VH)

Regular

This spell allows the subject to see insubstantial entities. Examples include ghosts and subjects of Ethereal Body, Projection or Planar Visit spells.

This is also a Necromantic spell.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Prerequisites: Sense Spirit and See Invisible.

Items: (a) Wand or staff. Mage only. Energy cost to create: 900. (b) Spectacles or jewelry. Wearer only, always on. Energy cost to create: 1,400.

Far-Feeling

Regular

The subject can feel by sense of touch any object that he can see (even at a great distance) or through solid objects totalling no more than 6 feet in thickness. He automatically makes all Touch rolls (texture, temperature, hardness, heft, etc. - Touch is a sense roll analogous to Hearing or Vision and is also based on IQ). The sensations are one-way (to pinch a wench, use the Manipulate spell); in particular, a mage cannot deliver spells by Far-Feeling!

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery.

Item: Gloves or jewelry. Wearer only. Energy cost to create: 200.

Projection

Regular

The caster briefly projects his mind away from his body, to any spot in his line of sight (use Long-Distance modifiers), to peruse his surroundings from a different viewpoint. His projected self is totally insubstantial and can only see, hear, feel, smell and taste. Its presence will be detected by Astral Vision, Sense Spirit, Sense Observation or the like; it is otherwise imperceptible.

The projection cannot cross an Astral Block, Pentagram or an Utter spell. Repel Spirits will resist its intrusion.

The projection cannot move; it can only turn to look in different directions. The caster's body is catatonic for the duration of the spell and cannot act. If someone attacks the body, the spell is broken automatically.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: Sense Spirit and at least four Knowledge spells.

Item: Staff, wand or jewelry. Mage only, wearer only. Energy cost to create: 500.

Far-Tasting

Regular

As listed under Food, p. 43.

Wizard Mouth

Regular

Creates a replica - about 4" across - of the caster's physical mouth and lips, through which he can speak as well as taste. The Mouth flies through the air with a Move of 10, on the caster's turn, though it may not do so without bumping into things unless accompanied by a Wizard Ear or Eye! Concentration is necessary to move the Mouth, but not to speak or taste through it. Any voice or taste-enhancing spells affecting the caster will also be usable through the Mouth. The Mouth may not cast spells! While tasting through the Mouth, the wizard's own mouth is insensitive. Every turn, he must specify whether he is tasting through the Mouth or through his own mouth.

Because the Mouth is small, any attacks against it are at -6, but a hit by a physical attack or any spell that could reasonably incapacitate it will destroy it. The Mouth itself cannot inflict any biting damage.

This is also a Food spell and a Sound spell.

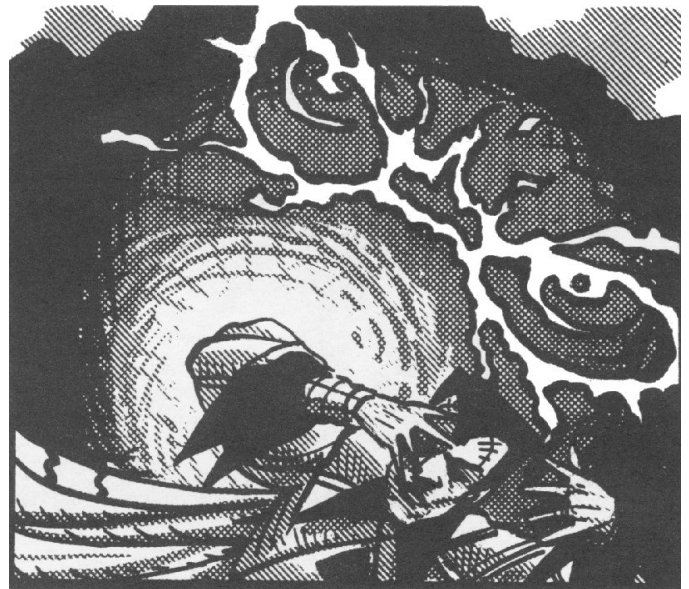
Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to cast: 2 seconds.

Prerequisites: Apportation, Far-Tasting and Great Voice.

Items: (a) Any item depicting a human mouth may be turned into an immobile Wizard Mouth, through which the holder of a mouth-shaped amulet, enchanted at the same time, may speak regardless of distance. Each such Mouth links to one amulet and vice versa. Energy cost to create: 325. (b) A mouth carved of red coral and inset with ivory teeth. Mage only. At its holder's command, it will turn into a Wizard Mouth; on returning to his hand it will revert to the object form. Cost to create: 650 energy, \$1,000 for skilled coral carving and \$400 in ivory.



Wizard Nose

Regular

Creates a replica - about 2" to 3" long - of the caster's physical nose, through which he can smell. The Nose flies through the air with a Move of 10, on the caster's turn, though it may *not* do so without bumping into things unless accompanied by a Wizard Ear or Eye! Concentration is necessary to move the Nose, but not to smell through it. Any smell-enhancing spells affecting the caster will also be usable through the Nose. While smelling through the Nose, the wizard's own nose is insensitive. Every turn, he must specify whether he is smelling through the Nose or through his own nose.

Because the Nose is so small, any attacks against it are at -7, but a hit by a physical attack or any spell that could reasonably incapacitate it will destroy it.

This is also a Food spell.

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Time to cast: 2 seconds.

Prerequisites: Apportation and Far-Tasting.

Items: (a) Any item depicting a human nose may be turned into an immobile Wizard Nose, through which the holder of a flower-shaped amulet, enchanted at the same time, may smell regardless of distance. Each such Nose links to one amulet and

vice versa. Energy cost to create: 475. (b) A nose carved of precious stone. Mage only. At its holder's command, it will turn into a Wizard Nose; on returning to his hand it will revert to the object form. Cost to create: 500 energy and \$500 in materials and workmanship.

Wizard Hand

Regular

Creates a replica of the caster's physical hand, through which he can grasp as well as feel. The hand flies through the air with a Move of 10, on the caster's turn, though it may *not* do so without bumping into things unless accompanied by a Wizard Ear or Eye!

Alternatively, it can grope its way along walls, floors and ceilings at a Move of 3. Concentration is necessary to move the hand, but not to hold or feel through it. The hand may *not* cast or deliver spells! Any touch-enhancing spells affecting the caster will also be usable through the hand. While feeling through the hand, the wizard's own hands are insensitive. Every turn, he must specify whether he is feeling through the Hand or through his own hands.

Because the Hand is small, any attacks against it are at -5. But any hit by a physical attack or any spell that could reasonably incapacitate it will destroy it. The Hand itself cannot inflict any punching damage or lift heavy objects; it has ST 2 and the caster's DX.

This is also a Movement spell.

Duration: 1 minute.

Cost: 4 to cast, 3 to maintain for one Hand; 6 to cast and 4 to maintain for two Hands.

Time to cast: 3 seconds.

Prerequisite: Manipulate and Far-Feeling.

Items: (a) Any item depicting a human hand may be turned into an immobile Wizard Hand, through which the wearer of a glove, enchanted at the same time, may feel regardless of distance. Each such hand links to one glove and vice versa. Energy cost to create: 300. (b) A hand carved of precious wood. Mage only. At its holder's command, it will turn into a Wizard Hand; on returning to his hand it will revert to the object form. Cost to create: 400 energy and \$500 in materials and workmanship.

Images of the Past

Regular

Cast on a mirror or reflective surface, this spell "plays back" whatever images the surface may have "seen" in the past. The caster specifies the moment from which to start viewing ("Let us see what happened in this room a year ago . . ."). The Time Modifiers (p. 46) apply. Each time this spell is cast for the same time period, there is a further -1 penalty to the caster's skill. A critical failure will erase the object's "memory" of that time period.

GMs may also allow the spell to be cast on any floor, wall or object, the "playback" manifesting itself as a Simple Illusion.

This is also a Light and Darkness spell.

Duration: 1 minute.



Cost: 3 to cast, 3 to maintain. The magnitude of the Time modifier adds to the cost, so the spell costs (3 + 0), or 3, for “within a minute,” but would cost (3 + 5), or 8, for “4 to 40 days.”

Time to cast: 10 seconds.

Prerequisites: Magery 2, History and Simple Illusion.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 700.

Echoes of the Past

Regular

Cast on a wall, floor or some object, this spell “plays back” whatever sounds the object may have “heard” in the past. The caster specifies the moment from which to start listening (“Let us listen to what was said in this room a year ago . . .”). The Time Modifiers (p. 46) apply. Each time this spell is cast for the same time period, there is a further -1 penalty to skill. On a critical failure, the objects “memory” of that time period is wiped clean.

This is also a Sound spell.

Duration: 1 minute.

Cost: 2 to cast, 2 to maintain. The magnitude of the Time modifier is added to the cost, so the spell costs (2 + 0), or 2, for “within a minute,” but would cost (2 + 5), or 7, for “4 to 40 days.”

Time to cast: 10 seconds.

Prerequisites: Magery 2, History and Voices.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 500.

Scents of the Past

Regular

Cast on a wall or an object, this spell releases whatever scents the object may have been exposed to in the past. The caster specifies the moment from which to start the “playback.” The Time Modifiers (p. 46) apply. Each time this spell is cast for the same time period, there is a further -1 penalty to skill. A critical failure will wipe away the object’s “memory” of that time period.

This is also a Food spell.

Duration: 1 minute.

Cost: 1 to cast, 1 to maintain. The magnitude of the Time modifier is added to the cost, so the spell costs (1 + 0), or 1, for “within a minute,” but would cost (1 + 5), or 6, for “4 to 40 days.”

Time to cast: 10 seconds.

Prerequisites: Magery 2, History and Odor.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 350.

Air Vision

Regular

As listed under Elemental Air, p. 24.

Plant Vision

Regular

As listed under Plant, p. 88.

Small Vision

Regular

As listed under Light and Darkness, p. 65.

LIGHT AND DARKNESS SPELLS

Remove Shadow

Regular; Resisted by IQ

The subject’s shadow(s) seem to disappear. Unwilling subjects resist with IQ.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Light.

Item: Jewelry. Always on. Wearer only. Energy cost to create: 100; must include a \$100 black onyx.

Remove Reflection

Regular; Resisted by IQ

The subject’s reflections seem to disappear from mirrors, pools, etc. At higher TLs, this may make the subject invisible to some sensors (which use mirrors as part of their optical pathways) - GM’s decision. Unwilling subjects resist with IQ.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Remove Shadow.

Item: Jewelry. Always on. Wearer only. Energy cost to create: 200; must include a \$100 black onyx.

Shape Light

Regular

With this spell, the caster may transform a uniform light source into a directional one. The caster may specify any number of “baffles,” or may restrict the illumination to specific beams. Thus, the spell can change a torch into a hooded lantern of sorts. Concentration is required to change the light’s shape, but not to maintain it.

The spell can also be used to bend and twist light beam. The GM should allow any effect that isn’t already covered by such spells as Simple Illusion, Small Vision, Invisibility and so on.

Duration: 1 minute.

Cost: 2 to cast, 2 to maintain.

Prerequisite: Light.

Items: (a) The effects may be made permanent for 100 times casting cost (creating a permanent light-sculpture), although the light itself must also somehow be preserved. (b) Staff, wand or jewelry. Energy cost to create: 100.

Note: The prerequisite of Light Jet becomes Continual Light or Shape Light.



Glow

Area

Suffuses an area with a uniform glow. Objects and beings standing in the area won't project any shadows unless a stronger source of light than the ambient glow is brought in.

Duration: Variable. The GM should roll 2 dice for the number of days.

Base Cost: ½ for starlight (very dim, -7 to Vision); 1 for moonlight (dim, -5 to Vision); 3/2 for firelight (soft, -3 to Vision); 2 for daylight (bright, no Vision penalty). Minimum radius is 2 hexes.

Time to cast: 1 second per base cost energy half-point.

Prerequisite: Continual Light.

Items: (a) Wand, staff or jewelry. Energy cost to create: 250. (b) An area can be permanently illuminated for 100 times casting cost.

Gloom

Area

Plunges an area into gloom. The more energy put into the base cost, the dimmer the ambient light becomes. Unlike the Darkness spell, sources of light still work normally within the area.

Duration: Variable. The GM should roll 2 dice for the number of days.

Base Cost: ½ for firelight (soft, -3 to Vision); 1 for moonlight (dim, -5 to Vision); 3/2 for starlight (very dim, -7 to Vision); 2 for total darkness (pitch black, no Vision). Minimum radius is 2 hexes.

Time to cast: 1 second per base cost energy half-point.

Prerequisite: Continual Light.

Items: (a) Wand, staff or jewelry. Energy cost to create: 250. (b) An area can be permanently darkened for 100 times casting cost.

Note: GMs may wish to change the prerequisite of Darkness to Gloom.

Mage Light

Regular

Creates a small light (the size of a candle-flame), but the illumination that it provides is only perceptible to mages, magical creatures and those under the influence of Mage Sight. An IQ+Magery roll is *not* required to see or use the light provided. As with the Light spell, the caster must concentrate to move the light at a Speed of 5.

Duration: 1 minute.

Cost: 1 for a dim glow (candle, -5 to Vision), 2 for the brightness of a fire (torch, -3 to Vision), 3 for a glare so bright as to be painful at close range (light bulb, no Vision penalty). Same to maintain.

Prerequisites: Mage Sight and Light.

Item: Wand, staff, jewelry or lantern. Mage only. Energy cost to create: 100.

Continual Mage Light

Regular

Cast on a small object (up to fist-sized, or 1 pound), or a small part of a large object, this spell makes that object glow with Mage Light (see above).

Duration: Variable. The GM should roll 2 dice for the number of days.

Cost: 2 for a dim glow (candle, -5 to Vision), 4 for the brightness of a fire (torch, -3 to Vision), 6 for a glare so bright as to be painful at close range (light bulb, no Vision penalty). Same to maintain.

Prerequisites: Mage Light and Continual Light.

Item: Any item may be made to radiate Mage Light permanently, for 100 times the energy cost.



Sunlight

Area

The area is illuminated with full daylight - even underground! The area extends skyward, stopping only when it hits some sort of ceiling. If cast in a cave, the area will be a huge shaft of light extending upward to the rock. If cast outdoors on a cloudy day, the light will appear to break through the clouds above. If cast at night, the light will appear to come from an overhead star which brightens to sun level for those inside the area.

Treat the light as natural sunlight for all purposes - it can be used to grow plants, get a tan, etc. Creatures who are susceptible to the effects of sunlight (vampires and such) are fully affected.

Duration: 1 minute.

Base Cost: 2 to cast, 1 to maintain.

Prerequisites: Magery, Glow and Colors.

Item: Wand, staff or jewelry. Usable only by a mage. Energy cost to create: 175.

Continual Sunlight

Area

Illuminates an area as the Sunlight spell does, but lasts longer and cannot be maintained.

Duration: Variable. The GM should roll 2 dice for the number of days.

Base Cost: 3.

Prerequisite: Sunlight.

Items: (a) Wand, staff or jewelry. Usable only by a mage. Energy cost to create: 300. (b) An area may be permanently illuminated for 100 times casting cost.

Shade

Regular

As listed under Protection and Warning, p. 92.

Wall of Light

Area

Creates a curtain of light around an area. The wall is 4 hexes high but may be made higher by multiplying the cost (double for 8 hexes high, triple for 12 hexes high and so on).

The only thing it blocks is vision. both ways. It has no effect on spells, beings, sounds, etc. Bright Vision allows one to see through the wall.

Duration: 1 minute.

Base Cost: 1 to 3 to cast, same to maintain. The wall's glow depends on the energy put into its base cost, as with Continual Light.

Prerequisite: Continual Light.

Items: (a) Staff, wand or jewelry. Energy cost to create: 200. (b) A wall of light may be made permanent for 100 times casting cost.

Small Vision

Regular

This spell lets the subject examine objects in his own hex as if they were 100 times larger. While under the spell, the subject is extremely nearsighted: he is incapable of seeing objects outside of his own hex clearly - they appear blurred and he attacks them at -2 skill.

This is also a Knowledge spell.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain. Each doubling of casting cost increases the magnification another tenfold.

Time to cast: 2 seconds.

Prerequisites: Keen Eyes or at least five Light and Darkness spells. Subject must not suffer from Blindness or Bad Sight.

Items: (a) Clothing or jewelry. Must bear a picture of a flea, life-size. Works for wearer only. Energy cost to create: 400. (b) A gem that works as a magnifying glass. Cost to create: 400 energy, plus the cost of the gem.

Bright Vision

Regular

Allows the subject to peer safely into intense sources of light (like a blazing fire or the sun) and prevents Flash or similar occurrences from blinding him.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Keen Eyes or at least five Light and Darkness spells. Subject must not suffer from Blindness.

Item: Staff, wand or jewelry (sunglasses or welding visors are certainly appropriate in more modern settings). Affects only the wearer. Energy cost to create: 200.

Mirror

Regular

Creates a reflective surface. This can be cast on an object or can be free-standing (in which case it is two-sided). The mirror surface is not necessarily flat; the caster could create fun-house mirrors, for example.

At TL 5 or higher, casters with knowledge of physics can use this spell to create parabolic reflectors. A simple curve can be sufficient to cook meat; a large and precise one could be used to melt lead, given sufficient sunlight at appropriate angles. Against living targets, the GM can assume that such a mirror would do 1 point of burning damage per hex of mirror size every 10 turns. To ignite things, use the Ignite Fire guidelines (p. M36), substituting the mirror size for the listed fatigue cost; for example, an 8-hex mirror would ignite heavy wood in about 1 second. Further uses along these lines are subject to GM approval.

Duration: 1 minute.

Cost: 2 per hex to cast, same to maintain.

Prerequisite: Colors.

Item: Wand, staff or jewelry. Energy cost to create: 350; must include a tiny mirror.

Sunbolt

Missile

Lets the caster shoot a bolt of concentrated sunlight from his fingertip. It has SS 13, Acc +2, ½D 75, Max 150; use the Sunbolt Throwing skill (see sidebar, p. 4). The light burns like laser-light and does impaling damage. Increase a shield's PD against this spell by 50%, rounding down, if it is highly polished.

Whether or not damage gets through armor, a hit to the face blinds the victim unless he makes a HT roll. A hit to the eyes does double damage and blinds the victim unless he makes a HT roll at a penalty equal to the damage suffered. Treat Sunbolt-induced blindness as a crippling injury for recovery purposes (see p. B129).

Any mirror will reflect a Sunbolt; if the GM is uncertain of the exact angle of incidence/reflection (if the Sunbolt hits a hand-held mirror, for instance), determine its new direction randomly. Use the rules for hitting the wrong target (p. B117) to determine if anything along the new path is hit. *Deliberately* reflected shots are a much trickier matter; range penalties will be for the *total* range to the target, with an additional -2 for each "bounce." And unless the mirrors are very large and/or stable and/or deliberately placed for the purpose, the GM may simply declare the shot impossible.

Defending characters holding mirrors may attempt to reflect the bolt back at the caster - treat this as a Block defense at a -2 penalty; also apply the normal range penalties (see p. B201) from the defender to the caster. The PD of the mirror (if it is large enough to offer any; GM call) adds to this roll normally. The caster may defend normally, unless totally surprised (see p. B108)!

Sunbolt is not affected by Missile Shield or Reverse Missiles. Force Dome will still offer protection. In a world where laser attacks are common, some sort of blocking spell effective against Sunbolt and mundane lasers would probably exist.

Vampires, and creatures of living darkness or shadow, take *double* damage from Sunbolts. Areas of magical Darkness resist Sunbolt.

Cost: 1 to 3; the bolt does 1d-1 impaling damage per point of energy put into the spell.

Time to cast: 1 to 3 seconds (the caster's finger will glow as the spell builds up).

Prerequisites: At least six other Light and Darkness spell, including Sunlight.

Item: Staff or wand - the bolt is fired from the tip of the item. Mage only. Cost to create: 800 energy and a sun-stone worth at least \$1,000.

Body of Shadow (VH) Regular; Resisted by HT

The subject's body fades away, leaving only his shadow. The subject is now a two-dimensional shadow on the wall or floor! He can slip through cracks, under doors and so on - as long as there is room for his shoulder width. His clothing (up to 6 pounds) also becomes shadow, but while in shadow form it loses any magic powers it might have had. The rest of his equipment tumbles to the ground; he can carry *nothing* while in this form. He has no need to eat, drink or breathe while a shadow, but cannot have any physical influence on his surroundings; he can only give shade. He can be heard if he speaks and can cast spells (but at -5 to skill).

He can slide along surfaces at his normal Move and creep up walls and across ceilings at half Move. While in complete darkness, he regenerates 1 hit point per minute.

He is only susceptible to energy attacks (lasers, lightning, etc.). Shadows can interpenetrate and cannot harm each other physically.

A hit with the Light Jet spell (or any intense source of light) does the wielder's thrust damage to the shadowy form. Flash inflicts 1d minus the intervening distance in hexes (e.g., a Flash cast two hexes away from the shadow would inflict 1d-1). Each 2 points of energy put into Shape Darkness hinders him by 1 point of Move. Glow inflicts a penalty to DX and IQ equal to the base cost of the spell (rounding down). Sunbolt inflicts double damage. Wall of Light is impassable.

Note that this spell does not augment the subject's senses so as to allow him to see in pitch darkness!

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 6 to cast, 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2 and Shape Darkness.

Item: Staff, wand, jewelry or cape. Wearer only. A severe drawback is that any such item, *except* a cape, falls through the subject as soon as the spell is cast! Energy cost to create: 2,500 (6,000 for a cape).

Images of the Past

Regular

As listed under Knowledge, p. 62.



MAKING AND BREAKING SPELLS

Explode (VH)

Regular

As Shatter (p. M59), but if the object shatters, it explodes violently, doing fragmentation damage (see p. B121). The base damage is 1d cutting, which may be increased to 1d+2 for double the casting cost.

Cost: 2 to 6; does 1 die damage for every two points of energy put into it.

Prerequisites: Magery 2, Shatter and Apportation.

Item: Wand, staff or glove. Must strike the object. Energy cost to create: 1,000.

Rive (VH)

Regular

This spell pokes holes in inanimate objects, walls, etc. See p. B125, for HT listings of common objects. The damage listed corresponds to a 2-foot-diameter hole; larger openings can be created by doing proportionately more damage or by punching multiple holes.

Cost: 1 per die of damage to be inflicted to the object.

Prerequisites: Magery 2 and Shatter.

Item: Wand, staff or glove. Must strike the object. Energy cost to create: 1,000.

Soilproof

Regular

The subject (person, creature or object), his clothing and any equipment he may be carrying become Soilproof. Clothes won't stain or become dusty, hands won't collect grime and so on. The spell doesn't affect stains already on the subject at the time of casting.

Duration: 10 minutes.

Cost: 2 to cast, 1 to maintain. Double the cost to resist Ruin.

Time to cast: 2 seconds.

Prerequisite: Clean.

Items: (a) Wand, staff or jewelry. Energy cost to create: 400. (b) For 100 times casting cost, any item may be made permanently Soilproof. The item can also be made to resist Ruin (with the effective skill of the enchanter) at double the cost. On an ordinary failure, the enchantment weakens by 1. Upon reaching Power 6, the enchantment dissipates. A critical failure by the Soilproof spell or a critical success by the Ruin spell also breaks the enchantment.

Transparency

Lets the caster make an object transparent. The object's outlines remain visible and its physical characteristics remain unchanged (hardness, weight, etc.). The caster can choose to tint the object as he desires instead of making it colorless.

Duration: 1 minute.

Cost: 4 per hex to cast, 2 to maintain.

Time to cast: 10 seconds.

Prerequisites: Dye and Stone to Earth.

Items: (a) Wand, staff or jewelry. Energy cost to create: 850. (b) Any item can be made permanently transparent for 100 times casting cost.

Toughen

Makes an inanimate object more difficult to penetrate by increasing its DR. Has no effect on the protective value of armor. If the object takes basic damage equal to or greater than its (toughened) DR, the spell is broken and must be recast.

Duration: 1 hour.

Cost: 1 to cast per point of DR (maximum of 8) for an object the size of a fist, double for an object up to a cubic foot, triple for a 1-hex object. Same to maintain.

Time to cast: 5 seconds.

Prerequisite: Shatterproof.

Item: None with this spell, but see Fortify (p. M46).

Inscribe

As listed under Illusion and Creation, p. 56.

Mapmaker

Cast on a scroll or any other writing surface (including a previously-unfinished map), this spell creates a map of what the object's holder perceives.

The caster must declare the scale used for the map, which way is north, the spot on the scroll where mapping begins and which features are to appear on the map. The map thus created is of the same quality as if it had been drawn by someone with an Artist skill equal to the lower of the caster's effective skill with this spell and his Artist skill. It is no better in content than if the holder had taken the time to write it himself - the spell is nothing more than a time-saver.

Duration: 1 hour. The spell does not expire if the scroll's user moves off the edge of the map; it just fails to inscribe anything until he moves back on. The inscriptions themselves are permanent.

Cost: 4 to cast, 2 to maintain.

Time to cast: 10 seconds.

Prerequisites: Inscribe and Measurement.

Items: (a) A scroll can be made self-mapping, updating itself whenever its holder enters a new area (and spends ST to activate it). Energy cost to create: 100. (b) Wand or staff. Energy cost to create: 300.

Regular

Regular



Mystic Mark

Places an invisible mark on the subject. The mark will be visible to the caster at will (simple concentration) and to anyone using Aura, See Secrets, Mage Sight, Detect Magic or similar spells. It may be a rune, sigil, monogram, etc. (a Heraldry specialty may be learned to recognize the mystic marks in use in the campaign world). Unwilling subjects resist with IQ.

Should Seeker be cast regarding a subject bearing the caster's Mystic Mark, there will be no need for "something associated with the subject sought."

The mark can be erased with Remove Curse.

Duration: Permanent, but tends to fade with time. Every month, roll against the caster's effective skill. On an ordinary failure, the spell's Power is reduced by the margin of failure.

On a critical failure or upon reaching Power 6, the spell expires. Marks placed on durable objects are themselves more durable: apply the DR of the surface as a bonus to the "fading" roll.

Cost: 3.

Time to cast: 10 seconds.

Prerequisites: Dye and Trace.

Item: (a) The mark may be made permanent (no need for the monthly "fading" roll) for 30 energy. (b) Staff, wand or writing instrument (including a branding

iron). Energy cost to create: 300.

Fasten

Ties up the subject with a length of rope or chain (which is not created by the spell, only animated). Useful to wrap packages, moor boats, bind prisoners and so on. A subject may actively resist using DX. The bond is a normal knot (though it may be turned into a magical Knot by increasing the energy expenditure).

Duration: Permanent.

Cost: 3 to cast (1 extra to have a Knot in it).

Prerequisite: Knot.

Item: A rope or chain which will wrap itself around the subject (which it must touch) when a command word is spoken: the enchantment is lost if it is cut or broken. Energy cost to create: 90 per hex of length.

Animate Object (VH) Regular; Special Resistance

Lets the caster animate an existing object (statue, sword, chair . . .). Its abilities and attributes depend on its body - this is entirely up to the GM. Examples: a chair could move about and kick people in the shins, a sword could snake around its wielder's arm, a teapot could scuttle amusingly across a table . . . Concentration is required; the animated object has no IQ score and is little more than a puppet. Independence and Initiative will not work on an animated object.

A being holding such an object resists with IQ.

Duration: 1 minute.

Cost: 1 to cast for every 5 lbs. the object weighs. Double the cost to animate stone, triple for metal. Same to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and at least three “Shape” spells.

Items: (a) Any object may be permanently animated for 100 times casting cost. (b) Wand, staff or jewelry. Mage only, must touch the object. Energy cost to create: 2,000.



Weapon Self (VH) Regular; Resisted by HT (or by effective skill for magic weapons)

The caster's body magically melds with the melee weapon he is wielding. Clothes (up to 6 pounds) disappear along with him, but the rest of his equipment falls to the ground. The weapon now dances through the air, as if wielded by an invisible opponent. The subject keeps his weapon skill and attributes while assuming a minimum Speed of 5. Attacks on the weapon are at a penalty: -3 for polearms, -4 for most weapons, -5 for daggers and the like. The weapon has no PD, may only Dodge or Parry, but has a natural DR: 3 for wooden hafts, 4 for a metal-faced wooden haft, 5 for most blades, 6 for a metal mace head (see the sidebars, pp. 13110-111). If the weapon is broken, the spell ends and the subject reappears, unharmed but physically stunned, holding the useless weapon in his hand(s).

The subject may not speak, so he can only cast spells he knows at skill 21 or above (see p. B148 or p. M7). Making and Breaking spells such as Weaken and Shatter are resisted by the subject's HT.

Magic weapons *resist* the melding with their caster's effective skill. If the subject wishes to activate any of the enchantments on the magic weapon, he must win a Regular Contest of his Will against the enchanter's effective skill.

Duration: 1 minute.

Cost: 8 to cast, 4 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Apportation and at least six Making and Breaking spells including Reshape.

Items: (a) Jewelry. Disappears along with its wearer when the spell is cast, so the caster can maintain it. Energy cost to create: 2,000. (b) Any weapon. Energy cost to create: 500 per pound of weapon weight (minimum one pound). (c) A magical weapon may be enchanted so as to *not* resist the melding for an energy cost of 500 per pound of weapon weight (minimum one pound).

Transform Object (VH)

Regular; Special Resistance

Lets the caster change an object into another object of the same weight. The change can be anything - a gun could be turned into a rag doll, for instance. If the caster had the appropriate Armoury/TL skill, he could even change a rag doll into a gun . . . As with Create Object (p. M52), anything the mage brings into existence must be something he is familiar with (of course, any mage that had seen the real thing could create a toy gun that looks real).

An object held or worn by someone resists with its owner's IQ.

Duration: 1 hour.

Cost: 1 to cast for every pound the object weighs (minimum of 1 pound). Double the cost to change to (or from) stone, triple for metal. Same to maintain.

Time to cast: Equal to the cost, in seconds.

Prerequisites: Magery 2, Reshape and at least four “Create” spells.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,000.

Contract Object (VH)

Regular

Scales an object down in one dimension. A rope or blade can be made shorter, for instance. Could easily render most clothing unwearable. The object's DR is unchanged; hit points usually decrease in direct proportion.

Duration: 1 hour.

Cost: 1 per pound of original weight (minimum of 1 pound) and per halving of the chosen dimension. Same to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 3 and Transform Object.

Item: Wand, staff or jewelry. Mage only, must touch. Energy cost to create: 800.

Shrink Object (VH)

Regular

Scales an object down in size. Weight decreases eight-fold for every halving in scale. For DR and hit point changes, use the table on p. B125 whenever possible; otherwise, assume hit points decrease in direct proportion to scale while DR decreases by 1 for every halving.

Duration: 1 hour.

Cost: 1 per pound of original weight and per halving to cast (minimum of 1 pound). Same to maintain.

Time to cast: 3 seconds.

Prerequisite: Contract Object.

Item: Wand, staff or jewelry. Mage only, must touch. Energy cost to create: 800.

Extend Object (VH)

Regular

Scales an object up in one dimension; the opposite of Contract Object (see above).

Duration: 1 hour.

Cost: 1 per pound of original weight (minimum of 1 pound) and per doubling of the chosen dimension. Same to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 3 and Transform Object.

Item: Wand, staff or jewelry. Mage only, must touch. Energy cost to create: 800.

Enlarge Object (VH)

Regular

Scales an object up in size. Weight increases eight-fold for every doubling in scale. For DR and hit point changes, use the table on p. B125 whenever possible; otherwise assume hit points increase in direct proportion to scale while DR increases by 1 for every doubling.

Duration: 1 hour.

Cost: 1 per pound of original weight, and double cost for each subsequent doubling of weight. Same to maintain.

Time to cast: 3 seconds.

Prerequisite: Extend Object.

Item: Wand, staff or jewelry. Mage only, must touch. Energy cost to create: 800.



META-SPILLS

False Aura

Regular; Area; Resisted by IQ Resists Information spells

Replaces the magical emanations of a being, area or object with false ones; the term "aura" is only literal for living things. For instance, a human could be made to have the aura of a Zombie, a sword could appear to be enchanted with Dancing Weapon, an area could appear to be under linked Create Fire and Glue spells, etc. Roll a Quick Contest between the False Aura and any spell (Information or Regular) that can see or detect the emanations (such as Aura, Mage Sight or Analyze Magic). If the False Aura spell wins, the other spell is fooled. False Aura also works against equivalent senses some creatures may possess.

Unwilling subjects resist with IQ. The chosen false aura must be familiar to the caster - a mage could not put a false aura of Golem on a statue unless he knew the Golem spell, for instance.

Duration: 10 hours.

Cost: 4 to cast, 2 to maintain. When cast on an area, the base cost is 4.

Time to cast: 10 seconds.

Prerequisites: Conceal Magic and Aura.

Items: (a) Any. Wearer only; gives him a false aura of a type specified by the creator of the item. Energy cost to create: 300. (b) Any object or area may be given a permanent false aura for 100 times casting cost.

Remove Aura

Regular; Resisted by IQ; "Resists" Information spells

Like False Aura, but removes the magical emanations of the subject *entirely*. Cast on an inanimate object, this spell turns it into a blank slate for spells such as Ancient History, History, See Secrets or Seeker (in the latter case, the Remove Aura spell breaks the "association," so Seeker is cast at -5). To resolve this, any future casting of the aforementioned spells is resisted by the Remove Aura spell - whenever the other spell fails, the information it tried to access was successfully removed. Whatever happens to the object *after* its aura is removed can still be freely accessed by those spells, of course.

Cast on a living or magical subject, Remove Aura only lasts one day and cannot be maintained. It then interferes with such

spells as Aura, Detect Magic, Seek Magic. Sense Life. Sense Foes or Mage Sight. Unwilling subjects resist with IQ.

Duration: Permanent (but see above).

Cost: 5.

Time to cast: 10 seconds.

Prerequisites: Dispel Magic and Aura.

Items: (a) Wand, staff or jewelry. Mage only, must touch. Energy cost to create: 300. (b) Jewelry or clothing. Wearer only, always on. Energy cost to create: 1,500.

Spell Wall Regular; Resists spells cast through it

A spell wall resists any spell cast through it from *one side*, specified by the caster at casting time. It also acts as a Scrywall. *Exception:* it does not affect Missile spells at all, including Curse-Missile or Thrown spells.

If the spell wall fails to resist a spell cast through it, the spell breaks through, but the wall still stands - weakened by 1. Upon reaching Power 6, the wall dissipates. A critical failure by the wall or a critical success by the resisted spell also breaks the wall. The wall does not resist or affect in any way spells passing through from the "safe" side (usually the side that the caster stands on!).

The spell is cast across a hex, from corner to corner or side to side, as the caster wishes. Longer walls may be created either all at once (by paying 2 per hex) or built up slowly, a hex at a time. When adding hexes to a weakened spell wall, the new hexes assume the caster's effective skill on the "weakest link." The only way to "repair" a weakened wall is to cast it anew.

The spell wall is 4 hexes high, so it is possible to cast across it from a high enough elevation. Higher walls can be created by spending proportionately more energy (double ST for twice the height and so on).

Duration: 1 minute.

Cost: 2 to cast, 2 to maintain. The spell wall may also be cast horizontally, as a "ceiling" or "floor": each point of energy will then cover 2 hexes.

Prerequisite: Spell Shield.

Items: (a) A spell wall may be made permanent for 100 times the casting cost. Often used by mages to cover windows or skylights. "Permanent" spell walls do not weaken when penetrated. (b) Wand, staff or jewelry. Mage only. Energy cost to create: 600.

Seek Magic

As listed under Knowledge, p. 60.

Information

Suspend Spell **Regular; Resisted by subject spell**

This spell will temporarily nullify any one ongoing spell. The mage must know any spell he suspends. Suspend Spell will not affect magic items, but can affect spells cast through one. Spells which can only be removed by Remove Curse cannot be suspended; use Suspend Curse on those.

Suspend Spell is cast at the lower of the caster's Suspend Spell skill and his skill with the spell being suspended. When the suspension expires, the suspended spell "picks up where it left off" and resumes operation. If the subject spell is maintained, its caster will automatically know it is being suspended. Otherwise, a Magery roll (sidebar, p. M6) is required - distance is not a factor.

Duration: 1 minute.

Cost: 1/10 that of the spell suspended to cast, not counting bonuses the other spell's caster may have received for high skill (round up). Same to maintain.

Prerequisites: Magery.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 500.

Suspend Magic **Area; Resisted by subject spells**

This spell will temporarily nullify all other spells within the area. It has no effect on enchanted items. Certain powerful spells are also unaffected - specifically, those which can only be removed by Remove Curse. Each spell resists separately.

Suspend Magic is *not* selective; the caster can choose the *shape* of the area within the boundaries he pays energy for (as with all Area spells), but may not exclude objects within the affected area. The caster need not know the spell(s) being suspended. To suspend a specific spell without affecting others, use Suspend Spell.

Duration: 1 minute.

Base Cost: 3 to cast, 2 to maintain.

Time to cast: 1 second per energy point spent.

Prerequisites: Suspend Spell and at least eight other spells of any type.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,500.

Note: The prerequisite of Dispel Magic becomes Suspend Magic or 13 spells of any kind and including Counterspell.

Displace Spell **Regular; Resisted by subject spell**

This spell will change the location of an Area spell, permanently. Certain powerful spells are unaffected -specifically, those which can only be removed by Remove Curse. Each

Area spell must be displaced separately, except linked spells, which move together. The caster need not know the spell being displaced.

Once the casting is complete, the area moves as many hexes per turn as the caster has degrees of Magery; concentration is required. Each *turn*, the displaced spell gets a new resistance roll; once it successfully resists, it stops moving and the Displace Spell spell is broken - though it may be cast anew. The subject spell *always* rolls to resist, even if its caster doesn't wish it to (the caster's own spells resist at -5).

While being displaced, the subject spell remains active (thus, one could trigger a Link by moving it over its intended target). The caster of the subject spell will automatically know it is being displaced If it is a maintained spell. Otherwise, a Magery roll (sidebar, p. M6) is required -distance is not a factor.

Duration: Until the caster stops concentrating or the subject spell resists successfully.

Cost: ¼ that of the spell being moved, not counting bonuses the other caster may have gotten for high skill (round up).

Time to cast: 5 seconds.

Prerequisite: Suspend Magic.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,000.



Spellguard (VH)

Regular;

Resists attempts to tamper with its subject spell

This spell is cast on another spell to protect the other spell from tampering attempts. Twice the energy put into the Spellguard (up to 3 points) is subtracted from the skill of any casting of the following Meta-spells against the subject spell: False Aura, Remove Aura, Steal Spell, Displace Spell, Suspend Spell, Counterspell, Suspend Curse and Remove Curse. Twice the energy put into the Spellguard is added to the effective skill of the subject spell's caster when resisting Suspend Magic or Dispel Magic. When the spell it protects lapses or is dispelled, the Spellguard also lapses.

Duration: 10 hours.

Cost: 1 to 3 to cast; same to maintain. Cost is not reduced for high skill.

Time to cast: 1 second for each energy point spent.

Prerequisite: Dispel Magic.

Items: (a) Staff, wand or jewelry. Mage only. Energy cost to create: 500. (b) An enchanted item or area may be permanently guarded to make it harder to tamper with; the Spellguard then hampers Suspend Enchantment and Remove Enchantment as well. Energy cost to cast: 100 times normal casting cost.

Catch Spell (VH)

Blocking

Cast immediately after a Missile spell is thrown (not when it is cast), this spell allows its caster to catch the missile as it enters his own hex. Once caught, the spell can be held by the caster just as if he himself had cast it, to be thrown later (back at its original caster, perhaps . . .). The caster need not know the spell he is catching.

If the Catch Spell roll succeeds, its caster then physically catches the missile when it lands in his hex (or passes him no more than 1 hex away). If the Catch Spell roll fails, its caster gets hit dead-on by the spell (taking *maximum* damage on a critical failure!).

Cost: 3.

Prerequisites: Magery 2, DX 12+ and Return Missile.

Item: Glove. Mage only. Each Glove can catch only one specific spell. Treat variations (such as Fireball/Explosive Fireball) as a single spell for this purpose. Energy cost to create: 300. A glove that could catch any Missile spell would require 1,200 energy.

Throw Spell (VH)

Missile; Special

This spell is cast on another spell, transforming it into a Missile spell. The spells are cast one after the other, with no delays between castings. The Throw Spell is cast first and counts as a spell "on" when determining the skill level of the subject spell (see p. M9).

The caster must pay full energy and time costs for Throw Spell and its subject spell at the time of casting; if the caster throws a spell powered for a human-sized subject at a larger subject, there is either no effect or a reduced effect, as the GM sees fit.

The caster rolls for the Throw Spell when it is cast; *the roll for the subject spell is not made until it is thrown*. Thrown spells have SS 13, Acc +1, ½D 15, Max 30; Spell Throwing (Spells) is a separate spell-throwing skill (see pp. 4 and M105).

All thrown spells take effect at the moment they hit something. Thrown Area spells center on their point of impact. Jet spells take effect at the point of impact, in the direction they were going (treat them as Wild Swings, p. B105). Most other spells simply allow the caster to use spells at longer ranges than normally possible - a thrown Sense Emotion, for instance, or Minor Healing. This spell allows spells that normally require touch to be applied at a distance (Deathtouch, for instance). Missile spells (obviously) and Blocking spells may not be thrown.

Thrown spells may be blocked or dodged, but not parried. However, they *can* be caught using Catch Spell - by anyone, including enemies!

Duration: Until thrown.

Cost: 3. The thrown spell may be maintained normally once it has taken effect.

Prerequisites: Delay and Catch Spell.

Item: Any missile weapon (bow, sling, etc.) may be enchanted to throw one specific spell, which flies just as if the weapon had fired its ordinary ammunition. Energy cost to create: 2,500 times the casting cost of the subject spell. There are rumors of enchanted missile weapons that can throw *any* spell known to their wielder, but nothing more specific is known about them.

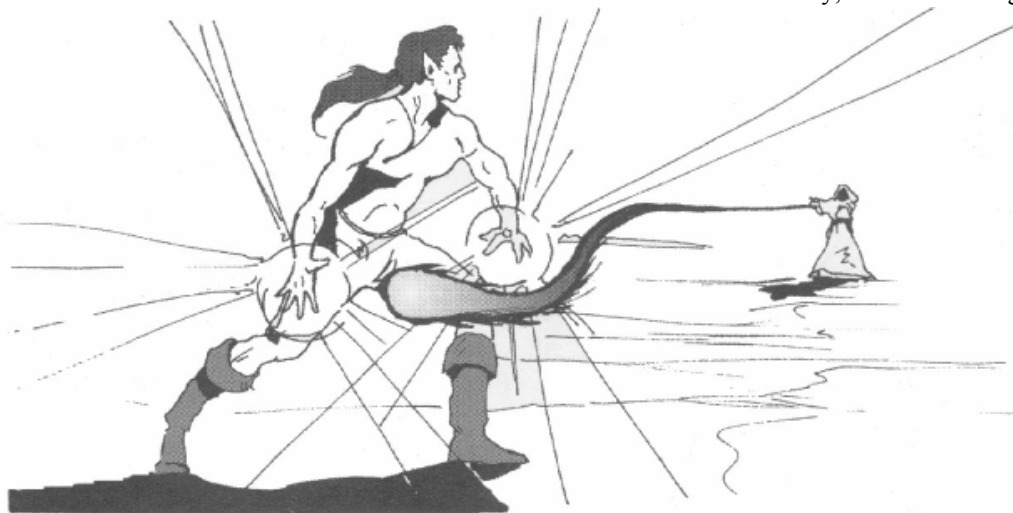
Hang Spell (VH)

Special

This spell is cast on another spell to delay its activation until the caster wills it. Blocking spells may not be hung.

Hang Spell is cast immediately before its subject spell, with no delay, between castings. The caster rolls for the Hang Spell when it is cast; *the roll for the subject spell is not made until it is activated*. Range penalties, spells "on," magic resistance, mana level changes and the like are applied at the subject spell's activation time.

The caster must pay full fatigue and time costs for the Hang Spell and its subject at the time of casting. If the caster hangs a spell tailored to a human-sized subject and then activate., it on a larger subject, there is either no effect or a reduced effect, as the GM sees fit.



A hung spell counts as one spell “on” (see p. M9) for casting purposes; it does not, however, count against *itself* when it is activated. Thus, if a mage has four hung spells, he casts other spells at -4, but casts any one of the hung spells at -3. A hung spell takes a single second of concentration to activate.

Hung spells are susceptible to Dispel Magic and Counterspell (which destroys them), as well as to Suspend Magic and Suspend Spell (which prevents them from activating for the duration). They cannot be stolen or lent because they have not yet been cast.

Duration: 1 hour.

Cost: Same as the underlying spell's cost to cast (minimum of 2); same to maintain. The hung spell may be maintained normally once it has taken effect.

Time to cast: 10 seconds.

Prerequisite: Delay.

Maintain Spell (VH)

Special

This spell is cast on one of the caster's ongoing spells, providing it a pool of energy to maintain itself. Once Maintain Spell has been cast, the subject spell will draw its maintenance energy from Maintain Spell. The subject spell *no longer belongs to its original caster*; it no longer counts as a spell “on,” may not be cancelled, etc. Maintain Spell may be cast any time the subject spell is active. Some maintained spells may be “programmed” as in Independence (see p. M53) or

perhaps even Initiative (p.57) (GM's decision).

Note that control of a spell operating under Maintain Spell can be stolen using Steal Spell.

Duration: Until the energy pool is drained or the underlying spell lapses.

Cost: Equal to the normal maintenance cost of the subject spell for as long as the caster wants it to last (including the caster's cost reductions for high skill). Thus, a spell that costs 1 per minute to maintain could maintain itself for 10 minutes at a cost of 10 ST.

If the caster could maintain the spell indefinitely for no energy cost (due to high skill), the cost of this spell is 1 ST for every five full duration periods. Thus, a mage with Earthquake (duration 1 minute) at skill 20 could set the spell to last 5 minutes for every ST put in the pool. High skill with Maintain Spell likewise reduces cost normally!

Time to cast: 2 seconds, plus “programming time” if necessary.

Prerequisite: Link.

Lend Spell

Regular

This spell allows the caster to “lend” an already-cast maintainable spell to someone else. The recipient acquires full control over and responsibility for the loaned spell, just as if he had cast it himself. He can maintain it or manipulate it at will, within the limits of the spell itself.

The recipient must meet all of the Advantage and attribute qualifications of the loaned spell, but need not know its spell prerequisites. Thus, a spell requiring Magery 2 could only be loaned to a mage with Magery 2, but a spell requiring no Magery and no special Advantages or attributes could be loaned to *anybody*. If the recipient has Magic Resistance, Lend Spell must overcome it.

Lend Spell is cast at the lower of the caster's skill with Lend Spell and the subject spell. The caster must touch the recipient.

Modifiers: If the recipient does not know all the prerequisites of the spell to be loaned, the caster gets a -2 to skill. If the recipient knows all the prerequisites, the spell is cast at par. If the recipient actually *knows* the spell to be loaned, the caster gets a +2.

Duration: Permanent; once loaned, the spell no longer belongs to its original caster.

Cost: Equal to the maintenance cost of the spell to be loaned.

Time to cast: 3 seconds.

Prerequisites: Magery, Lend Skill and spells from at least six different colleges.

Item: Staff, wand or jewelry. Mage only. The mage loans the subject spell by activating the item and physically passing the item to the recipient; the item must be held at all times for the magic to work - it may not be thrown. The recipient “owns” the spell for as long as he holds the item and may pass it along to yet another recipient, *whether or not either is a mage himself*. Energy cost to create: 1,000.



Steal Spell (VH) Regular; Resisted by subject spell

This spell steals control of an already-cast maintainable spell from its original caster. Note that it is cast *at the other spell's caster* and is therefore subject to range modifiers. The caster *must* know precisely what he is stealing - Identify Spell will be very useful. Spells operating under Maintain Spell (see above) can also be stolen; the "caster," for range purposes, is then the maintained spell's area or subject.

One cannot steal a spell if one does not have the required Magery, Advantage, attribute level or lack of Disadvantage (see conditions under Lend Spell, above). It does not affect a held Missile.

Modifiers: -3 if the caster does not know the spell he is stealing; a further -2 if he doesn't know its prerequisites either.

Duration: Permanent; once stolen, the spell no longer belongs to its original caster.

Cost: Equal to the maintenance cost of the spell to be stolen.

Time to cast: 5 seconds.

Prerequisites: Lend Spell and Great Ward.

Suspend Magery (VH)

**Regular;
Resisted by IQ+Magery**

Temporarily nullifies the subject's Magical Aptitude. The caster must touch the subject throughout the casting. The subject retains his knowledge of spells, but cannot cast them... unless he is in a high-mana area, of course, in which case he simply loses the bonus. Even in a high-mana area, the subject cannot cast spells which require Magery of any level. Suspend Magery can only be removed by Remove Curse.

A critical failure with this spell costs the caster a level of Magery for 2d days. At the end of that time, the caster should roll vs. IQ+Magery; any roll except a critical failure means that the lost Aptitude is regained - a critical failure means the loss is permanent!

Duration: 1 hour.

Cost: 12 to cast, 12 to maintain. However, the subject gets to resist every time the spell is maintained.

Time to cast: 10 seconds.

Prerequisites: Magery 2 and two spells from at least ten different colleges.

Item: Clothing or jewelry (shackles are a favorite). Always on, wearer only. Energy cost to create: 2,200.

Drain Magery (VH)

**Regular;
Resisted by IQ+Magery**

Permanently drains one degree of the subject's Magery advantage. The caster must touch the subject throughout the casting.

The subject retains his knowledge of spells, albeit at a lower skill level, but cannot cast those which require a higher degree of Magery than his new one.

A critical failure with this spell will cost the *caster* a degree of Magery *and* a point of IQ!

Duration: Permanent.

Cost: 30.

Time to cast: 10 minutes.

Prerequisites: Magery 3 and Suspend Magery.

Item: There are persistent rumors of malevolent items that drain Magery from their victims, but nothing more specific is known.

Telecast (VH)

Special

This spell teleports a Wizard Eye which then allows the caster to cast other spells *as if he were present at that distant location*. Missiles may not be telecast, but Jet spells may. Spells requiring touch may also be telecast, but the Wizard Eye must score a hit and the defender must fail his defense.

Use the Teleport cost to cast and casting penalties (see p. M71). Spells cast from the Telecast's "other end" measure range from that spot. The Telecast counts as a spell "on" and requires concentration. GMs who wish to further tone down this powerful spell may apply the penalties for no speech, foot nor hand motions (see p. M7 sidebar) and/or stipulate that the Telecast's original casting penalty also applies to spells cast through it.

If the Telecast roll is failed by 1, the Wizard Eye reaches its intended destination but the caster is mentally stunned. If the roll fails by more than 1, the Wizard Eye winds up somewhere else (GM's choice!) and the caster is still mentally stunned. In all cases, a Body Sense roll at a -2 penalty is required before the caster can get his bearings and start casting another spell; on a critical failure, he is mentally stunned.

There are persistent rumors of variants of this spell which teleport or plane shift the Wizard Eye instead.

Duration: 1 minute.

Cost: As Teleport (p. M71) to cast, same to maintain. High skill does not reduce the cost. The energy is spent whether the spell succeeds or not.

Time to cast: 1 minute.

Prerequisites: Magery 3, Teleport, Wizard Eye and spells from at least ten different colleges.



Item: An eyeball carved of ivory and inset with jewels. Mage only. At its holder's command, it teleports itself away; when the spell lapses, it re-appears in the holder's hand (unless it has been physically destroyed). Cost to create: 1,900 energy, \$1,000 for skilled ivory carving, \$600 for jewels.

Suspend Curse Regular; Resisted by subject spell

Temporarily nullifies any one of the following spells, among others: Alter (any type), Curse, Enlarge Other, Ensorcelment (any type), Flesh to Ice, Geas (either type), Healing Slumber, Hex, Malefice, Mystic Mark, Oath, Partial Petrification, Plant Form (any type), Possession (any type), Shapeshift (any type), Shrink Other, Stone to Flesh, Stop Healing, Strike Barren, Suspend Magery, Suspend Time. This spell will also suspend any physical or mental impairment caused by a hostile Wish of any kind. If for any reason the skill level of the subject spell is unknown, the GM's assessment is final.

Duration: 10 minutes.

Cost: 10 to cast, 10 to maintain.

Time to cast: 1 minute.

Prerequisites: Magery and spells from at least 12 different colleges.

Note: GMs may wish to make Suspend Curse an alternate to the 15 spells required as prerequisites of Remove Curse.

Suspend Mana (VH)

Area

The subject area is (temporarily) a no-mana zone, dead to the flow of magic. A critical failure costs the caster a level of Magery for 2d days. At the end of that time, the caster should roll vs. IQ+Magery; any roll except a critical failure means that the lost Magical Aptitude is regained - a critical failure means the loss is permanent!

Duration: The mana is restored at a rate depending on the surrounding mana level. In a low-mana zone, the area affected by the spell shrinks by 1 hex in radius every three days; in areas of normal mana, by 1 hex every day; in regions of high mana, by 1 hex every hour; in zones of very high mana, by 1 hex every minute!

Base Cost: 5.

Time to cast: 10 minutes.

Prerequisites: Suspend Magic and spells from at least ten different colleges.

Note: GMs may wish to add Suspend Mana to the prerequisites of Drain Mana.

Charge Powerstone (VH)

Regular

Recharges a Powerstone at a higher rate than the stone recharges itself. Every 3 ST spent by the caster restores 1 point of energy to the stone, but every point restored is counted as an "advance" against future "natural" recharging. Thus, if a 10-point Powerstone is recharged with this spell in a normal-mana area, it will not begin to recharge itself for 10 days after it is used. If it is used and then immediately recharged *again* using this spell, it will be 20 days before the stone begins to recharge normally, and so on. The presence of multiple Powerstones will not inhibit the casting of this spell.

On any ordinary failure with this spell, the Powerstone gains a new *quirk* (see p. M47; for a detailed discussion of such quirks, see **GURPS Magic Items**). On a critical failure, the Powerstone cracks and is destroyed.

This spell can safely recharge Powerstones with quirks that limit recharging only if by the conditions imposed by the quirk have been met. Attempts to ignore those conditions may cause the Powerstone to shatter.

Duration: The energy remains in the Powerstone until needed.

Cost: 3 per point of energy recharged.

Time to cast: 10 minutes.

Prerequisites: Magery 3, Powerstone and Lend Strength.

Item: A Powerstone can be enchanted to recharge at twice the normal rate. If Recharge Powerstone is cast on a Powerstone enchanted in this manner, *any* failure destroys the stone! Energy cost to create: 3,000.

Scryfool

Regular; Special Resistance

This spell allows the caster to redirect Information spells targeted at a first subject onto a second subject, the "decoy." Both subjects must be present at casting time; add the range penalties, if any. Unwilling subjects resist with Will.

From then on, any Information spell attempting to scry the first subject must win a Quick Contest of Spells with the Scryfool to scry the correct subject. Otherwise, it scries the decoy instead.

Duration: 10 hours.

Cost: 4 to cast, 2 to maintain.

Time to cast: 10 seconds.

Prerequisites: Magery 2, Sense Observation and Simple Illusion.

Item: (a) Wand, staff or jewelry. Works only for the wearer. Energy cost to create: 300. (b) A pair of items; scrying attempts on the holder or wearer of one item are diverted to the holder or wearer of the second. Energy cost to create: 1,000 for the pair. Must contain a bit of mirror.



MIND CONTROL SPELLS

Unless stated otherwise, all Mind Control spells work on creatures of any IQ, including animals.

Weaken Will

Regular; Resisted by IQ

Temporarily weakens the subject's Will. This will reduce his resistance to spells, but won't dull his senses or affect his mental skills.

Duration: 1 minute.

Cost: 2 per point of Will reduction (maximum Will reduction of 5), half to maintain.

Prerequisites: Magery and Foolishness.

Items: (a) Any item. Always on; the wearer's Will is weakened. Energy cost to create: 100 for each point of Weak Will. (b) Staff or wand. Mage only, must touch. Energy cost to create: 950.

Strengthen Will

Regular

Temporarily strengthens the subject's Will. This will increase his resistance to spells, but won't sharpen his senses or affect his mental skills.

Duration: 1 minute.

Cost: 1 for every +1 to Will (maximum Will increase of 5), half to maintain.

Prerequisites: Magery and at least six Mind Control spells.

Items: (a) Any item. Always on; wearer gains up to 5 points of Strong Will. Rare item. Energy cost to create: 1,000 per point of Strong Will (maximum of 5). (b) Staff or wand. Mage only, must touch. Energy cost to create: 1,500.

Disorient

Area; Resisted by IQ

All beings within the area lose their bearings. They will not immediately *feel lost*, but as soon as it becomes necessary to remember the path they've taken or to remember their position relative to a landmark, they will draw a blank. Those with Absolute Direction resist at +5.

Duration: The subjects can regain their bearings in the usual fashion (Navigation roll, consulting with one another, backtracking, etc.).

Base Cost: 1. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisite: Foolishness.

Item: Staff or wand. Mage only. Energy cost to create: 200.

Fascinate **Regular or Blocking; Resisted by IQ**

Will hold the subject (an intelligent being) motionless and unaware of the passage of time as long as the caster maintains eye contact and concentration. Note that darkness breaks eye contact! This may be cast as a Blocking spell if the subject is entering the caster's hex. The caster may move slowly (speed 1) while maintaining eye contact if he knows the spell at level 15 or better; each hex away from the subject that he moves allows it another resistance roll to break the spell. The spell is also broken by any attack (physical or magical) on the subject.

Duration: Indefinite.

Cost: 4 to cast; no cost to maintain.

Prerequisite: Daze.

Item: Mirror, painting or statuette. Always on. Energy cost to create: 1,000. Used as a guardian in some places (the spell is broken when the victim falls unconscious through starvation, dehydration or fatigue).

Enthrall

Special; Resisted by IQ

The caster tells a fascinating tale. Anyone within earshot who knows the language and pays attention falls under the spell, resisting with IQ. For every minute the subjects listen to the caster, an hour of real time elapses. Any one who resists will perceive the caster and his victims as paralyzed, although prolonged examination will reveal they are moving vvvveerrrry slowly. Any subject who is attacked or shaken breaks free of the spell (in the latter case, the victim gets an extra resistance roll for every turn that he's disturbed).

This spell may never be cast at a higher level than the caster's Bard skill. An alternative casting method is to mime the enthralling tale; the spell is then limited by the caster's Performance skill.

Duration: 1 hour (real time).

Cost: 3 to cast, 3 to maintain.

Prerequisites: Forgetfulness. Daze and Slow.

Item: Staff, comedian's mask or musical instrument. Energy cost to create: 500.

Glib Tongue

Regular; Resisted by IQ

The caster is mystically able to make anything he says be what the subject wants to hear. Whatever the caster says, even total gibberish, will find hearty agreement. However, the caster won't have a clue what the target thinks he's saying . . . GMs may give up to +3 on reactions rolls depending on how cleverly the PC role-plays this.

Duration: 5 minutes.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Suggestion.

Item: Wand, staff or jewelry. Energy cost to create: 650.

Vigil (VH)

Regular

Lets the subject skip a night's sleep with no ill effects.

Duration: 1 night.

Cost: 8. Cannot be maintained, but may be recast.

Prerequisites: Magery 2, Sleep and Lend Strength. At the GM's option, "holy" status may be sufficient.



Item: Headgear or jewelry. Usable only by a mage or (at the GM's option) by "holy" beings. Energy cost to create: 1,000. Rumors of an "always-on" version persist.

Lure

Area; Resisted by IQ

Each being who steps within this spell's area of effect feels compelled to approach the spell's center hex. The GM should roll the creature's resistance in secret and then tell the unlucky victim that he "feels curious about the chest" or some such subtle hint. Once the victim reaches the center hex, he is immune to the spell until he leaves the affected area (if he returns, he will once again be "attacked" by the spell).

Lure and Avoid are antagonistic spells and thus resist each other.

Duration: 1 hour.

Base Cost: 2 to cast, 2 to maintain.

Time to cast: 10 seconds.

Prerequisite: Emotion Control.

Item: (a) An area may be made permanently attractive for 100 times normal energy cost. (b) A portable item can be turned into a Lure for an energy cost of 500 per hex of radius of effect.

Compel Lie

Regular; Resisted by IQ

The subject becomes unable to tell the truth. He cannot make any statement he believes true and will in fact feel compelled to tell lies, although he may (if he realizes that he is under a spell) choose to remain silent.

Compel Lie and Compel Truth resist each other. Aura may reveal which spell has won out!

Also a Communication and Empathy spell.

Duration: 5 minutes.

Cost: 4 to cast, 2 to maintain.

Prerequisite: Emotion Control.

Item: Torc or heavy necklace; wearer cannot tell the truth. Energy cost to create: 600.

Ecstasy (VH)

Regular; Resisted by IQ

The subject feels an incapacitating rush of pleasure; he can take no action for the duration, not even to move out of harm's way! High/Low Pain Threshold are irrelevant.

Repeated exposure to this spell can be dangerous to the subject. Anyone who has been the subject of an Ecstasy spell three times within ten days must make a *Will*+2 roll after the third time and after each subsequent time until 5 days pass without exposure to the spell. If any of these rolls are failed, the subject gains a total Addiction (see p. B30) to the spell and will beg the caster (or anyone else he knows to have the spell) for more! The addiction follows normal rules, except that withdrawal causes the loss of IQ instead of HT (which will "heal" at the same rate as lost hit points once the addiction is removed or exposure is resumed). An addicted victim will never try to resist!

Duration: 10 seconds.

Cost: 6 to cast. Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and Emotion Control.

Items: (a) Staff or wand. Mage only, must touch. Energy cost to create: 1,000. (b) Headgear. Always on. Wearer may not voluntarily remove the item; addiction occurs within 15 minutes. Energy cost to create: 1,300.

Hallucination

Regular; Resisted by IQ

The subject's perceptions are added. He is completely convinced that one thing that is not present is (or vice versa); he can see it, hear it, feel it and so on. This is similar to illusions in some ways, but it exists entirely in the mind of the subject.

The hallucination must concern the presence or absence of a single "thing": one person the subject knows or knew, one crowd of revelers, one pair of shackles on the subject's wrists, one pride of lions . . . If it can be described as a single entity in English (without amazing vocabulary gymnastics), then it should pass. The GM's judgment is final, as usual.

The hallucination does not require concentration: the subject supplies, unconsciously, all the "realism" necessary. By concentrating, the caster can "direct" the hallucination - put words in the mouth of the absent person, have the revelers head off in a certain direction or start singing a particular song, etc.

Impossible or obviously false hallucinations (a long-dead uncle, for example) are resisted at a bonus of up to +5.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: Madness and Suggestion.

Items: (a) Any item. Always on. When the item is created, the caster must specify the nature of the hallucination. Energy cost to create: 1,000. (b) Staff or wand. Mage only. Energy cost to create: 1,200.

Great Hallucination (VH) Regular; Resisted by IQ

Like Hallucination, but the subject's entire *environment* can be falsified. He might see himself stranded on a cliff side, in a crowded city street, in the middle of a lake, etc. The only limits are the fiendishness of the caster's imagination and the judgment of the GM.

For any significant changes to occur in the imaginary surroundings, concentration on the part of the caster is required, as above. If the caster *dramatically* changes the subject's perceptions, the subject may be given a new resistance roll, at the GM's option. *Example:* the subject is "placed" on top of a giant pillar of stone over a lake of molten lava. By concentrating, the caster could cause the pillar to begin sinking beneath the subject's feet or cause a flying monster to appear. If the caster suddenly decided that the lava lake turned into a green meadow, however, the subject would get a new resistance roll.



This spell can be used for positive effect; if the subject needs to walk a narrow log across a thousand-foot chasm, he might find it easier if the log appears to span only a shallow streambed...

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Time to cast: 4 seconds.

Prerequisites: Magery 2 and Hallucination.

Items: (a) Any item. Wearer only, always on. When the item is created, the caster must specify the nature of the hallucination. Energy cost to create: 2,000. (b) Staff or wand. Mage only. Energy cost to create: 2,500.

Command

Blocking; Resisted by IQ

Lets the caster give the subject one immediate command, which the subject will obey. If the subject is unable to fulfill the command on his next (or current) turn, the spell has no effect.

Examples of Commands: "Wait!" - the subject takes the Wait maneuver on his next turn; "Look!" - the subject looks in the direction the caster indicates; "Drop it!" - the subject drops whatever he was holding.

Cost: 2.

Prerequisites: Magery 2 and Forgetfulness.

Item: Wand, staff or jewelry. Energy cost to create: 500.

Note: GMs may wish to stipulate that Command must be one of the ten Mind Control spells prerequisite to Lesser Geas.

Oath

Regular; Special Resistance

Similar to Great Geas, but works on a willing subject only. Although the spell is cast by the caster, the oath itself must be spoken by the subject.

The subject may knowingly attempt to break his oath no more than once per day. The spell resists the attempt; if the subject overcomes the resistance, he manages to break the oath just this once. A critical success by the subject or a critical failure by the spell breaks the spell. The spell may otherwise be broken only by Remove Curse.

Unknowing attempts, such as when the subject is tricked into breaking his oath, are not resisted by the spell.

Duration: Permanent.

Cost: 4.

Time to cast: 1 minute.

Prerequisites: Magery and Emotion Control.

Item: Jewelry. Always on, wearer only. Energy cost to create: 550.

Will Lock

Area; Resisted by (ST+IQ)/2

This spell creates a circle trapping anyone inside. It works on the Will of the subjects - the subjects must be aware that they are being circled!

Each being trapped inside has one chance to escape each day; roll a Regular Contest between the being's (ST+IQ)/2 and the caster's effective skill. Each being that escapes weakens the Will Lock by 1. Upon reaching Power 6, or on a critical failure on its part, the Will Lock dissipates. A critical success by an escaping being does not break the Will Lock. The spell can also be broken if an outside party scuffs the circles away.

The beings trapped can freely cast spells or throw missiles across the Will Lock's boundary. An interesting method of escape is to be knocked unconscious and then thrown bodily outside the Will Lock!

Duration: 1 day.

Base Cost: 3 to cast. Cannot be maintained; must be recast.

Time to cast: As long as it takes the caster to circle the area three times widdershins (counterclockwise).

Prerequisite: Emotion Control.

Note: This spell first appeared, in slightly different form, in **GURPS Witch World**.

Dull Eyes

Regular; Resisted by HT

Reduces all of the subject's IQ rolls to see anything.

Duration: 30 minutes.

Cost: 1 to 3 to cast, half that to maintain. Vision is reduced by 2 for each point of energy put into the spell.

Items: (a) Clothing or jewelry. Wearer's Vision score is reduced. Energy cost to create: 50 per point of Vision decrease. (b) Staff or wand. Mage only. Energy cost to create: 500.

Note: GMs may wish to change the prerequisite of Keen Eyes to Dull Eyes.

Dull Ears

Regular; Resisted by HT

Reduces all of the subject's IQ rolls to hear anything.

Duration: 30 minutes.

Cost: 1 to 3 to cast, half that to maintain. Hearing is reduced by 2 for each point of energy put into the spell.

Items: (a) Clothing or jewelry. Wearer's Hearing score is reduced. Energy cost to create: 50 per point of Hearing decrease. (b) Staff or wand. Mage only. Energy cost to create: 500.

Note: GMs may wish to change the prerequisite of Keen Ears to Dull Ears.

Dull Nose

Regular; Resisted by HT

Reduces all of the subject's IQ rolls to taste or smell anything.

Duration: 30 minutes.

Cost: 1 to 3 to cast, half that to maintain. Taste and Smell is reduced by 2 for each point of energy put into the spell.

Items: (a) Clothing or jewelry. Wearer's Taste/Smell score is reduced. Energy cost to create: 40 per point of Taste/Smell decrease. (b) Staff or wand. Mage only. Energy cost to create: 400.

Note: GMs may wish to change the prerequisite of Keen Nose to Dull Nose.

Dullness (VH)

Regular; Resisted by HT

Reduces all of the subject's IQ rolls to sense anything.

Duration: 10 minutes.

Cost: 2 to 10 to cast, half that to maintain. Senses are reduced by 1 for each 2 points of energy put into the spell.

Prerequisites: Any two "Dull" spells.

Item: Clothing or jewelry. Wearer's Sense scores are reduced. Energy cost to create: 200 per point of decrease.

Memorize

Regular

As listed under Knowledge. p. 59.

Recall

As listed under Knowledge, p. 59.

Regular

Relieve Madness

**Regular;
Resisted by Madness
and Permanent Madness**

As listed under Healing, p. 54.

Dream Sending

Regular; Resisted by IQ

As listed under Communication and Empathy, p. 21.

Dream Projection

Regular

As listed under Communication and Empathy, p. 21.

Encrypt

Regular; Special Resistance

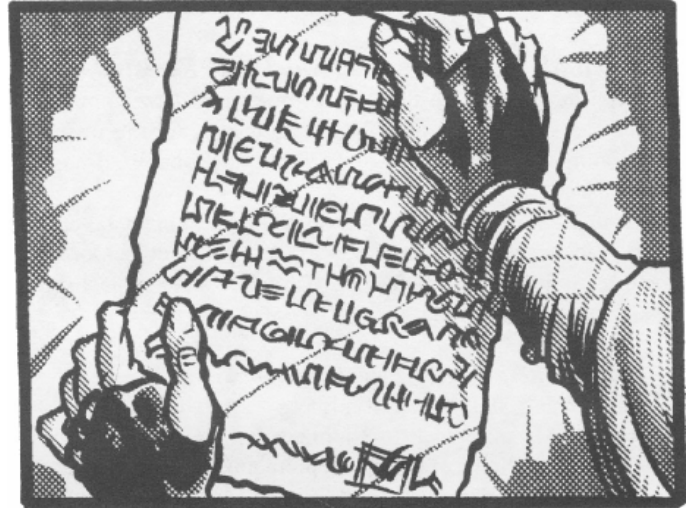
Cast on any writing or other visual information medium, this spell makes it unreadable to any but the caster. Anyone can see the writing but, if he fails to resist (at IQ-5), he will be convinced that it is hopelessly arcane, complex or foreign. If he does resist, he can decipher the writing very slowly - about one word every ten minutes! The caster may specify others who can read it when casting, or combine the spell with Password (p. M41). Other media dependent on the senses (including any arcane taste- or smell-based "writing" that might be used by non-human races, as well as Braille in modern settings) may be encrypted if the GM permits it. The spell will resist Gift of Letters and Information spells.

Duration: 1 week; does not count as a spell "on."

Cost: 1 per 10 hexes (square yards) of writing or images to be encrypted (round up); minimum cost 3. Thus, encrypting a stack of ten typical **GURPS** worldbooks would cost 10 ST (each book has 128 pages measuring 8.5 x 11 inches, for a total of just over 92 square yards).

Prerequisite: Daze.

Item: (a) Any writing may be permanently encrypted for 100 times the cost to cast the spell. (b) Staff, wand or jewelry. Energy cost to create: 100.



MOVEMENT SPELLS

Unless stated otherwise, Movement spells have a built-in acceleration of just under 1g, which means they can change a person's speed by up to 10 hexes per turn.

Slow

Regular; Resisted by HT

Slows down the subject a lot; everything he does takes twice as long to accomplish, including spellcasting, if the spell requires any physical action at all (but Blocking spells are cast normally). To game this in combat, cut the subject's Move (and Dodge, but not Parry or Block) in half (round up) and increase the readying time for weapons as follows: balanced weapons take 1 turn to ready, weapons that took 1 turn to ready now take 3, weapons that took 2 turns to ready now take 5 and so on. If the subject uses an All-Out Attack maneuver for "two attacks," he gets only one attack, but a balanced weapon will not be unreadied by it and an unbalanced one will require only the normal readying time to recover from that attack.

Duration: 10 seconds.

Cost: 5 to cast, 4 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery, Haste and Hinder.

Items: (a) Staff or wand. Mage only. Energy cost to create: 1,000. (b) Footwear or jewelry. Always on. Energy cost to create: 500.

Cost: 1 for every hex of knockback nullified.

Prerequisite: Apportation.

Item: Footwear or jewelry. Must bear a picture of an ox or oak tree. Always on. Energy cost to create: 500.

Long March

Regular; Resisted by ST

This spell halves the subject's long-distance travel rate (see p. B187). It does not affect the combat Move rate.

Duration: 1 day.

Cost: 3 to cast; cannot be maintained.

Time to cast: 1 minute.

Prerequisites: Magery and either Clumsiness or Fatigue.

Items: (a) Staff, wand or jewelry. Mage only. Energy cost to create: 400. (b) Footwear. Must bear a picture of a snail. Wearer only, always on. Energy cost to create: 300.

Light Tread

Regular

Allows the subject to walk on any surface (which must be able to bear his weight) without leaving any trace, making tracking impossible. If vegetation is present on the surface, some traces will remain, making tracking possible at a -8 penalty. This spell will also prevent the subject from triggering pressure-plate traps and the like.

Hold Fast

Blocking

This spell negates knockback, from any cause (combat as well as some spells - Air in particular).

Spell List

Duration: 10 minutes.

Cost: 4 to cast, 1 to maintain. If the caster also knows Hide Path, an extra point of energy to cast and maintain will ensure that even vegetation won't bear any trace of the subject's passage.

Prerequisites: Apportation and Shape Earth.

Item: Footwear. Must bear a picture of a doe. Wearer only. Energy cost to create: 400.

Grease

Area

Makes a surface *extremely slippery*. Anyone stepping onto the surface must roll against DX-2 as he enters *each* hex. If he fails the roll, he falls down. Another DX-2 roll is necessary to stand up (but not to sit or kneel). All close combat, melee attacks and active defenses are at -3; other physical skills, including missile and thrown-weapon attacks, are at -2 for bad footing. This spell can also be cast on vertical surfaces to make climbing impossible. The GM will have to use his judgment with surfaces of intermediate tilt.

Unlike Ice Slick, whose effects are nearly identical, Grease cannot be seen by normal means. Also, crampon boots are ineffectual against a Greased surface. Grease and Glue resist each other.

Duration: 10 minutes.

Base Cost: 3 to cast, 3 to maintain.

Prerequisite: Haste.

Items: (a) Wand, staff or jewelry. Energy cost to create: 700. (b) An area may be made permanently slippery for 100 times the normal casting cost. (c) Footwear. Wearer only, always on. Allows the *wearer* to step normally onto a Greased surface. Energy cost to create: 350.

Jump

Regular

Improves the subject's Jumping ability - the spell increases the subject's ST, DX or Jumping skill (as the case may be) for Jumping purposes only.

Duration: 1 minute.

Cost: 1 to 3 to cast; cannot be maintained. The increase in the *subject's* Jumping ability is equal to twice the energy put into the spell.

Prerequisite: Apportation.

Item: Staff, jewelry or footwear. Must bear a picture of a grasshopper, rabbit or deer. Energy cost to create: 250 per point of Jumping bonus (maximum +6) that the item can give.

Increase Burden

Regular; Special Resistance

This spell increases the weight of an object; the object's wearer (if such is the case) resists with his IQ. Useful to slow down a charging knight or to keep things from being blown away by the wind.

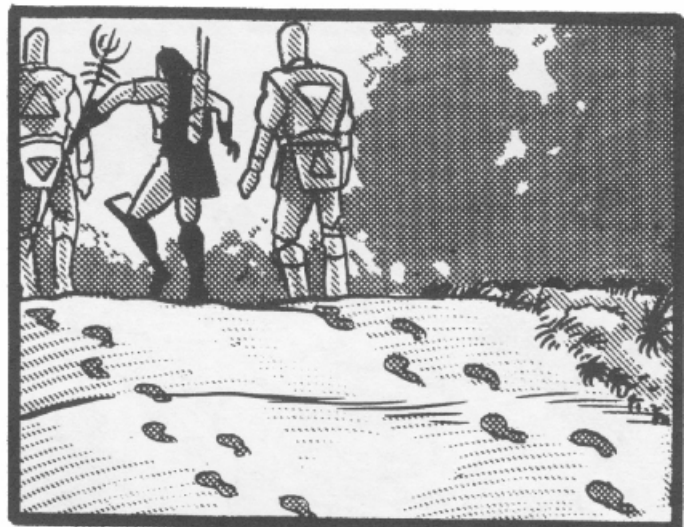
Duration: 10 minutes.

Cost: 1 per 25 lbs. original weight (or fraction) to double, twice that to triple it, twice again to quadruple it and so on; half to maintain.

Time to cast: 3 seconds.

Prerequisite: Apportation.

Items: (a) An object's weight may be increased permanently for 100 times casting cost. (b) Staff, wand or jewelry. Energy cost to create: 400.



Slide

Regular; Resisted by IQ

Allows the *subject* to slide down a slope as if he were skiing. Use the Skiing skill, at default if necessary; assess a -2 penalty for not having poles to guide oneself with. The spell works equally well on all types of surfaces (sand, grass, stone . . .), but the subject still has to avoid any obstacles!

Down a good slope, a Speed equal to the subject's Skiing skill can be sustained relatively safely. Peak Speed, in extremely good conditions, is equal to twice the subject's Skiing skill.

On level ground, the spell is a nuisance; the subject treats every hex he enters as if it had a Grease spell on it!

Duration: 1 minute.

Cost: 2 to cast, 2 to maintain.

Prerequisites: Apportation and Grease.

Item: Jewelry or footwear. Must bear a picture of an otter. Wearer only. Energy cost to create: 350.

Freedom

Regular

The spell bestows a bonus on the subject's use of skills or attributes to maintain or regain his freedom of movement. Typical cases include: Contests of DX or ST to avoid being grappled, to break free or to evade (see pp. B111-113); using the Escape or Lockpicking skills; jumping or climbing restraining walls (see p. B88-89); bending bars apart or forcing doors open (see p. B89 or p. B125); resisting Glue, Levitation or Paralysis spells and so on.

Cases in which the spell does *not* help: use of the Camouflage, Disguise or Stealth skills; Mind Control spells; dodging missiles; using Lockpicking, Climbing or Jumping to get *inside* some place and so on. GM's judgment is final.

Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 per point of bonus to cast, same to maintain (maximum bonus of +5).

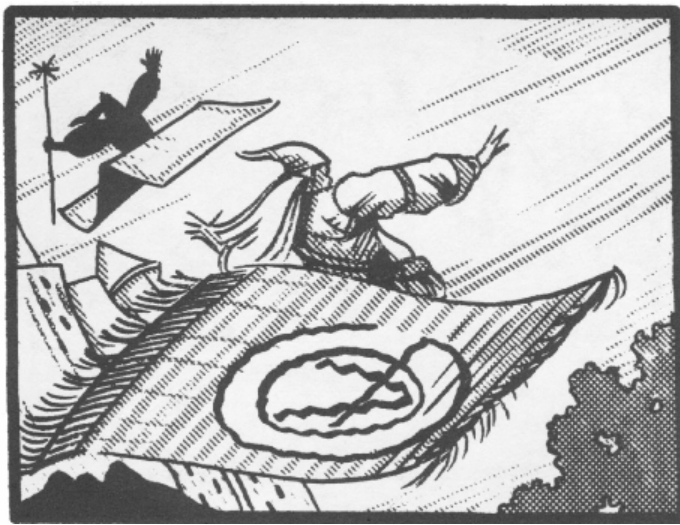
Prerequisites: At least three spells from each of the following colleges: Body Control, Movement and Protection and Warning.

Item: Jewelry or clothing. Always on. The wearer *becomes* very hard to hold, keep in chains or behind bar, . . . A rare item! Energy cost to create: 500 per point of bonus.

Wizard Hand

Regular

As listed under Knowledge, p. 62.



Air Vortex

Area; Resisted by HT or DX

As listed in Air spells, p. 25.

Pull

Regular

Cast on a single hex, this creates a zone of "attraction." Objects (including living beings) are pulled toward the hex by a force that increases as they get closer to it. They move in that direction at 1 hex per second. The pull's ST is equal to twice the energy put into the spell in its own hex, but decreases by 1 for every hex of distance.

The spell will not have any effect on objects heavier than 20 times its ST. Note that to drag an ordinary human being (weight 150 lbs.) along an ordinary floor, the spell would need a ST of at least 8. The subject also gets to "resist" (roll a Quick Contest of ST every turn).

This spell can only be cast on a point in space or on a surface, not on objects or creatures. A small pile of loose objects, dust, dead leaves, small insects, etc., usually forms in the subject hex.

Duration: 1 minute.

Cost: 1 for every 2 ST of "pull." Same cost to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2 and at least four Movement spells including Levitation.

Items: (a) Wand, staff or jewelry. Mage only. Energy cost to create: 250. (b) An area may be made permanently attracting for 100 times casting cost.

Repel

Regular

Like Pull, except that the force now *repels* objects and creatures instead of attracting them.

Duration: 1 minute.

Cost: 1 per 2 ST worth of "repulsion." Same cost to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2 and at least four Movement spells including Levitation.

Items: (a) Wand, staff or jewelry. Mage only. Energy cost to create: 250. (b) An area may be made permanently repelling for 100 times casting cost.

Flying Carpet (VH)

Regular

Transforms a carpet (or any other object one could reasonably stand on or in - cauldron, chair, towel, broom, etc.) into a flying vehicle. It is under the command of the first person to step aboard it. If there are several beings already aboard when the spell is cast, roll a Quick Contest of Wills to see who gets control; the caster (if aboard) has +5. If the pilot leaves the conveyance, roll another Quick Contest of Wills between the remaining passengers to see who gets control.

The conveyance's top speed is given by the caster's effective skill (in hexes per turn) and it can handle 1-g turns without requiring skill rolls (see p. B139). Use the Piloting (Flying Carpet) skill. The pilot usually grabs the front edge of the conveyance and uses it as if he were holding reins; he can also stand and pilot it using his body weight, somewhat like a surfer or skier - at a -2 penalty.

Practical Carpet-Flying: In general, one cannot fall from such a flying conveyance unless one jumps off deliberately or is knocked off by an obstacle (such as a tree branch) or through combat; the conveyance keeps its riders safely on board through a combination of magic and deft maneuvering. A flying conveyance will not bank sharply, fold or bend; the spell specifically provides a stable, level platform (which makes flying through narrow gaps rather hard). Any rider engaged in very strenuous activity such as fighting must make a DX roll every turn to avoid falling off (the GM may modify this roll depending on the activity). Apart from this, treat anyone fighting from a flying conveyance as being on the ground (ignore the special rules for flying combatants on p. B139). Combatants aiming missile weapons from a moving conveyance can only take the Acc bonus; aiming for extra turns gives no further bonus. Of course, someone fighting from a flying broom or chair would be subject to the usual penalties for being seated (sidebar, p. B98).

Flying conveyance "dogfights" (fun for high-magic campaigns, silly otherwise) mostly reduce to either cautious, long-range archery duels or to scrappy close-quarter fencing matches, with the occasional sneaky attempt to destroy the opponents' conveyance. A well-made carpet, tapestry or heavy curtain has DR 1; 3 points of fire damage will destroy a square yard of it, while 3 points of cutting damage will make a 1-yard cut in it. Carpets are effectively immune to crushing or impaling attacks. A silk bedsheet would have DR 0; a point of fire damage would destroy a square yard of it, while a point of cutting damage would make a 1-yard cut in it. Use the guidelines on p. B 125 for other flying objects.

Generous GMs may stipulate that, after the caster cancels the spell, the conveyance remains airborne for 2d+2 turns, wobbling more with every passing moment. This *sometimes* allows a safe, if bumpy, landing.

Duration: 10 minutes.

Cost: 6 to cast for a 1-hex conveyance, 2 per extra hex. Each hex carries one person or up to 250 lbs. (possibly less if the conveyance is made of flimsy material). Halve the cost to maintain.

Time to cast: 5 seconds.

Prerequisites: Flight, or Magery 2 and Walk on Air.

Item: Any conveyance may be permanently enchanted for 200 times casting cost. It costs only 1 fatigue to start plus 1 per 10 minutes, regardless of its size (this fatigue drain cannot be eliminated by the Power enchantment).

Note: This spell first appeared, in genre-specific form, in *GURPS Time Travel Adventures* and *GURPS Arabian Nights*.

Blink Other (VH)

As Blink (p. M71), but usable on others.

This is also a Gate spell.

Cost: 2.

Prerequisite: Blink.

Item: Wand, staff or jewelry. Mage only. Energy cost to create: 1,600.

Trace Teleport

As listed under Gate, p. 47.

Rapid Journey (VH)

As listed under Gate, p. 47.

Beacon

As listed under Gate, p. 44.

Divert Teleport (VH)

As listed under Gate, p. 48.

Cloud-Walking

This spell allows the subject to walk on clouds (including fog banks) as though they were solid. If the subject falls for any reason (e.g., injury), the spell is broken! If the spell is recast immediately, the subject will fall for only one second (about 5 hexes); if he is still in the midst of the cloud, he'll have to "dig" his way out, which will take about 5 seconds. If he is already through the cloud deck, too bad!

This is also a Weather (Air and Water) spell.

Duration: 1 hour.

Cost: 3 to cast, 2 to maintain.

Prerequisites: Walk on Air and Walk on Water.

Item: Staff, wand, jewelry or shoes. The jewelry and shoes affect the wearer only. Energy cost to create: 500.

Blocking

Information; Resisted by Subject Spell

Special

Area

Blocking; Resisted by Subject Spell

Regular

Cloud-Vaulting (VH)

Regular

This spell allows the subject to travel great distances with a few movements. He flips into the sky and bounces to his destination, using clouds like trampolines. Cloud-Vaulting can only be cast in open air . . .

Each casting of this spell carries the subject up to 100 miles, plus 100 miles per skill level above DX in Acrobatics. If there are no clouds at all in the sky (a frequent occurrence over deserts), the subject cannot go farther than 100 miles. Storms will likewise block the subject's path. An Acrobatics roll is required every 100 miles, at a penalty equal to the subject's encumbrance level. On a failure, the subject falls 3dx3 yards (see p. B131) and lands at a random location along the intended path - Slow Fall will save the subject from damage, but the Cloud-Vaulting spell is still broken.

This is a dizzying spell; upon arriving at his destination (or failing his Acrobatics roll), the subject will be physically stunned unless he can roll his Body Sense skill (p. M105) at -1 per 100 miles covered.

This is also a Weather (Air and Water) spell.

Duration: 1 second per 100 miles.

Cost: 7 to cast. Cannot be maintained.

Prerequisites: Magery 2, Jump and Cloud-Walking.

Items: (a) Footwear. Must bear a cloud design. Energy cost to create: 2,500. (b) Jewelry, wand or staff. Mage only. Energy cost to create: 2,000.

Note: This spell first appeared, in genre-specific form in *GURPS China*.

Distant Blow

Regular

Allows the caster to attack the subject at a distance. The caster chooses a single melee weapon that, for the duration of the spell, gains infinite reach with regard to the subject only. The weapon must be one that delivers blows - brass knuckles are all right, but a garrote is not! As long as the subject is in the caster's line of sight, the caster's weapon can strike him. The subject defends normally (dodge, block, parry), as if an invisible double of the caster were engaging him in normal reach (see sidebar, p. M12) - of course, there is nothing there for the subject to strike back at!



The caster's own body (for punching, biting and kicking) counts as one weapon for purposes of this spell. If the subject gets inside the weapon's real Reach, normal rules apply.

The weapon does not actually stretch or leap from the caster's hand; the force of the blow is transmitted magically. Apply standard ranged attack modifiers (p. B201) to the caster's attacks.

Note that magical effects of the weapon (e.g., Flaming Weapon) or the caster (e.g., Deathtouch) do not transmit to the target through this spell!

Duration: 5 seconds.

Cost: 3 to cast, 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and Apportation.

Item: Staff or other weapon. Energy cost to create: 1,000 per pound of the weapon's weight (minimum 1 lb.).



NECROMANTIC SPELLS

EXPANDED DEMON GENERATION TABLES

The following tables may be used to replace the ones in **GURPS Magic**. When a demon is called for, roll once for each column of each of the three tables (or roll just once per table, using a single line). Mages or circles desiring to summon more powerful demons may spend more energy: for every 3 ST spent over the base Summon Demon cost of 20, add 1 to each roll, up to a maximum of +10.

As described in **GURPS Magic**, the summoner may attempt to control the results of any die rolls involved by making a separate skill roll for each. The rules for this process are unchanged, but note that the mage may not specify a result that is impossible with the given modifiers available. Example: if a "standard" casting at energy cost 20 is being made, the highest roll possible on any of the Basic Attributes lines is 18, since the random roll would be 3d. Thus, the mage may not specify any result above line 18 on the table. If a mage wants to summon a super-demon, he'll have to get the extra energy from someplace . . . and then he'll have to control the demon when it arrives.

Optional: The GM may permit demon-summoners to specify any number of additional special abilities for a summoned demon beyond the "free" ability included with the base casting of the spell. This increases the cost of the spell, the difficulty of summoning the demon, or both.

To determine the additional cost, use the number of the line on the Special Abilities Table and double it. Thus, requesting the additional power of teleportation (line 15 on the table), will add 30 ST to the cost of summoning the demon. For every point of this cost that the caster chooses not to pay, he takes a -1 penalty to the casting roll. There is no limit to the number of additional abilities that can be requested in this fashion. With a big enough circle of mages or a large enough powerstone, very dangerous demons can be summoned.

The first four results on the Special Abilities Table (-3, -2, 1, 0) will not make controlling a summoned demon any easier (or harder).

Note that the miniature horde of "petty demons" summoned by the Summon Minor Demons spell is always randomly generated, with all rolls on all tables at -6. Extra energy may not be used to modify this and no additional special abilities may be requested by the summoner.

BASIC ATTRIBUTES

Roll three dice:

Roll	ST	DX	IQ	HT/HP	PD/DR	Attacks
-3	3	6	4	4	0/0	none
-2	3	7	4	5	0/0	none
-1	3	7	5	6	0/0	none
0	4	8	5	7	0/0	ST-1 cr
1	4	8	6	8	0/0	ST-1 cr
2	4	9	6	9	0/0	ST cr
3	5	9	7	10	0/0	ST cr
4	5	10	7	12	0/0	ST cr
5	6	10	8	14	0/1	ST cr
6	8	11	8	15/16	1/2	ST+1 cr
7	10	11	9	15/18	1/2	ST cut
8	12	11	9	15/20	1/3	ST cut
9	14	12	10	15/22	1/3	ST+1 cut
10	16	12	10	15/24	2/4	ST+1 cut
11	18	12	11	15/26	2/4	ST+2 cut
12	20	13	11	15/28	3/5	ST cr / wpn
13	22	13	12	15/30	3/6	ST cr / wpn
14	24	13	12	15/32	3/7	ST cut / wpn
15	26	14	13	15/35	4/8	ST cut / wpns
16	30	14	13	15/40	4/9	ST cut / wpns
17	35	14	14	15/45	5/10	ST cut / wpns
18	40	15	15	15/50	6/12	ST cut / wpns
19	45	15	16	16/55	7/14	ST cut / wpns
20	55	16	17	16/60	7/16	ST imp / wpns
21	65	16	18	16/65	7/18	ST imp / wpns
22	75	17	19	16/70	8/20	ST imp / wpns
23	85	17	20	16/75	8/25	ST+1 imp / wpns
24	100	18	21	16/80	9/30	ST+1 imp/ mgc wpn
25	110	19	22	16/85	9/35	ST+2 imp / mgc wpn
26	125	20	23	17/90	9/45	ST+3 imp / mgc wpn
27	140	22	24	17/100	9/55	ST+4 imp / mgc wpn
28	160	25	25	17/110	10/70	ST+5 imp / mgc wpn

The first attack listed is the demon's natural attack; cutting or impaling damage usually implies claws, but it could also be horns or teeth or . . .

Wpn indicates the demon has and knows how to use a weapon at DX. This weapon can be used in addition to its normal ST attacks in hand-to-hand combat.

Wpns indicates the demon has and knows how to use two or more weapons at DX, including at least one ranged weapon. These weapons can be used in addition to its normal ST attacks in hand-to-hand combat.

Mgc Wpn indicates the demon has a magic weapon, chosen by the GM.

SIZE AND SPEED

Roll a single die:

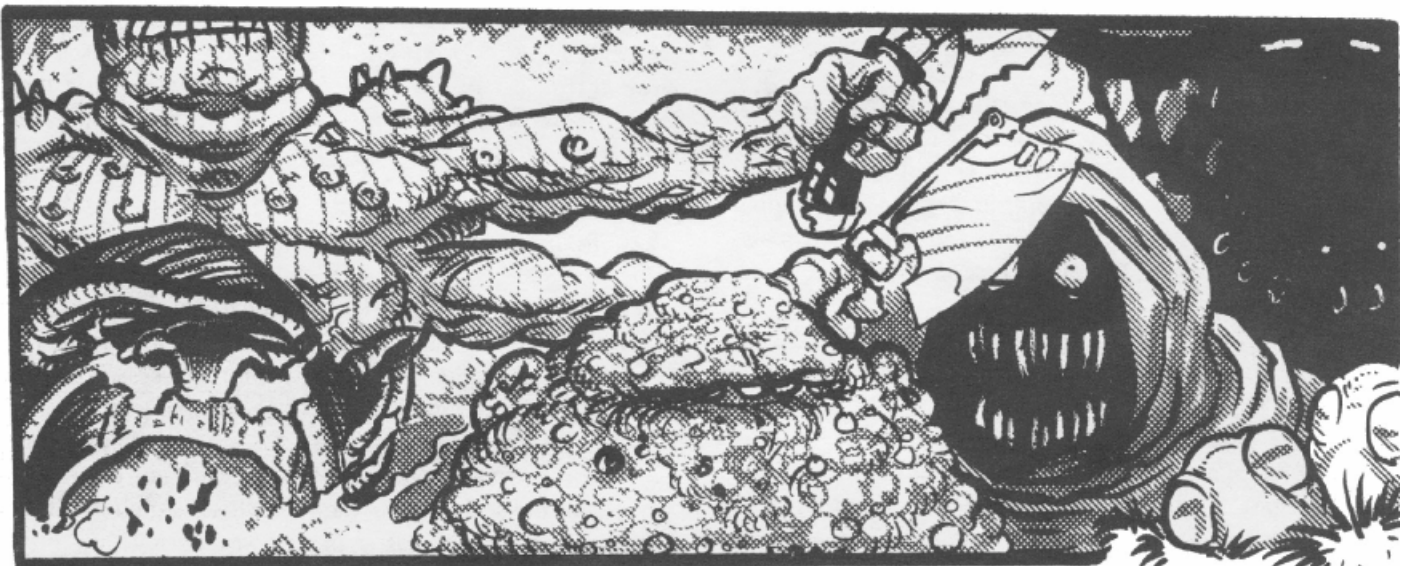
Roll	Speed	Move (hexes)	Size (lbs.)	Weight
-5	1	1	1	1
-4	2	1	1	2
-3	3	2	1	10
-2	4	3	1	30
-1	4	3	1	50
0	5	4	1	80
1	5	4	1	110
2	6	5	1	150
3	6	5	1	200
4	7	6	1	250
5	7	6/3	2	350
6	7	7/4	2	450
7	8	8	4	600
8	8	9	6	700
9	8	10	8	800
10	9	11	10	900
11	9	12	12	1,500
12	10	12/7	14	3,000
13	10	12/9	19	5,000
14	11	13/12	24	7,000
15	11	13/14	29	9,000
16	12	14/16	37	12,000

A split Move score indicates the demon can fly (or swim or whatever else the GM wishes) at the second indicated rate.

SPECIAL ABILITIES

Roll three dice:

Roll	Special Ability
-3	Damage from magic weapons or spells is doubled
-2	Odorous; detectable by human smell at 10 hexes
-1	Goes berserk in the presence of fire (for 2d minutes)
0	Very hungry; if not fed, will try to eat anything
1	Has no sense of sight
2	Takes 1 hit of damage per turn when away from the spot where it appeared
3	Beautiful, unearthly human shape
4	Regenerates 1 hit per turn; roll again
5	Unaffected by material weapons
6	Skill 21 with all Fire spells
7	1d-3 extra arms (minimum 1), each with weapon at skill 16
8	Invisible for 4d hours (see p. M 12)
9	Summon two demons instead of one; split ST and hit points equally between the two: roll again
10	Amphibious
11	Roll twice more
12	Magic Resistance 5; roll again
13	Mass Daze-25 for 5 ST cost
14	Horrible appearance: Fright Check at -5 from all who see it
15	Teleport-21 for 10 ST cost
16	Magic Resistance 10
17	Deathtouch-21 once per appearance on this plane
18	Invulnerable to physical attacks
19	Knows all elemental spells at skill 25
20	Regenerates 4 hits per turn; roll again
21	Breathes fire: SS 12, Ace 0, 5d6 burn damage, for 5 ST cost
22	Has second form (roll second set on the other two tables)
23	Destroys any enchanted item by touch, for 10 ST cost
24	Has 1d Minor Demon servants
25	Worshipped by an as-yet-undiscovered coven
26	Can transform into any creature it sees for 2d minutes
27	Knows all spells of any one college or sub-college at Skill 30 (GM's choice if this result was rolled; caster's choice otherwise)
28	Great Wish-15 once per appearance on this plane





Zombie Summoning

Special

Lets caster call one Zombie to him. Range does not matter for this spell. The caster will know the location of the closest Zombie (any known Zombies may be excluded if the caster mentions them before casting) and how long it will take it to reach him. It will move toward the caster as quickly as it can, until it can see him or the spell ends. It will stay nearby, without attacking or obeying, until the spell ends - any attack on the Zombie breaks the spell. If the Zombie fails to reach the caster before the spell expires, the Zombie will simply turn and go about its business . . . or wander off if it had none.

Zombies will not answer the summons if it conflicts with their master's orders (so you cannot summon Zombies away from whatever they were guarding, for instance).

Duration: 1 minute.

Cost: 5 to cast, 2 to maintain. To call *many* Zombies, double the cost. All Zombies within a 10-mile radius (more for a very successful casting) will be summoned.

Time to cast: 4 seconds.

Prerequisite: Zombie.

Strike Barren

Regular; Resisted by HT

As listed under Body Control, p. 14.

Weaken Blood

Regular; Resisted by HT

As listed under Body Control, p. 16.

Slow Healing

Regular; Resisted by HT

Makes the subject less likely to heal or to be healed. The spell subtracts from any natural recovery HT roll (see p. B128) or healing skill (First Aid, Physician, Surgery . . .), including Healing spells. Illness, fatigue recovery and HT-based resistance rolls are *not* affected. Remove Curse is required to break this spell.

Duration: 1 day.

Cost: 1 to 5 to cast, same to maintain. The same amount is subtracted from any healing roll.

Time to cast: 10 seconds.

Prerequisites: Magery, Frailty and Steal Health.

Items: (a) Staff, wand or jewelry. Mage only. Energy cost to create: 200. (b) Any weapon. The wounds it inflicts are very difficult to heal, the penalty applying until the wound is completely healed or the curse removed. When attempting

healing, one must specify whether or not wounds made by that weapon are included; if they are, the penalty applies. Energy cost to create: 100 per point of penalty. *Double the cost* if the subject is a missile weapon (e.g., a bow). *Divide the cost by 10* if the subject is a missile (e.g., an arrow). If the weapon falls in more than one class, use the higher cost.

Stop Healing

Regular; Resists Healing

As Slow Healing, except that this spell resists the natural recovery process and healing skills and spells; illness, fatigue recovery and HT-based resistance rolls are still not affected. Every healing attempt on the subject must be made as a Quick Contest between the healer's skill and the Stop Healing spell. Every failure by the spell to stop healing weakens it by one; upon reaching Power 6, the spell dissipates. A critical failure by the Stop Healing spell or a critical success by the resisted spell, skill or process also breaks the enchantment. Otherwise, Remove Curse is required to undo the spell.

Duration: Until dissipation of the spell.

Cost: 10.

Time to cast: 10 seconds.

Prerequisite: Slow Healing.

Items: (a) Staff, wand or jewelry. Mage only. Energy cost to create: 500. (b) Any weapon. When attempting to heal the wounds it inflicted, each wound resists separately. Energy cost to create: 1,000. *Double the cost* if the subject is a missile weapon (for instance, a bow). *Divide the cost by 10* if the subject is a missile (for example, an arrow). If the weapon falls in more than one class, use the higher cost.

Astral Vision (VH)

Regular

As listed under Knowledge, p. 61.

Turn Spirit

Regular; Resisted by IQ

Causes a single subject spirit, including ghosts, poltergeists, djinn, skull-spirits, vampires in mist form, possessed beings and similar entities (but not elementals or demons), to retreat from the caster. The caster must be able to see the subject. The subject will move away from the caster at its current maximum Move until the spell ends or the caster loses sight of it. The subject cannot attack the caster in any way during this time; this includes the use of special powers and spells.

If the spirit is currently possessing a living entity, Turn Spirit *will not* force it out of its host. Instead, the spirit will flee using the host's body.

Duration: 10 seconds.

Cost: 4 to cast, 2 to maintain.

Prerequisites: Fear and Sense Spirit.

Item: Wand, staff or jewelry. Mage only. Energy cost to create: 350.

Note: This spell first appeared, in genre-specific form, as Turn Djinni in *GURPS Arabian Nights*.

Repel Spirits

Area; Resisted by IQ

Repels spirits from an area. The spell resists attempts by spirits (as well as other insubstantial beings, such as those subject to an Ethereal Body or Planar Visit spell) to enter the area or to stay in it.

Each spirit may try to enter the area once per hour, rolling a Regular Contest between its IQ and the caster's effective skill (each dice-off lasts a turn). Once inside, the invader resists with its IQ; the spirit is expelled from the area on its first failure.

Duration: 1 hour.

Base Cost: 4 to cast, 2 to maintain.

Time to cast: 10 seconds.

Prerequisites: Banish and Turn Spirit.

Items: (a) Wand, staff or jewelry. Mage only. Energy cost to create: 1,100. (b) An area can be made permanently repellent for 100 times casting cost.

Astral Block

Area

No spirit or insubstantial being may cross an astral block's boundaries for the duration of the spell. In addition, insubstantial creatures within an astral block cannot become substantial and vice versa. Thus, a sorcerer could not cast Ethereal Body within the area of an astral block, while a ghost would be

unable to use Solidify. A ghost *already* in a tangible state could not become insubstantial!

Duration: 10 minutes.

Cost: 4 to cast, 15 per cubic yard if cast on a container. Half to maintain.

Time to cast: 2 seconds.

Prerequisites: Summon Spirit and Repel Spirits.

Items: (a) Wand, staff or jewelry. Mage only. Energy cost to create: 600. (b) Any area or container may be permanently enchanted for 100 times casting cost. (c) A container of any size (from a stoppered bottle to a starship) may be enchanted for an energy cost of 500 per cubic hex or fraction thereof. The container must be at least airtight when fully closed. This creates a *mobile* astral block. Any spirit coaxed into the enclosure (or within it when the spell is cast) will be fully affected by the spell when it is closed. Opening the container temporarily suspends the spell, but does not break it until the duration runs its course.

Steal Beauty (VH)

Regular

Transfers the subject's beauty to the caster. The caster gains one degree of attractiveness or more (see p. B 15) while the subject loses an equivalent amount.

Beauty can only be stolen from someone of better appearance than the caster, and the caster cannot gain better appearance than the subject's initial degree. The subject must be of the same species and sex as the caster. In addition, the subject must either be willing or totally helpless and must be touched for the entire casting time. A critical failure of this spell will make the caster Hideous *instantly*.

At the GM's option, this spell may also be used to steal levels of Charisma and the Voice advantage. People whose Charisma is stolen simply become less scintillating; those whose Voice advantages are stolen become mute. Critical failure on either of these applications results in muteness for the caster!

Duration: 1 day; at the end of that time, both the caster and the subject regain their normal appearances. For double the cost, however, the spell is *permanent*!

Cost: Equal to the character point difference between the subject's original and final appearances (or, in the case of Charisma or Voice, equal to the cost of the stolen advantage). Half to maintain. Double the cost for permanent duration.

Time to cast: 30 seconds.

Prerequisites: Magery 3, Alter Visage and Steal Health.

Item: Staff, wand or jewelry. Wearer and item must both touch the victim. Mage only. Energy cost to create: 2,500.



Steal Skill (VH)

Regular; Resisted by IQ

Transfers one skill from the subject to the caster. The caster must touch the subject and hold on to him for the entire casting; neither can do anything during that time. The outcome of the struggle (i.e., the resistance roll) remains unknown until the casting is complete. The caster may abort his casting at any time; the energy is still spent.

The caster gains the skill as if he had spent the character points he stole from the subject. This spell will work on languages and spells.

If the victim had other skills based on the stolen one, he retains them fully (exception: the loss of a prerequisite causes a -2 penalty to skill use).

Duration: 1 day. For double cost, the theft is permanent.

Cost: 1 per character point stolen (minimum cost of 10).

May not be maintained

Time to cast: 1 minute.

Prerequisites: Magery 3, Borrow Skill and Daze.

Steal Attribute (VH)

Regular;

Resisted by appropriate attribute

This is actually four separate spells. Steal Might steals the subject's ST, Steal Dexterity steals DX, Steal Wisdom steals IQ and Steal Vigor steals HT. Each spell must be studied separately, but all four work identically.

Each spell transfers basic attributes on a level-for-level basis from the subject to the caster. The caster must touch the subject and hold on to him for the entire casting time; neither can do anything while the spell is being cast. The caster increases his own attribute (whichever applies) as if he had spent the character points he stole from the subject. It is quite possible for both the caster and the victim to end up with in-between character point scores.

The subject must be an intelligent, living being. The caster cannot lower the subject's score below the subject's racial average (10 for a human). This means that the subject must have an exceptional score for one of these spells to work.

Example: A caster with an IQ of 14 wishes to steal the wisdom of a victim with IQ 13 (this is legal; it is assumed that anyone has knowledge and experiences that would expand the capabilities of another, even if the score is lower). If he drains the subject to IQ 10, he has stolen 30 character points' worth of IQ. These 30 points, added to the caster's own starting 45 points, are enough to bring him to an IQ of 15, but short of IQ 16 by 5 character points. Another victim and another casting

could provide those missing character points . . .

Duration: 1 day: at the end of that time, both the caster and the subject regain their normal attributes. For twice the cost, however, the casting is permanent.

Cost: 1 per character point stolen (minimum cost 10). Double cost for permanent duration.

Time to cast: 1 minute.

Prerequisites: Magery 3. In addition, there are different spell prerequisites for each version of the spell:

Spell	Prerequisites
Steal Might	Steal Strength and Fatigue
Steal Dexterity	Steal Health and Clumsiness
Steal Wisdom	Steal Health and Foolishness
Steal Vigor	Steal Health and Frailty

Burning Death (VH)

Regular; Resisted by HT

As listed under Fire, p. 31.

Rotting Death (VH)

Regular; Resisted by HT

This spell causes the victim, who must be touched by the caster, to rot from within. Every turn, he must roll against HT; on a failure, he takes 1d-1 damage; 6 points on a critical failure. A successful roll means he takes no damage that turn; with a critical success, the spell is broken. Neither passive defense nor damage resistance protects against this injury!

For the duration of the spell, the subject feels crippling discomfort, equivalent to the effects of a Sickness spell (see p. M66).

The victim appears to be undergoing a devastatingly rapid gangrene. Hit location should be rolled each time the spell inflicts damage; once crippled, a limb is considered to have rotted off. Once the victim is dead, its body will quickly become liquescent, until only a puddle of evil-smelling goo is left.

Undead are not affected. The caster must concentrate while maintaining this spell, but need not remain in physical contact.

Duration: 1 second.

Cost: 3 to cast, 2 to maintain. Time to cast: 3 seconds.

Prerequisites: Magery 2, Sickness and Pestilence.

Item: Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 700.

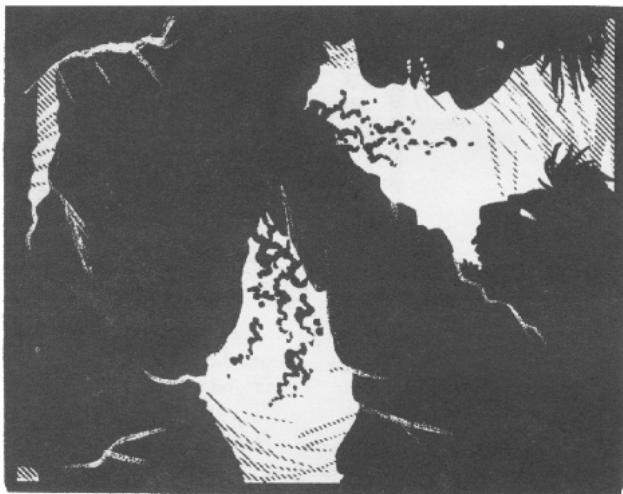
Evisceration (VH)

Regular;

Resisted by HT or IQ

This spell allows the caster to reach into the subject's body with his hand and withdraw an organ from him, leaving an ugly hole and probably killing the subject. Exact damage depends on the organ chosen ("I think I will take your heart, Kerim Shah . . ."). The subject resists with the better of his HT or IQ.

Loss of the brain causes instant death, but the brain itself may remain alive for a few minutes! If that happened to the brain of a mage who knew some spells at a high enough level of skill that no gestures or words were necessary, it could still cast a spell! Every turn, have the brain roll vs. HT (Strong Will applies) to remain conscious; if it does, consider it as having no hit points and to be losing whatever ST remained (for fatigue purposes) at the rate of one point per turn. Also remember that the brain does not have any senses of its own and is therefore casting blindly.



Loss of the heart requires a HT-6 roll each turn; on the first failure, the victim falls unconscious and dies five seconds later. Other organs require a roll against anything from HT to HT-5 (GM's decision) to remain conscious. Death usually comes one minute after loss of consciousness - a few organ losses *may* be survived: a lung, certain bones, a kidney . . . assuming the victim doesn't bleed to death or contract some opportunistic infection! Only Restoration may restore a lost organ.

Cost: 10.

Time to cast: 5 seconds.

Prerequisites: Magery 3, Apportation and Steal Health.

Note: This spell first appeared, in genre-specific form, in **GURPS Conan**.

Summon Minor Demons

Special

Similar to Summon Demon (p. M74), but summons 1d+2 Minor Demons. Unlike Summon Demon, the caster does not have the option of influencing the attributes of the entities he summons - Minor Demons are randomly generated, with all rolls on the Demon Generation Tables (see p. 82) at -6. Each Summoning brings 1d+2 Minor Demons, which may all be identical or generated separately (GM's choice). Minor Demons have no special names.

Minor Demons stay for the entire duration indicated; they are not limited to a single task. The mage controls (or fails to control) the entire group as a whole, with a single contest using the highest ST+IQ from among the group. If not controlled, most choose to vanish, returning whence they came.

Also a Gate spell.

Duration: 1 hour.

Cost: 15.

Time to cast: 2 minutes.

Prerequisites: Magery and at least one spell from each of ten different colleges.

Materialize

**Special;
Resisted by ST or IQ**

This spell is used by ghosts (see sidebar, p. 6) to become visible. A ghost can only cause itself to materialize in the vicinity of its focus (see sidebar, p. 6), up to as many hexes from it as the ghost has skill with the spell. A visible ghost can communicate, but cannot smell, taste or feel, nor can it be affected by physical weapons.

The spell can also be used by a mage to *force* a ghost to materialize; in that case, the ghost resists with the better of its ST and IQ.

A ceremony (see p. M14) held close to the ghost's focus (same radius as above) may contribute energy to the spell.

Duration: 1 minute.

Cost: 5 to cast, 5 to maintain.

Prerequisite: Non-ghosts require knowledge of Summon Spirit to learn this spell; ghosts usually know it instinctively . . .

Solidify

Special; Resisted by ST or IQ

This spell is used by ghosts to become tangible. A ghosts can only cause itself to solidify in the vicinity of its focus, up to as many hexes from it as the ghost has skill with the spell. A tangible ghost is in all respects like a normal physical being.

The spell can also be used by a mage to *force* a ghost to solidify; in that case, the ghost resists with the better of its ST and IQ.

A ceremony (see p. M14) held close to the ghost's focus (same radius as above) may contribute energy towards the spell.

Duration: 1 minute.

Cost: 50 to cast, 10 to maintain.

Prerequisite: Materialize.

Animate Shadow

Regular; Resisted by HT

Summons a spirit which animates the subject's shadow to attack him. The shadow has IQ 9, HT 10, DX equal to the caster's effective skill, ST and Move equal to the subject's ST and Move. The shadow wields whatever weapon the subject had in hand at casting time (even if he later drops it!), inflicting basic damage only (ignore cutting and impaling bonuses) as *fatigue*. Armor doesn't protect against such attacks, but they may be parried and blocked provided that the weapon or shield used is one that the subject had when the spell was cast. When the subject's ST reaches zero, he falls unconscious and the spell is broken. A shadow may be attacked as a Body of Shadow subject can (see p. 65); if its HT reaches zero, it is "killed" and the subject regains his normal shadow.

Duration: 10 seconds.

Cost: 4 to cast, 4 to maintain.

Time to cast: 2 seconds.

Prerequisites: Skull-Spirit and Shape Darkness.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 450.



PLANT SPELLS

Plant Vision

Regular

Lets the subject see through vegetation - to find overgrown buildings, lurking enemies, etc. Natural plant growth is transparent to him, wherever he looks. Magical plant growth, dead wood and wooden constructions are not.

This is also a Knowledge spell.

Duration: 30 seconds.

Cost: 1 per 10 hexes of range to cast (100 hexes maximum), same to maintain.

Prerequisite: Shape Plant.

Item: Any. Energy cost to create: 300.

Pollen Cloud

Area; Resisted by HT

A cloud of pollen fills the area; anyone within it will begin sneezing, weeping and coughing. All victims suffer a -2 DX penalty for as long as they are in the cloud and for 3d turns thereafter.

The rate of dissipation depends on the area and the presence of wind; indoors, it will usually last until the spell expires, but outdoors on a windy day it may last only 10 seconds or so.

Duration: 5 minutes or less.

Base Cost: 1. Cannot be maintained.

Prerequisite: Shape Plant.

Item: Staff, wand or jewelry. Energy cost to create: 100.



Rain of Nuts

Area

Causes a rain of nuts to fall within the area, issuing from the nearby trees as if they were suddenly filled with crazed squirrels. The little hard missiles inflict 1d-1 crushing damage per turn to all those standing within the area. Inanimate objects such as buildings protect with their DR.

The spell can only be cast out of doors. It does not work in a setting devoid of trees or in winter; it would have a reduced effect if there were only a few trees within the immediate vicinity of the area. Depending on the species of trees, the nuts may turn out to be edible.

Human mages rarely use this spell (they feel it is beneath their dignity), but sylvan species and nature spirits often use it to defend their homes from intruders.

Duration: 1 minute.

Base Cost: 1 to cast, same to maintain.

Prerequisites: Magery and at least six Plant spells including Shape Plant.

Item: Staff or wand. Mage only. Energy cost to create: 500.

Purify Earth

Area

As listed under Earth, p. 24.

Blight

Area

Causes the plants within the affected area to grow more slowly and more weakly for the rest of their growing season. The crop yield within the area is halved. Immediate effects include loss of leaves, fruit and blossoms; the affected plants recover (partially) in the following days.

Duration: One crop or growing season.

Base Cost: 1. To be affected, the plants must be entirely within the area of effect.

Time to cast: 5 minutes.

Prerequisite: Plant Growth.

Item: Staff. Mage only. Energy cost to create: 500.

Note: GMs may wish to change the prerequisite of Wither Plants to Blight.

Rejuvenate Plant

Regular

This spell causes a dead, dying or old plant to undergo a sudden burst of life. Tables (or longbows!) will sprout leaves, an aging fruit tree will bear fruit once more, etc. Whether the plant will be able to sustain this new vitality depends on its immediate surroundings. A rejuvenated chair would die slowly unless its legs could grow roots into nourishing soil, for example.

Duration: Permanent.

Cost: 3 per hex.

Prerequisites: Magery and Plant Growth.

Item: Staff. Mage only, must touch. Energy cost to create: 700.

False Tracks

Regular; Resisted by IQ

The subject leaves tracks which appear to be those of some animal or other being. Unwilling subjects resist with IQ. A Quick Contest between a tracker's Tracking skill and the caster's Naturalist skill (or his skill with this spell, whichever is lower) will determine whether or not the tracker is fooled.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Shape Plant and Shape Earth.

Item: Footwear. Must bear a picture of the animal or being it leaves the tracks of. Energy cost to create: 300.

Conceal

Area

Causes the local vegetation to grow quickly over any objects in the area, concealing them from casual inspection. Anyone looking into the area must make a Quick Contest (their Vision vs. the caster's skill), to notice objects hidden by the concealing growth. Large objects may be camouflaged into "hills," by having a carpet of grass or moss grow over them.

The spell fails if there is no vegetation present at all, as in a barren desert or on a glacier.

Duration: 1 hour.

Base Cost: In a forest or jungle setting (or underwater), 1 to cast; in plains or savannah, 2; in tundra, 3. Same to maintain.

Time to cast: 4 seconds.

Prerequisite: Plant Growth.

Item: Wand or staff. Energy cost to create: 250.

Walk Through Plants

Regular

This spell enables the subject to pass through grass, undergrowth, heavy forest or jungle without any hindrance from the vegetation. He will be able to travel as if the land were open (normal movement rates), the plants moving aside to let him pass and then resuming their previous positions behind him.

The spell makes tracking difficult, giving a penalty from -1 to -8, depending on the thickness of the local vegetation. If used against Tangle Growth, a Quick Contest of spells must take place every turn.

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Prerequisites: Hide Path and Shape Plant.

Item: Cloak of plant material. Energy cost to create: 400.

Walk Through Wood

Regular

This spell enables the subject to pass through solid wood (dead or alive) as if it were air. It does not open a passage so that others can follow, nor does it reveal what is on the other side . . . The subject should hold his breath, as the spell does not supply any air!

Should the spell end before the subject regains the open air, he will be buried in wood. He will not automatically be harmed, but will suffocate (see pp. B91 and B122) if he cannot escape.

Duration: 1 second.

Cost: 3 to cast, 2 to maintain.

Prerequisite: Walk Through Plants.



Item: Cloak of plant material. Energy cost to create: 500.

Plant Speech

Regular

Lets the subject "converse" with plants in a very rudimentary fashion (semi-telepathically; the mage must speak aloud). The older the plant, the more detailed the information that can be gained. For instance, grass could only tell that it had been stepped on recently (about a day), while an ancient oak could recall details of mounts, dress, aroma . . . Intelligent vegetables will be able to hold much better conversations.

Duration: 1 minute. Each minute allows one question and answer.

Cost: 3 to cast, 2 to maintain.

Prerequisites: Magery and Plant Sense.

Item: Staff. Energy cost to create: 750 for an item that will talk to one particular species, 2,000 for one that will talk to any plant.

Plant Control

Regular; Resisted by IQ

Lets the caster control the actions of one large vegetable (any size) or a group of small ones, up to about 100 lbs. total -this spell is useful only if the plant is able to move spontaneously to start with. Concentration is required. This spell will not work on an intelligent vegetable (IQ 8+). Note that this spell makes possible the use of Rider, Rider Within, Beast Possession and similar spells on vegetable creatures. Plant Control is resisted by Animate Plant.

Duration: 1 minute.

Cost: 3 to cast, half to maintain.

Prerequisite: Plant Sense.

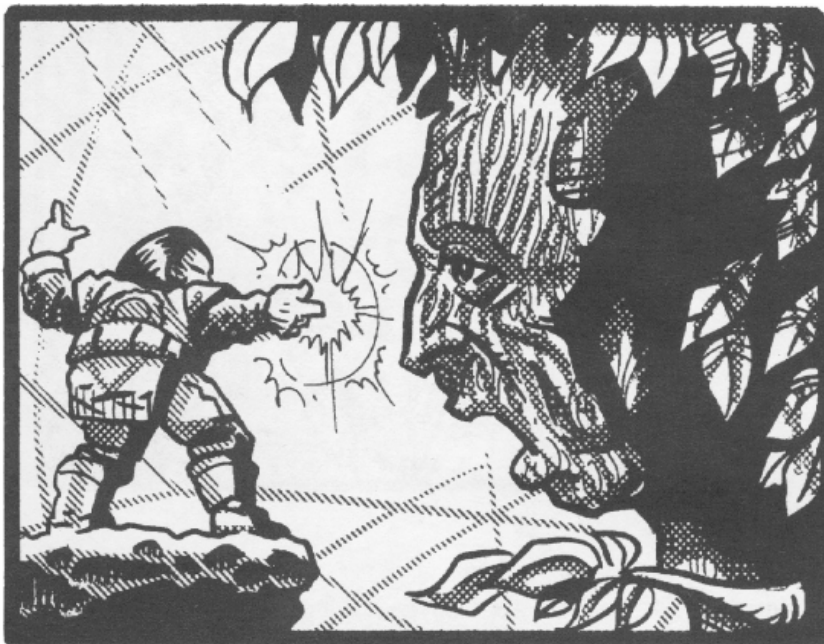
Item: Staff, wand or jewelry. Energy cost to create: 600 (will control any type of vegetable).

Body of Wood

Regular; Resisted by HT

Subject becomes an animated wooden statue. Clothes (up to 6 pounds) also become wood, but lose any magic powers they might have had. He does not need to breathe while the spell lasts. He may still speak, cast spells, etc. His speed is reduced by 2.

He acquires PD 1 and DR 3. His punches and kicks do +2 damage. He may meld into any large tree, wherein he becomes invisible and regenerates 1 hit per minute, although he cannot move.



He suffers double damage from Fire spells. Heal Plants restores 1 hit per point of energy invested in it. Each casting of Wither Plants inflicts 2d damage. A foe with an active Shape Plant spell bypasses the subject's DR when punching.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 7 to cast, 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2 and Plant Form.

Item: Staff, wand or jewelry. Wearer only. Energy cost to create: 1,300.

Body of Algae

Regular; Resisted by HT

This is the aquatic equivalent of Body of Wood. The subject becomes an animated mass of green slime. Clothes (up to 6 pounds) are also transformed, but lose any magic powers they might have had. He does not need to breathe while the spell lasts. He may still speak (though with a gurgle), cast spells (at a -2 penalty), etc. His speed is reduced by 2.

He may alter his body shape to fit in an oddly-shaped space or to move through a small opening (at least fist-sized); this change takes 2 turns. In any large body of water, he moves at full speed and regains 1 hit per minute.

Cutting and impaling attacks do not inflict bonus damage. Heal Plants restores 1 hit per point of energy invested in it. Each point of energy put into Shape Water hinders the subject by 1 point of Move and Dodge. Each casting of Wither Plants, Destroy Water or Boil Water inflicts 2d damage. Freeze will immobilize him unless resisted by HT; Dehydrate, Thirst and Fire spells do double damage.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 6 to cast, 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Plant Form and Shape Water.

Item: Staff, wand or jewelry. Wearer only. Energy cost to create: 1,300.

Plant Form Other (VH)

**Special;
Resisted by IQ**

As Plant Form, but usable on others. Only the caster or a Remove Curse spell can end the spell. IQ loss will soon transform the subject into a true vegetable!

Duration: 1 hour.

Cost: 5 to cast, 2 to maintain.

Time to cast: 30 seconds.

Prerequisites: Magery 2 and Plant Form.

Item: Staff or wand. Mage only; must touch. Energy cost to create: 3,000.

Immurement **Regular; Resisted by HT**

Similar to Entombment, except that a tree, rather than the earth, confines the subject. The subject is instantly swallowed by the nearest tree large enough to contain him. He remains in suspended animation (as with the spell; see p. M50) in a tiny cylindrical chamber inside the tree, until rescued by chopping through the tree or the cancellation of the spell.

A mage who casts Immurement on himself may elect to stay awake, but this is unwise unless he can create air!

Modifiers: Apply the Long-Distance modifier (p. B151 or p. M10) for the distance from the subject to the nearest tree large enough to hold him.

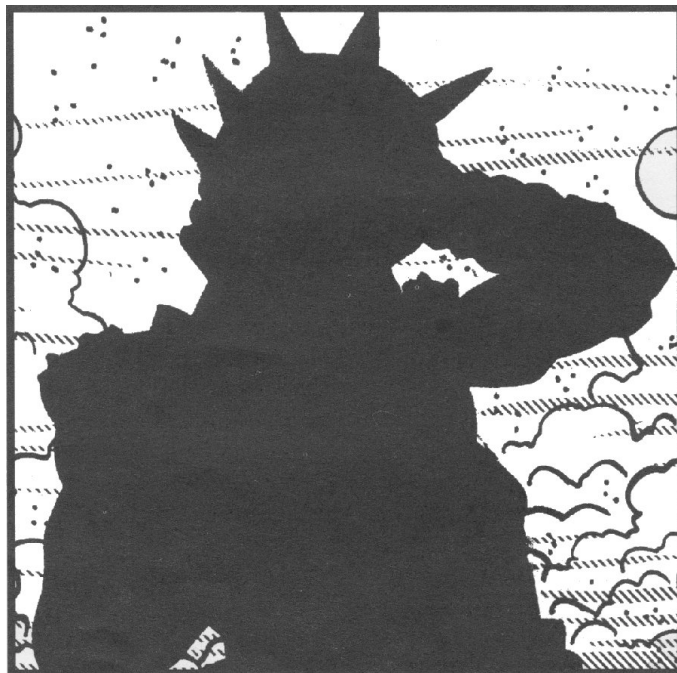
Duration: Indefinite.

Cost: 8 to cast; 5 to reverse an Immurement.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and Walk Through Wood.

Item: Wand or staff. Must be wooden; the item works only with trees of that wood. Mage only, must touch. Energy cost to create: 1,000.



PROTECTION AND WARNING SPELLS

Detect Poison

Area; Information

Reveals the presence of toxins and gives the caster a +2 on any subsequent Poisons roll to identify the exact agent(s). The caster may exclude any poisons he wishes upon casting (to specifically search for nerve agents or to exclude "benign" poisons like alcohol, for instance).

Base Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Sense Danger or Test Food.

Item: (a) Staff, wand or jewelry. Energy cost to create: 250. (b) Jewelry. Always on. Must depict a unicorn and contain a gemstone worth at least \$100. When any poison is detected in the wearer's hex, the stone turns black and the enchantment ends. Energy cost to create: 400. Legends of tableware permanently enchanted with this spell persist.

Note: This is also a healing spell.

Resist Poison

Regular

As listed under Healing, p. 54.

Resist Disease

Regular

As listed under Healing, p. 54.

Block

Blocking

An instantaneous version of the Shield spell, this adds to the passive defense of the subject for a single attack. This spell is not cumulative with the effects of Shield - use the higher value.

Cost: 1 per point of PD (maximum of 5).

Prerequisite: Magery.

Note: GMs may wish to include Block in the prerequisites for Shield.

Hardiness

Blocking

An instantaneous version of the Armor spell, this adds to the Damage Resistance of the subject for a single attack. This

spell is not cumulative with Armor - only the stronger spell applies. Remember that only one Blocking spell may be cast in a turn; a mage cannot follow up a failed Iron Arm with a Hardiness spell, for instance.

Cost: 1 per point of DR (maximum of 5).

Prerequisite: Stiffen.

Note: GMs may wish to include Hardiness in the prerequisites for Armor.

Turn Blade

Blocking; Resisted by DX

Makes an incoming blade turn in its wielder's hand, so that it inflicts only crushing damage instead of cutting. This also unreadies the weapon. Only good against blade attacks - useless against a spear, a club or the teeth and claws of an animal. This spell does not count as an active defense itself; it may be combined with a normal Parry, Block or Dodge.

If the caster is not the one being attacked, apply regular range modifiers between the caster and the attacker.

Cost: 1.

Prerequisite: Apportation or Spasm.

Item: A bracelet or other piece of arm apparel. Energy cost to create: 300.

Bladeturning

Regular; Special Resistance

A continual version of Turn Blade- all blades attacking the subject are turned, doing only crushing damage and becoming unready. For each bladed attack, roll a Quick Contest between the wielder's DX and the caster's effective skill to see which wins out. Useful only against blade attacks, as with Turn Blade.

Note that, unlike Turn Blade, the spell is cast on the one being attacked, not on the attacker.

Duration: 1 minute.

Cost: 2 to cast, 2 to maintain.

Prerequisites: Shield or Turn Blade.

Item: Wand, staff, jewelry, weapon or armor. Energy cost to create: 300.



Deflect Missile

Blocking

Deflects *one* missile about to hit the subject, including Missile spells. Considered a Parry (by the caster) for combat purposes. Apply regular range modifiers if the caster is not the subject.

Note that deflected missiles may still hit a target *beyond* the subject; see *Hitting the Wrong Target*, p. B117.

Cost: 1.

Prerequisite: Apportation.

Items: (a) Jewelry, weapon or shield. Energy cost to create: 200. (b) A weapon may be enchanted to parry Missile spells at no fatigue cost to the wielder, using his Parry Missile Weapons skill (see p. 6) at the same penalty as for darts and crossbow bolts (-5). Energy cost to create: 2,000.

Note: GMs may wish to change the prerequisites of Missile Shield to Deflect Missile or Shield.



Catch Missile

Blocking

The caster catches *one* missile about to hit him. Considered a Parry (by the caster) for combat purposes. The missile caught is unready. Blowgun darts and crossbow bolts are caught at -5, arrows at no penalty, thrown knives at +2, and larger thrown weapons at +4. Bullets and supersonic missiles cannot be caught. To catch a Missile *spell*, use Catch Spell (see p.71).

Cost: 2.

Prerequisite: Deflect Missile.

Item: Glove. Energy cost to create: 300.

Return Missile

Blocking

Causes *one* missile (including spells) about to hit the subject to turn back upon the attacker. If the attacker was successful, he hits *himself* - if not, he sees the missile fly back toward him and miss. Considered a Parry (by the caster) for combat purposes. Apply regular range modifiers if the caster is not the subject.

Cost: 3.

Prerequisite: Catch Missile.

Item: Jewelry, weapon or shield. Energy cost to create: 400.

Reflect Gaze (VH) Blocking; Resists Gaze Attacks

Resists *one* gaze attack (including Lightning Stare, Fascinate, psionic or super powers with the Eye Contact Only limitation, etc.) about to hit the subject. If successful, the gaze attack is reflected away from the subject; a success by 10 or more, or a critical success, reflects the gaze back upon the attacker. If failed, the gaze attack affects the subject normally. Considered a Parry (by the caster) for combat purposes. Apply regular range modifiers if the caster is not the subject.

At the GM's discretion, some very powerful attacks - like the basilisk's - may merely be negated on a success, and get through otherwise.

Cost: 2.

Prerequisite: Mirror.

Item: Jewelry. Energy cost to create: 600; must include a tiny mirror.

Resist Sound

Regular

As listed under Sound, p. 93.

Sense Observation

Area

Alerts the caster if someone or something spies or series upon the subject area, by means magical or otherwise. A Quick

Contest is rolled between the spy's IQ, or the effective skill of the Information spell's caster (Trace, Seeker, Crystal Ball, any of the "Sense" spells . . .), and the effective skill of the Sense Observation spell's caster; if the latter wins, the caster becomes aware that the subject area is being observed. A critical success on the contest might give the caster an idea of who or what is scrying or spying.

If the caster then tries to seek out the spy, the margin of success of the Sense Observation contest can be added as a bonus to the Seeker roll, up to a maximum of +5 (effectively neutralizing the -5 penalty for having nothing associated with the person sought). Another possible course of action is to Counterspell the scrying spell; distance penalties do not apply but the -5 penalty for absent subject does.

Sense Observation can also be cast on a being; in that case, the caster can choose to have the spell alert the subject instead when prying is detected. (This application of the spell is useful for bodyguard or security mages.)

Duration: 1 hour.

Base Cost: 1 to cast; half to maintain. When cast on a being, the cost is 3.

Time to cast: 5 seconds.

Prerequisites: Sense Danger or Scryguard.

Item: (a) Wand, staff or jewelry. Works only for the wearer. Energy cost to create: 300. (b) Jewelry or clothing. Always on. Wearer only. Energy cost to create: 1,500.

Warmth

Regular

As listed under Elemental Fire, p. 30.

Coolness

Regular

As listed under Elemental Water (Ice), p. 35.

Resist Lightning

Regular

As listed under Elemental Air, p. 27.

Resist Water

Regular

As listed under Elemental Water, p. 33.

Resist Acid

Regular

As listed under Elemental Water (Acid), p. 37.

Shade

Regular

Shades the subject. This will prevent sunburn as well as provide some relief from ambient heat (reducing the effective temperature around the subject by 10° F, if hot light is a significant source of the heat). The effect is that of an invisible parasol.

This is also a Light and Darkness spell.

Duration: 1 hour.

Cost: 1 to cast, half to maintain.

Time to cast: 10 seconds.

Prerequisites: Continual Light or Shield.

Item: Staff or jewelry. Wearer or holder only. Energy cost to create: 100.

Freedom

Regular

As listed under Movement, p. 79.

Force Wall

Regular

Creates a shimmering barrier across one or more hexes, which physical forces and Missile spells cannot cross. Only

light and non-missile spells may pass. It is cast across a hex, from corner to corner or side to side, as the caster wishes. Longer walls may be created either all at once (by paying 2 per hex) or built up slowly, one hex at a time.

The force wall is 4 yards high. Higher walls are possible at a proportionately increased fatigue cost (double for twice the height, etc.).

Duration: 10 minutes.

Cost: 2 per hex to cast, same to maintain.

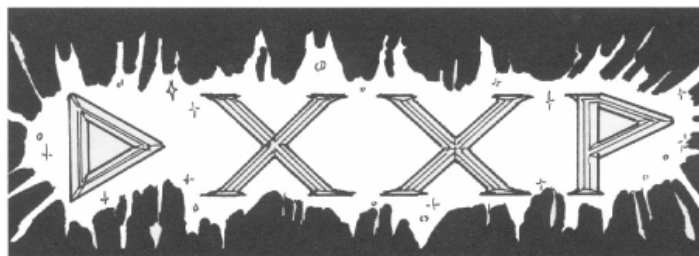
Prerequisite: Force Dome.

Items: (a) Staff. Mage only. Energy cost to create: 300. (b) A force wall may be made permanent at an energy cost of 100 times normal.

Utter Wall

Regular

As Force Wall, but protects against physical *and* magical attack; it has the effect of a combined Force Wall and Spell Wall.



Duration: 1 minute.

Cost: 4 per hex to cast, same to maintain.

Prerequisites: Utter Dome and Spell Wall.

Items: (a) Staff. Mage only. Energy cost to create: 1,000. (b) An Utter Wall may be made permanent at an energy cost of 100 times normal.

SOUND SPELLS

Imitate Voice

Regular; Resisted by HT

Alters the subject's voice to precisely imitate that of a single other being known to the caster (including special inflections and accent). Recreating a familiar voice from memory is a -2 to skill, -3 or worse if the caster has only heard the voice a few times or a long time ago (Eidetic Memory is helpful, here). To determine whether someone familiar with the imitated being's voice is fooled or not, roll a Quick Contest between the spell and the listener's IQ when he first hears it.

Modifiers: +2 for close acquaintances of the imitated being; -2 for listeners who are not expecting trickery or aren't paying close attention.

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain.

Prerequisite: Voices.

Resist Sound

Regular

The subject (person, creature or object) and anything he carries become immune to the effects of sound: Thunderclaps won't deafen him, sonic weapons won't harm him, Sound Jet won't stun him and so on. Noise may still *distract*, however. This spell is very popular at high TLs.

This is also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 per hex of subject to cast, half to maintain.

Prerequisites: 4 Sound spells.

Items: (a) Any. Affects wearer only. Energy cost to create: 800. (b) Wand, staff or jewelry. Energy cost to create: 1,200.

Garble

Regular; Resisted by IQ

The subject (a living being) can no longer make meaningful sounds; it comes out completely garbled. This spell could make an opposing wizard powerless!

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Prerequisite: Voices.

Items: (a) Clothing or jewelry. Works for wearer only. Always on. Energy cost to create: 400. (b) Staff or wand. Mage only, must touch. Energy cost to create: 1,000.

Converse Regular; Resists spells that block sound

This spell allows the caster and his subject to converse quietly without fear of being overheard, even in a noisy environment (such as a raucous party). Each will hear the words of the other clearly regardless of the surrounding din. Other beings within earshot will hear a meaningless buzz of conversation.

Converse resists spells that block sound such as Silence or Noise.

Duration: As long as eye contact is maintained.

Cost: 2 to cast.

Prerequisites: Magery, Garble and Silence.

Item: Any. Mage only. Energy cost to create: 150.

Silver Tongue

Regular

Grants the subject the Voice advantage (see p. B23). The spell has no effect on beings who already have the advantage.

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Prerequisites: Voices and Emotion Control.





Items: (a) Staff or wand. Mage only, must touch. Energy cost to create: 200. (b) Jewelry; must bear a picture of a nightingale. Always on, wearer only. Energy cost to create: 600.

Message

Regular;

Resisted by spells that block sound

Lets the caster send a spoken message to the subject. Use the Long-Distance modifiers (p. B151 or p. M10). If the caster doesn't know the subject, he is at -2. If he doesn't know the subject's whereabouts, he is at -5 (a successful Seeker spell will eliminate this). These penalties may be cumulative. A successful Trace gives a +5 bonus.

The subject will hear the message clearly and distinctly no matter how noisy or distracting his surroundings, but nobody else will hear it. Silence, Wall of Silence and Noise will resist the incoming message.

This is also a Communication and Empathy spell.

Duration: The message travels to the subject at 50 mph. This speed may be doubled by doubling the casting cost.

Cost: 1 per 15 seconds of message duration.

Time to cast: Equal to the message's duration, as spoken by the caster.

Prerequisites: Great Voice and Seeker.

Item: A conch one speaks into while concentrating on a mental picture of the subject and his surroundings. Energy cost to create: 1,000.

Wizard Mouth

Regular

As listed under Knowledge, p. 61.

Echoes of the Past

Regular

As listed under Knowledge, p. 63.

Alter Voice

Regular; Resisted by HT

As listed under Body Control, p. 18.

Concussion

Missile

As listed under Elemental Air, p. 24.

Musical Scribe

Regular

Animates a pen which will record in a musical notation any tune that the caster hums, sings or plays on an instrument. The caster may also attune the pen to the sounds created by another person (or by a radio, etc.), instead of himself. The pen will record only the music; if lyrics are to be recorded simultaneously, a second pen with Scribe cast on it will follow along and do so!

Duration: 1 minute.

Cost: 3 to cast, 1 to maintain. Increase cost by 1 (both casting and maintenance) if the paper supplied is not properly ruled for musical notation (the pen has to work harder, supplying the lines as well as the notes!)

Prerequisite: Scribe.

Item: A pen may be permanently animated at an energy cost of 350. The caster can change which source it is "attuned to" at will.



TECHNOLOGICAL SPELLS

Post-industrial magical campaigns create interesting "wrinkles" for players and GMs to explore. Assuming a world where higher technology co-exists - and can interact - with magic, a college of spells specializing in the manipulation and improvement of machines, energy and related concepts is bound to arise.

The Tech college has strong affinities with the college of Making and Breaking and the Air (Electricity) college. It is nevertheless separate for both aesthetic reasons (for GMs whose settings do not involve higher technology) and practical ones (for purposes of single-college magery, for instance).

Unless otherwise noted, all equipment has 1 hit point per 5 pounds of weight and DR 3 (plus another level of DR per tech level above 8). Weapons and military devices are armored and have DR 8 plus 4 per tech level after 8 (see p. 119 of GURPS *Ultra-Tech*).

TL Spells

Many of the spells listed here are "TL" spells and are treated in the same fashion as non-magical TL skills (see p. B 185). For example, if a mage is expert at magic designed to interact with

and power TL 10 technology, he will be at a disadvantage when trying to power a TL 11 blaster or to drain the “Juice” from a TL7 flashlight battery.

These penalties also apply when dealing with prerequisites and cross-TL defaults for mages who study the spells of several tech levels. To learn Reveal Function/TL9, for instance, a mage must know Seek Machine/TL9 at skill level 12, or Seek Machine/TL 10 at 13 (to compensate for the -1 penalty), or Seek Machine/TL8 at 17 (to compensate for the -5) and so on. Lastly, the TL penalty applies when the resisting subject's TL is different from that of the attacking spell.

MACHINE SPELLS

The term “machine” requires some arbitrary definition for clarity. For the purposes of these rules, a machine is a tool that in some way uses, stores and/or transforms power in order to do its job. Thus, a hand-drill doesn't qualify, but an electric drill *does*. A spring-powered pocket watch is a machine, while a sundial is not. GMs have final say in any gray areas!

Mechanical Resistance: Some spells require the GM to assign a machine a ST, HT or IQ score for purposes of resistance. “Dumb” machines (arbitrarily, IQ 7 or less) are subject to Machine spells, while “smart” machines (IQ 8+) are subject to Communication and Empathy and Mind Control spells (the GM should feel free to assess up to a -4 penalty for the alien nature of machine “minds”). Note also that an Artificial Intelligence (AI) may be smart but devoid of real Will; since Strong Will and Weak Will affect all resistance rolls, this is a crucial point.

As a general rule, a machine's resistance score is the higher of the indicated attribute and its tech level.

Bless

see p. M62

A blessed device will grant a bonus to its operator's skill rolls, be less prone to breakdowns and jams, take less time to run, draw less power than normally and so on. What the item does hasn't changed, just the way it does it. Thus, a force shield will not give more PD, but its power cell will last longer. A weapon won't do more damage, but it'll be more accurate, get more shots out of its power cell or have improved range.

The effective TL of the device is unaffected. A TL7 computer still won't be able to run TL9 software.

Curse

see p. M63

A cursed device will inflict a penalty on its operator's skill rolls, be more prone to breakdowns and jams, take more time to run, draw more power than normally and so on. What the item does hasn't changed, just the way it does it. Thus, a force shield will not give less PD, but its power cell will last less time. A weapon won't do less damage, but it'll be less accurate, get fewer shots out of its power cell or have decreased range.

The effective TL of the device is unaffected.

Repairs may be attempted on a cursed device. It takes at least a day with good tools to look into the device to try to find “what's wrong.” However, physical repair will only lift a curse only on a critical success - a failure is likely to break something, and a critical failure could be dangerous!

Measurement/TL

see p. M54

This Knowledge spell is also a part of the Tech college (and any sub-colleges, if it is important). At high TLs, this spell can tell a mage the energy content of a power cell, the internal pressure of a tire or oxygen tank, the voltage or frequency of a power outlet, the amount of memory a computer has available, the temperature of an oven and so on. The GM may apply penalties for particularly exotic applications of the spell.

Measurement *cannot* tell the caster what the specs of a gadget are. For example, a mage could measure how fast a car is going, but not what the car's top design speed is (but see Schematic, p. 97). Chemical analysis is likewise limited; Measurement will give an element-by-element breakdown, but won't give any information on chemical structure (*example*: cast on a flask of pure water, the spell would tell the caster that the substance's composition, by mass, is 89% oxygen and 11% hydrogen).

Know Recipe/TL

see p. 43

This spell from the colleges of Food and Knowledge is also a part of the Tech college (and any sub-colleges, if it is important). At high TLs, this spell can tell its caster the recipe of any food or drug. If the GM allows it, this spell can be generalized to perform chemical analysis on any substance. It could then tell the “recipe” for preparing a particular micro-engineered material, such as a solid-state laser diode, a bio-engineered virus or a room-temperature superconducting crystal. Combined with Schematic (see p. 97), this becomes a powerful tool for industrial espionage!

Seek Machine/TL

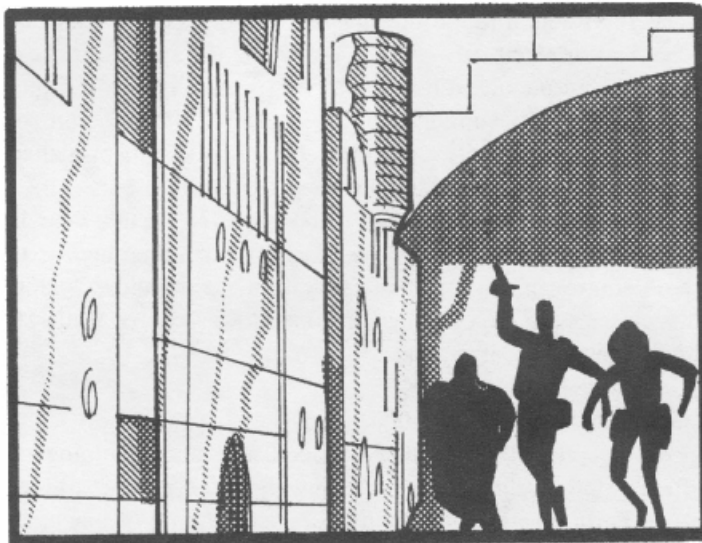
Information

Tells the caster the direction and approximate distance of the nearest machinery of any sort. Caster can also specify that he is looking for a specific sort of device: lasers, computers, light sources, etc. Any known examples of technology may be excluded if the mage specifies them before casting. Use long-distance modifiers (pp. B151 or M10).

Cost: 3.

Time to cast: 10 seconds.

Item: Staff, wand or jewelry. Energy cost to create: 100.



Reveal Function/TL

Information;

Resisted by spells to conceal magic

Reveals the functions of the subject machine. If the subject has more than one function, the spell will reveal them in order of increasing complexity (simplest first) and tell the caster, "there are more functions." Later castings will reveal the remaining functions, one per casting.

The spell can also be used to reveal how to activate known functions (e.g., which button to press); the caster gets *one try*, at -5! If successful, the caster can then use the machine with the appropriate skill (or IQ-6) at a penalty of only -1 for unfamiliarity.

Cost: 8.

Time to cast: 10 minutes.

Prerequisite: Seek Machine.

Item: Staff, wand or jewelry. Cost to create: 1,500.

Machine Control/TL

Regular

Lets the caster control the actions of one machine (anything under IQ 8, of any size) or of a swarm of small ones, up to about 1,000 machines or 100 lbs. total. The caster must be



aware of the machine's functions to control them. The spell does not supply the skill to use the machine - the caster must use his own skill at Gunner, Computer Operation, Driving and so on. Concentration is required.

The spell acts through the machine's triggers and controls, mechanical or electrical. A mage could use the spell to make a camera snap a picture, a robot strangle its evil creator or a gun discharge all of its ammunition. He could not *aim* the gun (or camera!) or move it unless it were self-aiming or self-propelled (or at least not without adding an Apportation spell).

If someone or something else has control (an AI in a vehicle or an operator in the driver's seat, for instance), then he/it may dispute control of the machine every turn via a Quick Contest of the caster's effective skill vs. the operator's skill (or Will+TL for cybernetic control).

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Prerequisites: Reveal Function, Locksmith and Lightning.

Item: Staff, wand, headgear or jewelry. Energy cost to create: 1,000 for an item that controls a specific type of machine, 2,000 for one that will control any machine.

Scribe/TL

see p. M79

In higher-tech campaigns, this spell can be cast on (or enchanted onto) a computer keyboard, an electric typewriter, etc.

Copy/TL

see p. M60

In higher-tech campaigns, this spell will copy text or images from a video screen (such as a computer monitor) onto paper and will copy photographs, etc. with about as much accuracy as a color photocopier or laser-printer. It can also copy magnetic media and other forms of information storage, provided that an appropriate "blank" is supplied.

Machine Summoning/TL

Regular

Lets the caster call one machine of a named type (anything under IQ 8). Range does not matter for this spell. If the spell is successfully cast, the caster will know the location of the closest machine of the type and how long it will take for that machine to come to him. It will move toward the caster as quickly as it can, until the spell ends or the machine reaches the immediate vicinity of the caster.

Of course, the machine may not be very good at finding its way, or it may run out of fuel, power, etc. For example, a TL7 refrigerator would be unable to move at all. A TL7 car would proceed in a straight line at top speed, unaware of (and thus unable to avoid) obstacles such as pedestrians, ditches, lamp posts . . .

Once the machine reaches the caster, it will stay nearby, without attacking, until the spell ends. The spell is broken if the caster or one of his companions attacks the machine.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to cast: 4 seconds.

Prerequisite: Machine Control.

Item: Staff, wand or jewelry. Energy cost to create: 500 for an item that summons one particular machine type, 1,000 for an item that can summon any machine.

Machine Speech/TL

Regular

Lets the subject communicate with any machine (of *any* IQ) in the machine's own "language." Unless the language is sound-borne, the subject will have to maintain physical contact with the machine's interface port or antenna. The amount of information exchanged depends on the machine's intelligence; no machine below IQ 3 will be likely to know much of interest. Each minute of the spell allows one question and answer.

This is also a Communication and Empathy spell.

Duration: 1 minute.

Cost: 5 to cast, 3 to maintain.

Prerequisite: Machine Summoning.

Item: Staff, wand or jewelry. Energy cost to create: 1,200 for an item that talks to one particular machine type, 5,000 for an item that can talk to any machine.

Glitch/TL

Regular; Resisted by HT

This spell is the mechanical equivalent of Spasm (p. M25). It causes something to go wrong for a moment with the subject machine: it may drop whatever it was holding, eject a part, miss a cog in its drive train or garble a data packet. Ingenious casters

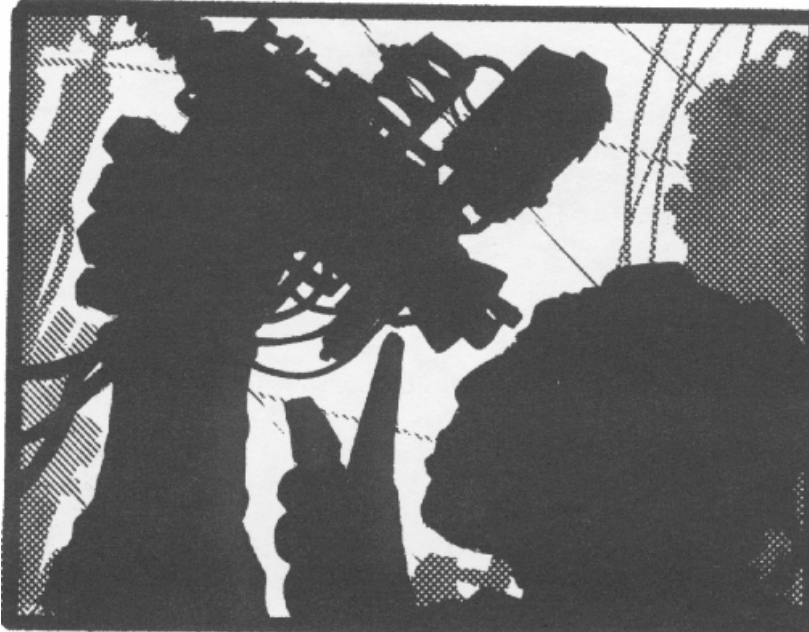
will find all sorts of uses. The game effects can be anything from trivial annoyances (if cast on a flashlight, for instance) to potentially deadly (if cast on an Automedic in the middle of laser-surgery, perhaps) . . .

Duration: An instant.

Cost: 3. Cannot be maintained.

Prerequisite: Machine Control.

Item: Staff or wand. Mage only, touch required. Energy cost to create: 400.



Malfunction/TL

Regular; Resisted by HT

This is the mechanical equivalent of Total Paralysis; the subject machine simply ceases to function for the duration of the spell (an airplane will fall, a sensor will be “blind,” and so on). The caster must touch the subject.

Duration: 1 minute.

Cost: 5. Cannot be maintained; must be recast.

Prerequisites: Magery 2 and Glitch.

Item: Staff or wand. Mage only, touch required. Energy cost to create: 2,000.

Find Weakness/TL

see p. M59

In a high-tech campaign, the Making and Breaking spell Find Weakness can be used to trouble-shoot a malfunctioning device, since its “weakness” is then the responsible defect. It will tell the caster the location and general cause of the problem, but grants no information or bonus to skill for fixing it. For instance, if you cast Find Weakness/TL on a clock radio that won't work, the spell could say, “The wire to the outlet is loose inside.” It won't tell how to fix it or even warn you to unplug it before doing so, but it will reveal at which point the connection is loose or severed. If a part is missing, it will tell you which part and where it goes, but not how to re-insert it.

Schematic/TL (VH)

Information

This is the mechanical equivalent of Body-Reading (p. 51). It creates detailed technical “blueprints” of the subject machine in the caster's mind. The caster can browse through the mental

schematic at his leisure, at the same rate that he could peruse actual hardcopy plans for the machine. Note, however, that this spell grants no appropriate skills. *To interpret*, for instance, the schematic of a starship's fusion power plant, the caster would need some skill in Engineering (Fusion). To make any use of the schematic of a weapon, either Armoury or some sort of weapons Engineering would be required. The duration is the length of time that the image stays with any useful clarity in the caster's mind. The caster must touch the subject during the casting.

The schematic can either represent the *current* state of the object (showing any internal damage, alterations and wear) or the *ideal* state of the object. Both can be useful. The latter will even give plans for an object based only on a tiny fraction of it (at least 5% of the machine's total mass needs to be present). This could be used to form a complete picture from a fragmented Precursor device, for instance . . . In either case, the cost to cast the spell is based on the mass of the *intact* machine.

The schematic image, even when maintained by the mage, does not count as a spell “on” for penalty purposes.

This is also a Knowledge spell.

Duration: 1 minute.

Cost: 5 for an object weighing 1 ton or less; add 1 ST to the cost for each additional ton or its fraction. Half to maintain.

Time to cast: 30 seconds.

Prerequisites: Reveal Function and History.

Item: Blueprint or headgear. Mage only, must touch. Energy cost to create: 200.

Rebuild/TL (VH)

Regular

This spell is an improved version of Repair and should be considered a part of Making and Breaking, as well as of the Machine sub-college of Tech. This spell totally rebuilds any object from as little as a fragment. If the subject is a machine, the caster must first successfully cast Schematic on the subject and, while the schematic is still in his mind, begin casting Rebuild. Schematic is unnecessary for simpler objects. With enough power, you could rebuild a starship from a scrap of one bulkhead!

The object re-forms at a rate of 500 lbs. of missing mass per second, beginning after the casting is completed. Thus, it would take a 30-ton tank 2 minutes to be completely rebuilt. Exotic materials may inflict a casting penalty or slow the rebuilding process.

On objects simpler than machines, ignore the TL modifiers. Magic items cannot be rebuilt.

Also a Making and Breaking spell.

Duration: Permanent.

Cost: 30 if the final mass will be 500 lbs. or less; the object's current state of repair is not a factor. Add 1 to the cost for every additional 500 lbs. or its fraction of final mass.

Time to cast: 1 second per point of energy required.

Prerequisites: Magery 3, Repair, Create Object and at least 3 spells of each element. Schematic is required to cast the spell on machines.

Animate Machine/TL (VH)

**Regular;
Resisted by IQ**

Summons a spirit to animate a machine the mage is touching. The subject of Animate Machine may have any IQ.

The summoned spirit controls the animated machine just as if a human were at its controls. The spirit may also control all mechanical or electronic accessories (including weapons) built into the machine.

The spirit has DX 2d+6 and IQ 1d+7. Its skill at operating the machine (Driving an animated car, for example) is equal to its DX. It obeys the orders of the caster or anyone the latter designates - but the spirit will take all orders literally! ("Drop me off" is a particularly unfortunate command to give to an animated helicopter.) In such cases, roll against the spirit's IQ to see if it uses the colloquial or literal meaning of the phrase.

On a critical failure of this spell, a demon enters the machine. It then attempts to kill its summoner and anyone else it can reach. The demon animating the machine cannot be dispelled by the caster - it uses its own fatigue (2d+6) to keep the spell going!

Duration: 1 minute.

Cost: 8 for a machine of up to 1 ton in mass, 9 for 2 tons or less, 10 for 4 tons, 11 for 8 tons, 12 for 16 tons and so on, with each extra point of energy doubling the mass that the spell affects. Half to maintain.

Time to cast: 1 second per energy point.

Prerequisites: Machine Control and either Animation or Animate Object.

Item: A machine may be permanently animated for 100 times the casting cost.

Note: This spell first appeared, in somewhat different form, as Possess Vehicle in *GURPS Time Travel Adventures*.

Rider, Rider Within

see p. M24

The Animal spells Rider and Rider Within (p. M24) will work on a machine if the caster knows Machine Control (TL modifiers are based on the TL of the caster's Machine Control knowledge). Note, however, that the sensory apparatus and input of a machine may not be readily intelligible to the caster!

Machine Possession/TL Regular; Resisted by IQ

Like Animate Machine, except that the caster's own spirit animates the machine. The machine must have IQ 7 or less.

The caster animates the subject just as if he were at its controls. He has full access to the machine's memories and abilities; he may use all its skills and abilities as though they were his own. He may use his own mental abilities, but not his physical ones (he cannot cast spells unless he knows them so well that they require no speech or gesture). Use the fatigue-energy equivalents (p. 99) if the caster wants to draw on the machine's power supply to cast spells.

The spell allows the caster to use his own sensory apparatus in addition to the machine's; otherwise he would be severely handicapped since machines of TL6 or less are basically blind and deaf.

The caster's own body lies unconscious during the spell and should be safeguarded.

Duration: 1 minute.

Cost: 6 to cast, 2 to maintain.

Time to cast: 30 seconds.

Prerequisites: Machine Control and either Rider Within or Soul Rider.

Item: A pair of identical pieces of jewelry, one of silver, one of gold. The caster wears the gold one, the machine bears the silver one. The spell may then be cast at any time, regardless of distance. Usable only by a mage. If a Powerstone is included, it is in the gold one. If either item is broken, the other loses its enchantment. Energy cost to create: 1,500 (for the pair). Each of the pair must include a synthetic gemstone worth \$200.

Permanent Machine Possession/TL (VH) Regular; Resisted by IQ

Like Machine Possession - but the caster remains in the subject machine until he chooses to leave or is exorcised by an appropriate spell (Exorcism, Remove Curse, Counterspell, etc). The caster's body remains in suspended animation (p. M50) while the spell lasts. If the caster's body dies, the spell is broken. Whenever the subject machine takes damage, the caster must roll on his own body's HT or take the same damage. If the subject machine "dies," the caster must roll vs. HT or die himself!

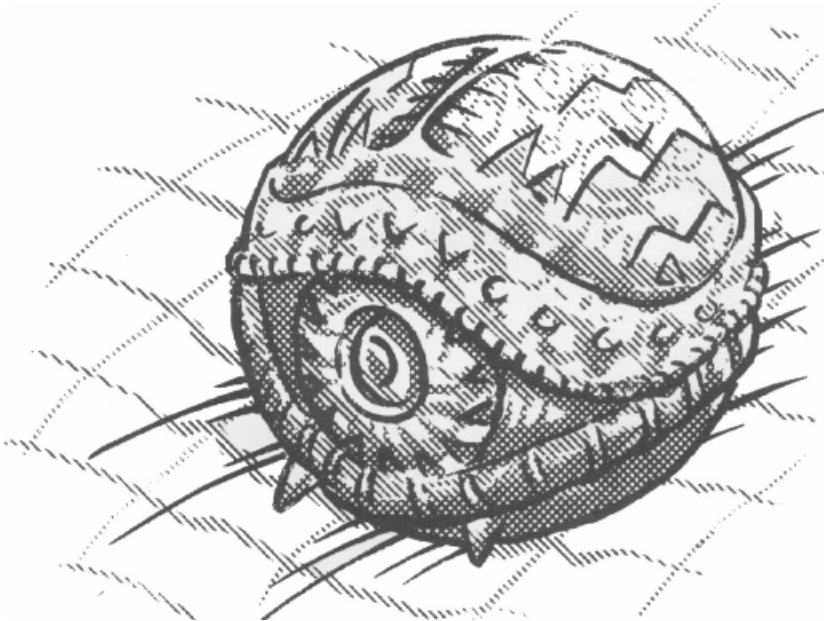
In addition, the caster must roll against his own IQ (Strong or Weak Will applies) every day; a failed roll means that he loses one point of IQ. The caster does not need to roll any more once he reaches the machine's normal IQ or Will range. He regains the lost attribute when the spell is ended. Should the caster's IQ drop to 7, only Remove Curse or Exorcism will end the spell.

Duration: Indefinite (could be permanent).

Cost: 30 to cast.

Time to cast: 5 minutes.

Prerequisites: Magery 3 and Machine Possession.





Exchange Bodies

see p. M30

Will not work on machines. However, see the Soul Golem spell, p. 42.

Shapeshifting, Shapeshift Other, Partial Shapeshift see p. 11, and pp. M22-23

These spells may exist for some machine forms, at the GM's discretion.

Awaken Computer/TL (VH)

Regular

Cast on a computer, this spell makes it sentient. For the duration of the spell, the subject computer gains IQ and Will equal to its complexity level + 5 (a typical TL7 microcomputer is complexity 2, while a mainframe may be complexity 4). The computer's personality will tend to be similar to the caster's (it will have the caster's major mental Disadvantages and Quirks). It will obey the caster's orders faithfully, but otherwise has free will.

The computer knows everything in its databases and programs, can control all its peripherals (monitor, modems, etc.) and can access and run programs. It has Language, Computer Programming and Computer Operation skills at IQ or at the caster's level, whichever is lower. If the same caster later casts the spell on the same computer, that computer will retain memories of what happened to it when it was last "awakened."

On a critical failure, the computer is inhabited by a demon that breaks free of the caster's control and acts against him (and possibly all carbon-based life forms). The demon animating the computer cannot be dispelled by the caster - it uses its own fatigue (2d+6) to keep the spell going!

Duration: 1 hour.

Cost: 8 minus the computer's complexity level (minimum 1). (Yes, it costs more to awaken a dumb computer than a smart one.) Half cost to maintain.

Time to cast: 10 seconds.

Prerequisites: Animation and Wisdom.

Item: A computer may be permanently awakened for 100 times the casting cost.

Note: This spell first appeared, in genre-specific form, in **GURPS Time Travel Adventures**.

ENERGY SPELLS

Energy spells manipulate power. "Power" usually mean electricity at TL7. At higher TLs, it may describe any insubstantial motive power. A "fuel," by contrast, is any substance that is consumed to provide power, which includes anything from wood or coal to nuclear fuels to antimatter . . . When dealing with different fuels and powers at the same TL, use the familiarity rules (see p. B43).

Many of the spells below require conversions between standard power sources and **GURPS** spell energy. Use the following table:

Energy	Fatigue Equivalent
A Cell (TL 8).....	0.1 fatigue
B Cell (TL 8).....	1 fatigue
C Cell (TL 8).....	10 fatigue
D Cell (TL 8).....	100 fatigue
E Cell (TL 8).....	1000 fatigue
1 MWH.....	10000 fatigue
1 KWH.....	10 fatigue
3400 btu.....	10 fatigue
360 KW.....	1 fatigue/second
18 MW.....	50 fatigue/second
965 Horsepower.....	2 fatigue/second

Power cells hold 50% more energy per TL beyond 8. All power cells in the examples are assumed to be TL 8.

Seek Power/TL

Information

Tells the caster the direction and approximate distance of the nearest significant source of power. Use the long-distance modifiers (p. B151 or p. M10). Any particular types or known sources of power may be excluded if the caster specifically mentions them before beginning.

Inactive power sources (such as shelved power cells) are harder to seek out than active ones (such as plugged-in power cells); double the long-distance penalty.

Cost: 3.

Time to cast: 10 seconds.

Item: A wand which will point in the direction sought after and glow in proportion to the importance of the source detected. Energy cost to create: 60.

Seek Fuel/TL

Information

Tells the caster the direction and approximate distance of the nearest significant source of fuel. Use the long-distance modifiers (p. B151 or p. M10). Any particular types or known sources of fuel may be excluded if the caster specifically mentions them before beginning.

Cost: 3.

Time to cast: 10 seconds.

Item: A thin graduated metal stick which will point in the direction sought after and give an indication of the amount detected. Energy cost to create: 60.

Test Fuel/TL

Information

Lets the caster know if a substance is good to "burn" as fuel. The spell tells nothing about chemistry or power; it detects impurities, dangerous decay and foreign objects. It does not check fuel for magic.

Cost: 1 to test a single pound or gallon of fuel; 3 per hex to check all the fuel in a 1-hex area.

Item: Staff, wand or jewelry- Energy cost to create: 100.

Preserve Fuel/TL

Regular

Keeps fuel from spoiling, being consumed, decaying, etc. Will even prevent the radioactive decay of nuclear fuels!

Duration: 1 week.

Cost: 4 per pound of fuel, half to maintain.

Prerequisite: Test Fuel.

Items: (a) Staff, wand or jewelry. Energy cost to create: 400. (b) Chest or container. Always on; contents of the chest are preserved indefinitely. Energy cost to create: 40 for every pound of fuel to be held (round up).

Decay, Ruin

see p. M48 and M59

These spells may be cast on fuels and are then resisted by TL; the former works only on organic fuels. They should be considered TL spells by the GM.

Purify Fuel/TL

Regular

Removes foreign objects and impurities from a fuel, rendering it fit to "burn." If the fuel has been completely corrupted by the impurities, the spell will remove them . . . leaving nothing!

Cost: ½ per pound of material to be purified (minimum cost of 1).

Prerequisites: Purify Water or Decay.

Item: Staff, wand or jewelry. Must touch subject fuel. Energy cost to create: 200.

Create Fuel/TL

Regular

Turns any non-processed solid substance into solid fuel. The more energetic the starting substance, the better; this spell will make rocks burn, but not very well!

The spell becomes impractical at higher TLs, because of the highly concentrated nature of the fuels that are needed. If someone cast Create Fuel/TL10+ on a pound of dirt in a power plant, it would turn into a truly microscopic amount of anti-matter.

Duration: Permanent.

Cost: 1 per pound of fuel.

Time to cast: 30 seconds.

Prerequisites: Seek Fuel and any two transmutation spells.

Items: (a) Wand, staff or jewelry; usable only by a mage. Must touch material to be turned into fuel. Energy cost to create: 400. (b) A pot or container which will change the contents into solid fuel. Energy cost to create: 100 per pound per day capacity of the container.

Water to Fuel/TL

Regular

As Create Fuel, except that this spell turns water or any other simple liquid into a usable liquid fuel.

Duration: Permanent.

Cost: 8 per gallon (which equals about 1 per pound).

Time to cast: 10 seconds.

Prerequisites: Purify Fuel and any two transmutation spells.

Item: A bottle, jerrycan or barrel which

will change the contents into a liquid fuel. Energy cost to create: 800 per gallon per day capacity of the container.

Stop Power

Area

This spell stops the flow of power in the area, causing all powered devices within it to cease to function. This may or may not cause permanent damage to the devices, depending on their design. Barring this, any affected device will work normally when it leaves the area or the spell ends.

Duration: 1 minute.

Base Cost: 3 to cast, half to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery and Seek Power.

Item: Wand or staff, usable only by a mage. Energy cost to create: 800.

Lend Power/TL

Regular

With this spell, a mage takes fatigue in order to power a device magically. In theory, a large enough circle of mages could use this spell to power a starship and its weapons.

The spell *cannot* be used to recharge power cells; it could, however, power a cell recharger . . .

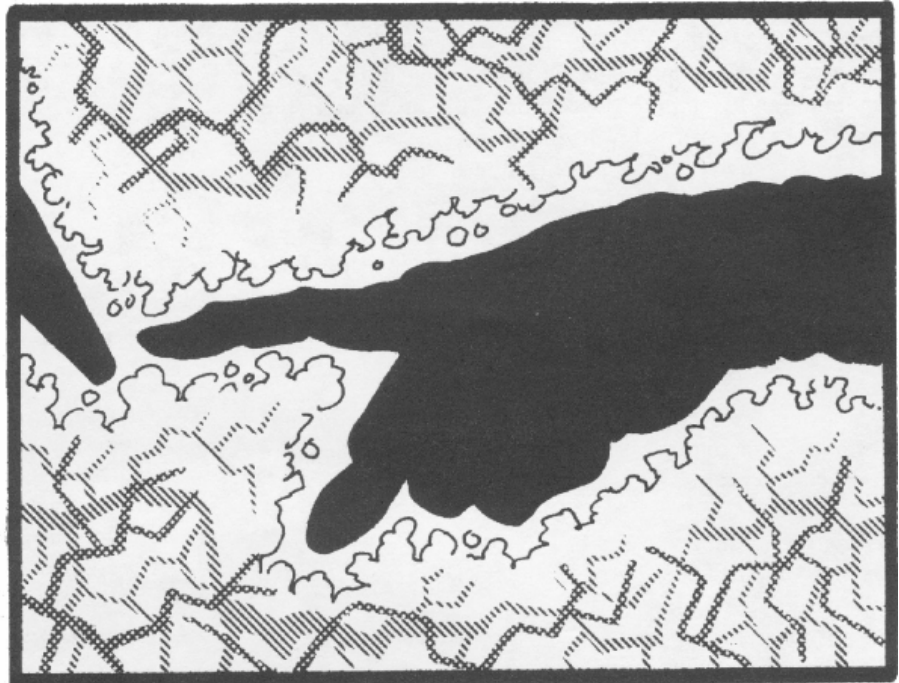
Duration: Indefinite.

Cost: The GM will have to convert the device's power requirement into a fatigue rate equivalent (see the chart, p. 99). Minimum ST cost is 1 per hour; high skill does not reduce cost.

Prerequisites: Magery 2 and Seek Power.

Examples: A large vapor canteen runs for a month on an E cell; this amounts to about 1 fatigue every 45 minutes. A holobelt runs for a day on a B cell, which amounts to less than 1 fatigue per hour, so the minimum cost applies. A blaster pistol gets 20 shots out of a C cell: 1 fatigue for every 2 shots (round up). A Gauss needler pistol fires 100 needles on a B cell; given that its maximum RoF of 12 uses only 12% of 1 fatigue, and 100 rounds could last for days, the GM could rule that the minimum cost in this case is 1 fatigue per turn of firing.

Items: (a) Staff, wand or jewelry. Mage only, must touch.



Energy cost to create: 1,000. (b) Any device can be enchanted so that any mage willing to lend it power (possibly in addition to its normal power source) can do so. The mage need not know the spell; the enchantment supplies the magic. The enchanted device will also accept a Powerstone or Maintain Spell. Energy cost to create: 1 per 100 lbs. of device mass (round up); the minimum cost is 250.

Propel/TL

Regular

Similar to Lend Power, but used to propel engines; this spell provides mechanical motive power. For purposes of this spell, an “engine” is any device that converts fuel into mechanical motion; it could be anything from a lawn mower's engine to a starship's drive.

Divide the required MW/Horsepower/etc. by the mage's skill before converting it to required fatigue cost. The minimum is now 1 per 10 minutes. There is no other cost reduction for high skill.

Duration: Indefinite.

Cost: The GM will have to convert the engine's output into a fatigue rate equivalent (see the chart, p. 99). Minimum ST cost is 1 per hour; high skill does not reduce the cost.

Prerequisites: Create Fuel and Air Golem.

Examples: A lawn mower (5 horsepower): about 7 fatigue per hour. A mid-sized car (160 horsepower): about 4 fatigue per minute. You can spend less fatigue and underpower an engine, but 50 hp will move a car *very slowly*.

Items: (a) Staff, wand or jewelry. Mage only, must touch. Energy cost to create: 1,000. (b) Any engine can be enchanted so that any mage willing to propel it can do so. The mage need not know the spell; the enchantment supplies the magic. The enchanted engine will also accept a Powerstone or Maintain Spell. Energy cost to create: 1 per 100 lbs. of engine mass (round up); the minimum cost is 250.

Conduct Power/TL (VH)

Special

This spell turns the caster into a power conduit, a link between an active power source and a device in need of power. The spell has two “subjects”: the source and the sink. The range penalty is based on the total distance from source to caster plus caster to sink. If either the source or the sink cannot be seen, the roll is at -5; if neither can be seen, the roll is at -10!

A device may draw power through one mage or circle of mages at a time; if several mages are competing to supply a device, roll a Quick Contest of skill between casters, adjusting for range.

The maximum power a mage may safely conduct is HT x (Magery Squared) divided by four, in megawatts. Round to the nearest MW. Thus, a mage with HT 9 and Magery 2 could handle a steady stream of $9 \times (2 \times 2) / 4 = 9$ Megawatts safely. If a mage's safe level is exceeded, he must roll vs. HT every second, taking 1 fatigue for every excess MW (or fraction) on a failed roll. On a critical failure, he loses hit points equivalent to the ST loss! For a circle of mages, add the individual power ratings.

The low-TL versions of this spell allow the mage to tap natural powerhouses, such as waterfalls, the wind, forest fires, volcanoes . . .

Example: The spell could be cast on the fusion plant in a starship (the source) and a blaster pistol in the mage's hand (the sink). While the spell is maintained, the pistol is powered by the fusion plant. If the blaster is in the mage's hand and the

plant is 3 hexes beneath the catwalk he is standing on, the total distance is 3 hexes, for a -3 range penalty. If the catwalk obscures the mage's view of the power plant, he is at a further -5. (Note that the caster need not be looking at the power plant while firing the gun - just while casting the spell!)

The blaster normally draws power from a C cell, at an equivalent rate of $\frac{1}{2}$ fatigue per shot. With a top Rate of Fire of 3, this means that the heaviest power strain that a blaster requires is $1 \frac{1}{2}$ per second -- the equivalent of a steady stream of $\frac{1}{2}$ megawatts, since a single MW is the rough equivalent of 3 fatigue per turn! A mage would probably need Magery 2 to power a gatling laser, and only those with Magery 3 have a hope of powering heavy, ship-mounted weapons. Of course, also keep in mind that, while the mage engages in his gunfight, the fusion plant beneath him is suddenly being leeches of a large amount of power. If that plant is needed for a starship's life-support system, taking power from it could be dangerous.

Duration: 1 minute.

Cost: None to cast; 1 to maintain (due to the strain of the power's passage). This maintenance cost is not reduced by high skill.

Prerequisites: Magery and Seek Power.

Steal Power/TL (VH)

Regular

This spell allows a mage to steal power from a stored power source (such as power cells) to heal his fatigue. Note that if he drains all the energy from a rechargeable cell, it “burns out” and cannot be recharged.

Cost: None to the caster! The caster regains energy at a percentage of efficiency equal to his skill with the spell; a caster with skill 15, draining a power cell completely, would himself gain 15% of the power potential contained in the cell. The other 85% of the power in the cell is wasted.

Time to cast: 2 seconds per point of regained ST.

Prerequisites: Magery 2, Minor Healing and Conduct Power.

Item: Wand, staff or jewelry. Usable only by a mage. The mage and the item must both touch the source. Energy cost to create: 750.

Draw Power/TL (VH)

Special

Identical to Conduct Power, except that the second subject is the *caster*; a mage with Magery 2 could use a 40 MW fusion plant to provide him with a steady stream of 111 ST per turn to power his magic! The Draw Power spell must be cast first and counts as a spell “on” when casting the subject spell.

Duration: 1 minute.

Cost: None to cast; 1 to maintain (due to the strain of the power's passage). High skill does *not* reduce this maintenance cost.

Prerequisites: Steal Power and at least two spells from ten different colleges.

Item: Any magical item may be enchanted to be able to draw its power from a “conventional” source. Energy cost to create: 1,300.

Small Vision

see p. 65

A magnification level of 1,000 or better will allow the subject to read optical data storage media directly (each format is a distinct Language skill, with a difficulty level of “hard”).

Magnetic Vision

Regular

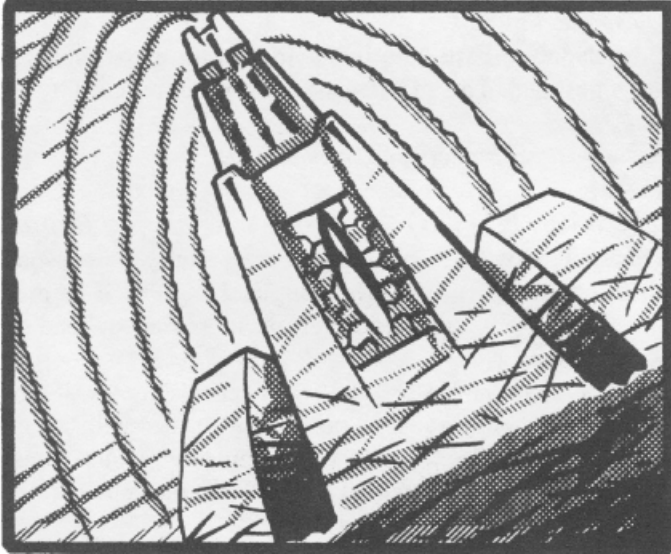
Reveals magnetic fields to the subject. They are brightest where densest and seem to flow from one magnetic pole to another. If the subject has Physics skill at TL6 of 12 or more, he can use it to estimate the strength of the magnetic field. If no magnetic object stronger than a kitchen magnet is within 1 hex of him, the subject can determine magnetic north. Combined with 1,000x Small Vision, the subject can read magnetic data storage media directly (each format is a distinct Language skill, with a difficulty level of "hard").

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Keen Eyes.

Item: Jewelry or spectacles. Must include a small magnet. Wearer only. Energy cost to create: 150.



Radio Hearing

Regular

The subject can "tune" his hearing to the radio and microwave portions of the electromagnetic spectrum. To select a particular frequency band, the subject must make an IQ roll (one try per turn). Weak signals require Hearing rolls to detect.

In addition to telegraphy (see p. B55), there are at least three more radio "Language" skills, each of them Mental/Hard, no default: Amplitude Modulation, Frequency Modulation and Phase Modulation. Each of these skills can further be split into one analog and a number of digital specializations.

Use the lower of the subject's skills with the radio Language and with the speaker's Language. GMs should not allow understanding of transmissions which are multiplexed (the subject hears hundreds of simultaneous conversations), encrypted (the subject hears a meaningless noise) or compressed (the subject hears a conversation speeded up hundreds of times).

Interference and noise translate into penalties to the Language skill used to understand the transmission.

Duration: 1 minute.

Cost: 2 to cast, 1 to maintain.

Prerequisites: Keen Ears.

Item: Jewelry (earrings are particularly appropriate). Wearer only. Energy cost to create: 150. Some enchanters create items (conch shells, typically) that turn the radio signal into an audible one; the user tunes it by concentrating.

Spectrum Vision (VH)

Regular

The subject can "tune" his vision to any portion of the electromagnetic spectrum: radio, microwave, infrared, ultraviolet, gamma . . . To switch wavebands, the subject must make an IQ roll (one try per turn). The GM may require rolls against various scientific skills to allow the subject to understand what he sees.

Realistically, wavelengths longer than the subject's eye size could not be perceived, but GMs may wish to ignore this.

Duration: 1 minute.

Cost: 4 to cast, 4 to maintain.

Prerequisites: Infravision.

Item: Jewelry or spectacles. Must include a small prism. Wearer only. Energy cost to create: 750.

RADIATION SPELLS

Radiation is insidious; it is odorless, invisible and silent. Fatal exposure can be reached in a few minutes, but death - an ugly, agonizingly painful death - can take weeks to come. The following rules detail the effects of radiation damage in **GURPS**, replacing (at the GM's option) the simpler rules presented in **GURPS Space**.

For spell purposes, the "default" of gamma radiation is assumed throughout these rules and any **GURPS** text, unless specifically noted. All radiation moves very fast on the human scale; thermal neutrons are the slowest, but still move a few *thousands* of hexes per second! For simplicity, treat all radiation as moving at the speed of light.

Aside from gamma rays, the following other varieties of ionizing radiation exist:

Alpha particles are helium nuclei (helions) stripped of their electrons. These heavy particles have very little penetrating power, being stopped by a few centimeters of air or by anything substantial. Alpha sources represent a danger only if they are in prolonged contact with the skin - in which case they cause burns very much like thermal burns, and skin cancer - or if ingested or inhaled; they are then 20 times more damaging to living tissue than equivalent gamma sources. Another danger they present is cascade radiation (not to be confused with induced radiation). Objects bathed in alpha radiation gradually become ionized, as the alpha particles strip electrons from the object's atoms.

Proton radiation is also possible: the GM should treat it as alpha radiation with roughly four times as much penetrating power. Proton radiation does ten times as much damage to living tissue as gamma radiation does.

Neutron radiation is not ionizing by itself. Neutrons are progressively absorbed by matter (including flesh, which becomes slightly radioactive as a result - metal becomes highly radioactive). About 180 yards of air, 2 yards of lead or half a yard of water will absorb a neutron beam. Because most of the human body's atoms are hydrogen, carbon, nitrogen and oxygen, which can each absorb one neutron without becoming radioactive, a neutron source has to be very powerful before it poses a threat.

Beta particles are free electrons. They are stopped by about 5 yards of air, ' inch of water or thin metal, wood or stone. Magnetic or electrostatic containment is also possible. Beta

radiation won't penetrate the skin. Like alpha sources, beta sources are therefore dangerous only if inhaled or ingested, or if in prolonged contact with the skin. Beta particles are five times as damaging to living tissue as gamma radiation is. Beta particles can cause cascade radiation, of so short-lived a nature as to be entirely negligible. So-called "delta radiation" is just energetic beta radiation produced when alpha or gamma radiation strips electrons from atoms it hits.

All of the above applies to the radiation given off by radioactive substances; the radioactivity found in cosmic rays (also known as Millikan rays), in the solar wind or in a planet's radiation belts can be much more energetic. Every time the energy of particulate radiation doubles, the penetrating power roughly triples. Cosmic rays made of particles typically penetrate *over a yard of lead!*

X-rays (also known as Roentgen rays) and gamma rays are high-energy light. They cannot induce radioactivity at all.

Protection Factor

All materials have a Protection Factor (PF), *which* determines how much energy (gamma radiation, specifically) the material will stop. A PF of 100 means the material lets only one hundredth of the radiation through.

An inch and half of steel, or half an inch of lead, or 750 yards of air, has a PF of 2; a yard of water has a PF of 8; a yard of earth has a PF of 27; a yard of concrete has a PF of 64; a yard of steel has a PF of 17 million.

Note that a high-energy particle beam hitting a thin slab of material will be turned into an intense spray of cascade gamma radiation.

Radiation Exposure

The radiation dose received by a creature is defined as the amount of energy absorbed divided by the absorbing mass. The International System unit of radiation dosage is the joule per kilogram or Gray (Gy); 1 Gy=1 J/kg. Other units include the roentgen (120 roentgens=1 Gy) and the rad (100 rads=1 Gy). While the Gray is the most common modern measurement, **GURPS** uses the more familiar rad.

Exposure levels from "hot" environments will generally be expressed in rads per unit of time. Such radiation "baths" affect large and small creatures uniformly. Rayguns, however, release a set quantity of energy; GMs should keep in mind that the raygun delivers all its energy into the same volume regardless of the size of the target, like a bullet.

Exposure to radiation is most likely when people are handling broken or tampered nuclear power sources. Here are very rough guidelines:

- A damaged nuclear battery from a wristwatch or flashlight . . . 1 rad/hour
- A raygun or radio power source . . . 5 rads/hour
- A mining tool or a moon-rover's power source . . . 100 rads/hour
- A tank or submarine power source . . . 400 rads/hour.

Here are some other sources of radiation exposure:

The body's own atoms . . . 0.025 rads/year

Bedrock . . . 0.10 rads/year

Maximum legal professional dose . . . 5 rads/year

One gram of ingested uranium-235 . . . 0.7 rads/day (mostly alpha)

Soil of the Chernobyl exclusion zone . . . 50 rads/year

Fallout on ground, one megaton ground fission blast: one day after . . . 7 rads/hour five hours after . . . 36 rads/hour two hours after . . . 2 rads/min. one hour after . . . 5 rads/min.

One gram of ingested californium-251 . . . 5 rads/min. (mostly alpha)

Solar flare, at Earth's distance . . . 15 rads/min.

One gram of ingested radium-226 . . . 16.5 rads/min. (mostly alpha)

Jupiter's radiation belts . . . 30 rads/min.

Smoking a cigarette . . . 0.003 rads

Routine medical X-ray . . . 0.04 to 1 rad

Professional Emergency Dose . . . 25 rads (once per lifetime)

One megaton fission air burst, 1 mile away . . . 10,000 rads

Food irradiation . . . 20,000 rads

The dosage from cosmic rays varies wildly, from trivial to highly dangerous and requiring lots of shielding. So many variables affect this, and the radiation levels experienced in Earth's Van Allen radiation belt, that GMs should simply tell players what they expect, and then surprise them when they get there!

Effects of Radiation

Radiation dose received is measured in rads. The more rads you receive, the more likely you are to suffer an ill effect. The GM should keep track of each character's radiation injuries, noting each dose and the date on which it was received. Each radiation injury heals separately from all others received; after a month, it starts healing at the rate of 10 rads per day. However, 10% of the original radiation injury will *never* heal.

For example, someone spends a day in a "hot" environment, accumulating a 200-rad dose. After 30 days, that particular injury starts to heal. After another 18 days, at the 20-rad level, the injury stops healing.

Every time the character receives a substantial dose, as well as every day he spends in a "hot" environment, he should roll on the Radiation Effects Table, below, using his current total *accumulated dose*.

Radiation Effects Table

Accumulated Dose	HT Mod.	Critical Success	Success	Failure	Critical Failure
Up to 10 rads	+0	None	None	A(6d)	B
Up to 20 rads	+0	None	A(6d)	B	C
Up to 40 rads	+0	A (6d)	B	C (1 HT)	D
Up to 80 rads	-1	A (5d)	B	C (2 HT)	D
Up to 160 rads	-3	A (4d)	B	C (3 HT)	D
Up to 4,000 rads	-5	A (3d)	B	C (4 HT)	D

Note: The HT modifier applies to all HT rolls the victim makes, whether for radiation, contagion, spell resistance, etc.

A: Radiation burns. Chronic, "somatic" damage -2 FIT for a week. Roll the indicated number of dice; if all come up sixes, the victim will develop cancer and die within a year. Starting a few hours after his irradiation and lasting through seven days, the victim has Low Pain Threshold (see p. B29)



if he had High Pain Threshold to start with, then it is nullified for the duration. Radiation also causes “genetic” damage, but very little is known about its likelihood. Human women, who never produce new ova, are more vulnerable than men, who constantly produce new spermatazoa. (Suggested rule: The offspring of a human female who has taken over 250 rads *ever*, or a human male who has taken over 100 rads in the last week, is completely at the GM's mercy. Any birth defect imaginable is possible.) Genetic damage under 100 rads is undetectable by late-TL7 medical science.

B: Hematopoietic syndrome. In addition to radiation burns, other effects occur within a day: nausea and vomiting lasting a day or two and loss of 1d ST, DX and IQ. Afterward, the victim rolls vs. HT daily: on a critical success, he recovers 2 points of ST, DX and IQ; on a success, he recovers 1 point of ST, DX and IQ; on a failure, he makes no improvement; on a critical failure, he relapses - he loses 1 point of ST, DX and IQ. As long as the victim's ST, DX and IQ are depressed, he also suffers from hemophilia (see p. B28).

C: Gastrointestinal syndrome. In addition to the hematopoietic syndrome, other effects occur within 1 to 3 weeks: *permanent loss* of the indicated HT, as well as losing all his body hair. The victim then starts losing 1 hit per day, rolling vs. HT daily: on a critical success, the hit-point loss stops and normal recovery can occur (the hair grows back). As long as hit points decline, the victim is at risk from opportunistic infections. He is also subject to bouts of nausea, vomiting, diarrhea, fever and prostration; roll vs. HT hourly or whenever the victim tries to do anything other than rest quietly. If HT falls below 4, the victim's teeth and nails also start to fall out.

D: As C, except that even a critical success on the HT roll won't stop the daily HT loss: death is certain.

A dose of over 4,000 rads induces *cerebrovascular death*: within an hour, the victim loses 2 hits, 2 IQ and rolls vs. HT to stay conscious. Repeat every hour. Other symptoms include diarrhea, vomiting, dizziness, low blood pressure, stupor, incoherence, hyperexcitability, loss of coordination and uncontrollable trembling. Unconsciousness is followed by convulsions and then death (when IQ or HT reaches zero).

A dose of 200 rads causes sterility and blindness for a few months, while a dose of 500 rads will permanently sterilize and blind (assuming the victim survives).

Hit Location

In some circumstances, only some of a person's body parts may be irradiated. For some cancers, a short hard burst of radiation is just what the doctor ordered! To assess the dose's effects, convert the body part's dose into an “equivalent wholebody dose”: divide a dose to the head or limbs by 15, one to the torso by 8, and one to the vitals by 4.

A very localized radiation injury causes the slow necrosis of the body part; over the course of several months, the blood vessels progressively fail and gangrene eventually sets in.

Another location effect is the depth of burn. Massive, highly-charged particles such as alphas quickly expend all their energy (e.g., in the skin). Lighter, uncharged particles (neutrons, gammas) are “whole-body” exposures, since they are just as likely to interact deep inside the body as with the skin.

Other Species

The rules above were designed with mammals in mind; for non-mammal PCs, apply the following modifiers to radiation doses to determine effects:

Avians: Divide effective dose by 5.

Reptiles/Amphibians: Divide effective dose by 4.

Fish: Divide effective dose by 3.

Insects: Divide effective dose by 80.

Arachnids: Divide effective dose by 100.

Crustaceans/Molluscs/Worms: Divide effective dose by 2.

Protozoans: Divide effective dose by 1,000.

Plants vary, but are generally very sensitive to radiation. A tree can be killed by as small a dose as 60 rads, for instance. Grasses are hardier, being able to survive doses of 2,000 rads or more. PC plant-races might fall anywhere in between or outside these ranges entirely, as the GM sees fit. Likewise, the responses of totally alien life forms are up to the GM.

See Radiation

Regular

Lets the subject see all radioactive items in his field of vision. Each such item will glow in proportion to its activity. Items hidden under clothes, behind walls, etc., will give off a glow depending on the amount of radiation getting through the shielding. Spells such as Radiation Jet will also become visible.

Duration: 1 minute.

Cost: 3 to cast, 2 to maintain.

Item: Staff, wand or jewelry. Energy cost to create: 400.

Seek Radiation

Information

Tells the caster the direction and approximate distance of the nearest source of radiation of any sort. Caster can also specify that he is looking for a specific sort of radiation (gamma, neutron, etc.). Any known highly-radioactive sources may be excluded if the mage specifies them before casting (almost everything is radioactive to some degree). Use the long-distance modifiers (p. B151 or p. M10).

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: See Radiation.

Item: A wand or stick which will point in the direction sought and click or ping in proportion to the strength of the source found. Energy cost to create: 60.

Irradiate

Makes an area radioactive.

Duration: 1 hour.

Base Cost: 1 per 10 rads/hour; half to maintain.

Prerequisites: Create Earth and Create Fire.

Item: Staff, wand or jewelry. Energy cost to create: 300.

Extinguish Radiation (VH)

Regular

Removes harmful radioactivity from an area.

Duration: Permanent.

Cost: 1 per 10 rads/hour, per hex.

Prerequisites: Magery 2, Extinguish Fire, Earth to Air and Irradiate.

Item: Staff, wand or jewelry. Energy cost to create: 1,500.

Resist Radiation

Regular

The subject (person, creature or object) and anything he carries becomes resistant to radiation. This is expressed in terms of Protection Factor (see p. 103).

This is also a Protection and Warning spell.

Duration: 1 minute.

Cost: 1 for PF 10, 2 for PF 100, 3 for PF 1,000. Half to maintain.

Prerequisites: At least three Radiation spells.

Items: (a) Any. Affects wearer only. Energy cost to create: 1,000. (b) Wand, staff or jewelry. Energy cost to create: 1,500.

Cure Radiation (VH)

Regular

Heals the subject of radiation damage; this spell reduces the accumulated radiation dose in the subject's body, including the 10% "permanent" retained dose. It does not restore already-lost HT or other injury, which must be healed by other means.

Duration: The dose is cured permanently.

Cost: 1 per 10 rads removed from the subject's body (minimum cost 5).

Time to cast: 30 seconds.

Prerequisites: Resist Radiation and Major Healing.

Item: Wand or staff. Must touch. Usable only by a mage or a non-mage with Physician 20+. Energy cost to create: 1,500.

Radiation Jet

Regular

Lets the caster shoot an invisible beam of radiation from one finger. Each turn, the caster rolls versus DX-4 or his Magic Jet skill to hit. The target may dodge or block (although ordinary shields won't offer any protection *at all*), but not parry this attack.

The spell can also fog photographic films, scramble electronics and so on.

Duration: 1 second.

Cost: 1 to 3. Inflicts a dose of 10 rads per point of ST spent to a human-sized target. Range is equal to cost. Same to maintain.

Prerequisites: Irradiate and Resist Radiation.

Item: Staff or wand. Mage only. The jet issues from the item's tip. Energy cost to create: 600.

Breathe Radiation (VH)

Regular

Similar to Radiation Jet, except that the radiation issues from the caster's *mouth*, and it cannot be maintained. The caster rolls to hit against DX-2 or his Magic Breath skill (p. M105). This counts as an action; the caster must be facing his

Area

target. No *hand* gestures are required to cast this spell; certain lip and tongue motions are made instead. Thus Breathe Radiation can be cast "no hands" at any level of skill.

Duration: 1 second.

Cost: 1 to 4. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: Magery 2 and Radiation Jet.

Item: jewelry. Mage only. Energy cost to create: 1,200.

METAL AND PLASTIC SPELLS

In the following spells, 1 "hex" of metal, where it matters, is equivalent to 1 ton (the hex's thickness then depends on the metal's density).

For the purposes of these spells, a "metal" is any conducting material. A "plastic," by contrast, is any artificial non-conducting non-living polymer material. If it isn't a) animal, b) stone/earth/ceramic/glass, c) water/simple liquid, d) air/gas, e) plant/wood (living or dead), f) metal, then it's "plastic." No Earthly life is made of plastic, but creatures of living plastic could be found elsewhere . . .

Seek Metal

Information

Identical to the Seek Earth spell.

Seek Plastic

Information

Tells the caster the direction and approximate distance of the nearest significant quantity of plastic. Use the long-distance modifiers (p. B151 or p. M10). Any particular types or known quantities of plastic may be excluded if the caster specifically mentions them before beginning.

Cost: 3.

Time to cast: 10 seconds.

Item: Wand, staff or jewelry. Energy cost to create: 60.

Earth to Stone

see p. M32

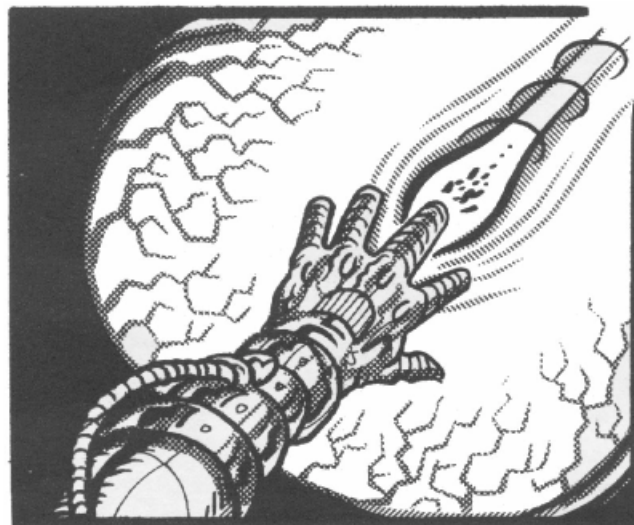
Can change objects of earth or clay into metal for double cost and objects of stone into metal at the regular cost.

GMs should be careful not to let players use this to start churning out gold coins . . .

Stone to Earth

see p. M32

Can change metallic objects into stone for regular cost and into earth for double cost.



Flesh to Stone

see p. M32

The subject may be turned into a metallic statue for double cost.

Stone to Flesh

see p. M32

A metallic subject costs twice as much to restore.

Earth to Air

see p. M32

Costs triple on metal.

Identify Metal

Information

Tells the caster what metal he is dealing with. He must touch the metal to be identified.

Cost: 1.

Prerequisite: Seek Metal.

Identify Plastic

Information

Tells the caster what plastic he is dealing with. He must touch the plastic to be identified.

Cost: 1.

Prerequisite: Seek Plastic.

Shape Metal

Regular; Special resistance

Lets the caster move solid or liquid metal around and shape it into any form. If the form is stable, it will remain permanently after shaping. An unstable form will last only while the spell continues - though no special concentration is required -and then break and collapse. A successful Engineering roll may be required to create a stable arch, overhang or other structure. Solid metal moved with this spell travels at only h hex per turn; liquid metal will flow at that speed uphill, but will go much faster horizontally (speed 4) or downhill (up to speed 10).

If this spell is cast on a magic item, the item resists with the effective skill of its enchanter. An AI, robot, intelligent weapon, etc., will resist the spell with its IQ.

Duration: 1 minute.

Cost: 6 per hex of metal shaped (4 for soft metals such as lead, gold or magnesium), half to maintain.

Prerequisites: Magery and either Shape Stone or at least six Tech spells.

Shape Plastic

Regular

Similar to Shape Metal, but affects "plastic." Material moved with this spell travels at h hex per turn or faster if ductile or liquid.

Duration: 1 minute.

Cost: 6 per hex of plastic shaped, half to maintain.

Prerequisites: Magery and either Shape Plant or at least six Tech spells.

Metal Vision

Regular

Lets the subject see through metal to gaze upon whatever lies beyond - past the door, inside the chest, etc. Certain metals resist (lead) or flatly block this spell.

This is also a Knowledge spell.

Duration: 30 seconds.

Cost: 2 per 5 hexes of depth (maximum 25 hexes) to cast, same to maintain.

Prerequisite: Shape Metal.

Item: Any. Works for wearer only. Energy cost to

create: 800.

Plastic Vision

Regular

Lets the subject see through plastic.

This is also a Knowledge spell.

Duration: 30 seconds.

Cost: 2 per 5 hexes of depth (maximum 25 hexes) to cast, same to maintain.

Prerequisite: Shape Plastic.

Item: Any. Works for wearer only. Energy cost to create: 800.

Body of Metal (VH)

Regular; Resisted by HT

Subject becomes an animated statue of metal. Clothes (up to 6 pounds) also become metallic, but lose any magic powers they might have had. He does not need to breathe while the spell lasts. He may still speak, cast spells, etc.

His Speed goes down to 3. He acquires PD 4, DR equal to TL/2 - PD 0, DR 1 against electrical attacks. His punches and kicks do +2 damage.

He takes only half damage from Fire and Water combat spells and none from Air spells. Each 6 points of energy put into Shape Metal hinders the subject by 1 point of Move and Dodge.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 12 to cast, 6 to maintain.

Time to cast: 5 seconds.

Prerequisites: Magery 2 and Shape Metal.

Item: Staff, wand or jewelry. Wearer only. Energy cost to create: 3,000.



SPELL TABLE

This section can be copied and used for reference, especially when creating characters. The "grimoire" form on p. 128 may also be photocopied for your own use; it is especially handy to copy it onto the back of a wizard's Character sheet.

Notes: An asterisk (*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A "-" indicates that the column does not apply.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
9	(Animal) Control	Reg./R-IQ	Animal	1 sec.	1 min.	varies#	Beast-Soother
50	Accelerate Time*	Area/R-Spec.	Gate	2 sec.	1 min.#	varies#	M2, IQ 15+, 2 spells ea. from 10 colleges
37	Acid Ball	Missile	Acid (Water)	1 to 3 sec.	Instant	1 to 3	M2, Create Acid
37	Acid Jet	Regular	Acid (Water)	1 sec.	1 sec.	1 to 3/s	M2, Water Jet, Create Acid
18	Agonize	Reg./R-HT	Body Control	1 sec.	1 min.	8	M2, Sensitize
24	Air Vision	Regular	Air	1 sec.	1 min.	1 per mi./h	Shape Air
25	Air Vortex	Area/R-HT or DX	Air	2 sec.	10 sec.	8/3	M2, Body of Air, Whirlwind
23	Alter Terrain*	Area	Earth	10 sec.	2d days	1#	M3, all 4 elemental Shape spells, Shape Stone
18	Alter Voice	Reg./R-HT	Body Control	30 sec.	1 hr.	3/2	4 Body Control and 4 Sound spells
16	Ambidexterity	Regular	Body Control	1 sec.	1 min.	3/2	Dexterity
38	Amulet	Enchantment	Enchantment	-	Indef.#	50/pt. magic resist.	Talisman for appropriate spell
98	Animate Machine/TL*	Reg./R-IQ	Tech	sec.=cost	1 min.	varies#	Machine Control, either Animation or Animate Object
67	Animate Object*	Reg./R-Spec.	Mk-Brk	3 sec.	1 min.	1 per 5 lbs.#	M2, 3 Shape spells
87	Animate Shadow	Reg./R-HT	Necro.	2 sec.	10 sec.	4/4	Skull-Spirit, Shape Darkness
85	Astral Block	Area	Necro	2 sec.	10 min.	4/2#	Summon Spirit, Repel Spirit
61	Astral Vision*	Regular	Knowledge	1 sec.	1 min.	4/2	Sense Spirit, See Invisible
99	Awaken Computer/TL*	Regular	Tech	10 sec.	1 hr.	varies#	Animation, Wisdom
16	Balance	Regular	Body Control	1 sec.	1 min.	5/3	Boost Dexterity
28	Ball of Lightning	Regular	Electricity (Air)	1 to 3 sec.	1 min.	2 to 6/h#	Apportation, Lightning
44	Beacon	Area	Gale	30 sec.	24 hrs.	10/h#	Teleport, Timeport or Plane Shift
9	Beast-Rouser	Regular	Animal	1 sec.	1 hr.#	1 to 3	Vexation or Animal Empathy advantage
91	Bladeturning	Reg./R-Spec.	Protection	1 sec.	1 min.	2/2	Shield or Turn Blade
88	Blight	Area	Plant	5 min.	Varies#	1#	Plant Growth
81	Blink Other*	Blocking	Movement	none	Instant	2	Blink
91	Block	Blocking	Protection	none	Instant	1 per point PD#	M
90	Body of Algae	Beg./R-HT	Plant	5 sec.	1 min.#	6/2	M1, Plant Form, Shape Water
31	Body of Flames*	Reg./R-HT	Fire	1 sec.	1 min.	12/4	Breathe Fire
36	Body of Ice*	Reg./R-HT	Ice (Water)	5 sec.	1 min.	7/3	M2, Body of Water, Freeze
29	Body of Lightning *	Reg./R-HT	Electricity (Air)	5 sec.	1 min.	12/4	M2, Lightning
106	Body of Metal*	Reg./R-HT	Tech.	5 sec.	1 min.#	12/6	M2, Shape Metal
65	Body of Shadow*	Reg./R-HT	Lt-Dk	5 sec.	1 min.	6/3	M2, Shape Darkness
25	Body of Wind	Reg./R-HT	Air	2 sec.	1 min.	8/4	M3, Body of Air, Windstorm- 1 spell ea. from 5 colleges
89	Body of Wood	Reg./R-HT	Plant	5 sec.	1 min.	7/3	M2, Plant Form
51	Body-Reading	Info./R-IQ	Healing	30 sec.	Instant	2	Sense Life or Awaken
33	Boil Water	Regular	Water	10 sec.	Perm.#	varies#	Shape Water, Heat
13	Boost (Attribute)	Reg. or Block.	Body Control	none	Instant	1 per +	varies#
13	Boost Dexterity	Reg. or Block.	Body Control	none	Instant	1 per +	Dexterity
13	Boost Health	Reg. or Block.	Body Control	none	Instant	1 per +	Vigor
13	Boost Strength	Reg. or Block.	Body Control	none	Instant	1 per +	Might
105	Breathe Radiation*	Regular	Tech.	2 sec.	1 sec.	1 to 4	M2, Radiation Jet
34	Breathe Steam*	Regular	Water	2 sec.	1 sec.	1 to 4	M, Steam Jet, Resist Fire
65	Bright Vision	Regular	Lt-Dk	1 sec.	1 min.	2/1	Keen Eyes or 5 Light and Darkness spells; no Blindness
31	Burning Death*	Reg./R-HT	Fire	3 sec.	1 sec.	3/2	M2, Heat, Sickness
30	Burning Touch	Regular	Fire	1 sec.	Instant	1 to 3	M2, 6 Fire spells incl. Heat
16	Cadence	Regular	Body Control	10 sec.	1 hr.	5/3#	Haste, Dexterity
92	Catch Missile	Blocking	Protection	none	Instant	2	Deflect Missile
71	Catch Spell*	Blocking	Meta-spell	none	Instant	3	M2, Return Missile, DX 12+
74	Charge Powerstone*	Regular	Meta-spell	10 min.	Indef.	3 per point	M3, Powerstone, Lend Strength
15	Choke	Reg./R-HT	Body Control	1 sec.	10 sec.	4/4	M, 5 Body Control Spells incl. Spasm
52	Cleansing	Reg./R-Spec.	Healing	1 sec.	Perm.	varies#	Minor Healing, Shatter, Sterilize
81	Cloud-Vaulting*	Regular	Movement	1 sec.	1 sec./100 mi.	7	M2, Jump, Cloud-Walking
81	Cloud-Walking	Regular	Movement	1 sec.	1 hr.	3/2	Walk on Air, Walk on Water
77	Command	Block./R-IQ	Mind	none	Instant	2	M2, Forgetfulness
20	Communication*	Regular	Comm.	4 sec.	1 min.	4/4#	Wizard Eye, Far-Hearing, Voices, Simple Illusion
76	Compel Lie	Reg./R-IQ	Mind	1 sec.	5 min.	4/2	Emotion Control
89	Conceal	Area	Plant	4 sec.	1 hr.	varies#	Plant Growth
24	Concussion	Missile	Air	1 to 3 sec.	Instant	2 per die#	Shape Air, Thunderclap
33	Condense Steam	Area	Water	10 sec.	Perm.#	1#	Cold or Boil Water
101	Conduct Power/TL*	Special	tech.	1 sec.	1 min.	0/1#	61, Seek Power
64	Continual Mage Light	Regular	Lt-Dk	1 sec.	varies#	varies#	Mage Sight, Continual Light
64	Continual Sunlight	Area	Lt-Dk	1 sec.	varies#	3	Sunlight
68	Contract Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	M3, Change Object
49	Control Gate	Reg./R-gate	Gate	10 sec.	1 min.	6/3	M3, Seek Gate
14	Control Limb	Reg./R-IQ	Body Control	1 sec.	5 sec.	3/3#	M, 5 Body Control spells incl. Spasm
93	Converse	Regular	Sound	1 sec.	Indef.#	2	M, Garble, Silence
27	Cool	Area	Weather (Air)	1 min.#	1 hr.	1/10/s	Cold, 6 Air Spells
35	Coolness	Regular	Ice (Water)	10 sec..	1 hr.	2/1	Cold
17	Corpulence*	Reg./R-HT	Body Control	3 sec.	10 min.	6/6	M2, Create Earth, Create Water, 4 Body Control spells#
37	Create Acid	Regular	Acid (Water)	2 sec.	Perm.#	4 per gal.#	M, Create Water, Create Earth
48	Create Door	Regular	Gate	5 sec.	10 sec.	2 per hex/s	Teleport, 1 "Walk Through" spell
100	Create Fuel/TL	Regular	Tech.	30 sec.	Perm.	1 per lb.	Seek fuel, 2 transmutation spells
49	Create Gate*	Regular	Gate	sec.=cost	1 min.	10 x spell cost#	Control Gate, one of Teleport, Timeport or Planeshift

Under *prerequisites*, Magery is abbreviated M, Magery 2 is M2, and so on.

Under *class*, an "R" indicates that the spell can be resisted. Then entry after the dash shows what resists the spell.

Under *energy*, if two numbers are separated by a slash, the first is the cost of cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.

Under *time to cast*, "Instant" means that the effect occurs as soon as the spell is finished, and is completed immediately.

"Special" just means that the description is too complex to fit on a table see appropriate page number (also shown on the table).

A "#" sign means that there are exceptions to the amount given-see the appropriate page number.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisite
35	Create Ice	Regular	Ice (Water)	1 sec.	Perm.#	2 per gal.	Freeze
57	Create Mount	Regular	Illusion	3 sec.	1 hr.	8/3	M3, Create Animal
33	Create Steam	Area	Water	-	5 min.#	2	Boil Water
32	Create Well	Regular	Water	1 min	Perm.	5 x gal./hr.#	Dry Well, Shape Water
55	Cure Addiction*	Reg./R-#	Healing	1 hr.	Perm.	varies#	Relieve Addiction
52	Cure Dehydration	Regular	Healing	10 sec.	Perm.	2 per Fatigue#	M, Minor Healing, Create Water
55	Cure Insanity*	Regular	Healing	1 hr.	Perm.	varies#	Major Healing, Relieve Madness, 5 Mind Control spells
105	Cure Radiation*	Regular	Tech.	30 sec.	Perm.	per 10 rads#	Resist Radiation, Major Healing
52	Cure Starvation	Regular	Healing	10 sec.	Perm	2 per Fatigue#	M, Minor Healing, Create Food
34	Current	Spec./Area	Weather (Water)	1 min.	1 hr.	1/50/s	8 Water spells.
40	Dancing Shield	Enchantment	Enchantment	-	Perm.	250/lb.#	Enchant, Air-Golem
17	Decapitation*	Reg./R-HT+2	Body Control	2 sec.	Perm.	6	M2, Alter Body
40	Defending Shield	Enchantment	Enchantment	-	Perm.	varies#	Enchant, Dexterity
40	Defending Weapon	Enchantment	Enchantment	-	Perm.	varies#	Enchant, Air-Golem
91	Deflect Missile	Blocking	Protection	none	Instant	1	Apportation
91	Detect Poison	Area/Info.	Protection	2 sec.	Instant	2	Sense Danger or Test Food
24	Devitalize Air	Area	Air	-	-	2	Destroy Air
75	Disorient	Area/R-IQ	Mind	10 sec.	varies#	1	Foolishness
70	Displace Spell	Reg./R-spell	Meta-spell	5 sec.	Indef.#	1 /4 spell cost#	Suspend Magic
81	Distant Blow	Regular	Movement	3 sec.	5 sec.	3/3	M2, Apportation
48	Divert Teleport*	Block./R-spell	Gate	1 sec.	Instant	varies#	M3, Trace Teleport
59	Divination	Information	Knowledge	1 hr.#	Instant	10	History, others#
40	Doppelganger*	Enchantment	Enchantment	-	Perm.#	1,000	M3, Golem, History, Enslave
73	Drain Magery*	Reg./R-IQ+Magery	Meta-spell	10 min.	Perm.	30	M3, Suspend Magery
101	Draw Power/TL*	Special	Tech.	1 sec.	1 min.	0/1#	Steal Power, 2 spells from 10 colleges
21	Dream Projection	Regular	Comm.	1 min.	1 min.	3/3	Dream Sending
21	Dream Sending	Reg./R-IQ	Comm.	1 min.	1 hr.	3#	Dream Viewing
21	Dream Viewing	Reg./R-IQ	Comm.	10 sec.	1 hr.	2/1	Truthsayer, Sleep
32	Dry Well	Regular	Water	1 min.	Perm.	3 x gal./hr.#	Destroy Water, Shape Earth
77	Dull Ears	Reg./R-HT	Mind	1 sec.	30 min.	1 to 3/h#	none
77	Dull Eyes	Reg./R-HT	Mind	1 sec.	30 min.	1 to 3/h#	none
77	Dull Nose	Reg./R-HT	Mind	1 sec.	30 min.	1 to 3/h#	none
78	Dullness*	Reg./R-HT	Mind	1 sec.	10 min.	2 to 10/h#	Any 2 Dull spells
56	Duplicate	Regular	Illusion	sec.=cost	hidet.4	3 per 5 lbs.	Create Object, Copy
24	Earth to Water	Regular	Earth	1 sec.	Perm.	varies#	M, Create Water, Shape Earth
63	Echoes of the Past	Regular	Knowledge	10 sec.	1 min.	2/2#	M2, History, Voices
76	Ecstasy*	Reg./R-IQ	Mind	3 sec.	10 sec.	6	M2, Emotion Control
42	Effigy*	Enchantment	Enchantment	-	Perm.	1,000	Enchant, Scryfool, Ward
28	Electric Armor	Regular	Electricity (Air)	1 sec.	1 min.	7/4	M, Lightning, Resist Lightning
27	Electric Missiles	Regular	Electricity (Air)	3 sec.	1 min.	4/2#	Electric Weapon
27	Electric Weapon	Regular	Electricity (Air)	2 sec.	1 min.	4/1	M2, Lightning
78	Encrypt	Reg./R-Spec.	Mind	1 sec.	1 week#	1 per 10 hexes#	Daze
69	Enlarge Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	Extend Object
19	Enlarge Other*	Reg./R-HT	Body Control	10 sec.	1 hr.	varies#	M3, Enlarge
19	Enlarge*	Regular	Body Control	5 sec.	1 hr.	varies#	M2, Alter Body
39	Ensorcel*	Ench./R-Spec.	Enchantment	-	Perm.#	200 x spell cost	Malefice
75	Enthrall	Spec./R-IQ	Mind	1 sec.	1 hr.#	3/3	Forgetfulness, Daze, Slow
37	Essential Acid*	Regular	Acid (Water)	1 sec.	Perm.#	8 per gal.	6 Acid spells
26	Essential Air	Area	Air	3 sec.	Perm.	2	6 Air spells
22	Essential Earth	Regular	Earth	30 sec.	Perm.	8/hex	6 Earth spells
43	Essential Food*	Regular	Food	30 sec.	Perm.	3/meal#	M2, Banquet, Create Food
86	Evisceration*	Reg./R-HT or IQ	Necro.	5 sec.	varies#	10	M3, Apportation, Steal Health
66	Explode*	Regular	Mk-Brk	1 sec.	Instant	2 to 6	M2, Shatter, Apportation
68	Extend Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	M3, Change Object
105	Extinguish Radiation*	Regular	Tech.	1 sec.	Perm.	per 10 rads/hr./hex	M2, Extinguish Fire, Earth to Air, Irradiate
69	False Aura	Reg./Area/R-IQ	Meta-spell	10 sec.	10 hrs.	4/2#	Conceal Magic, Aura
88	False Tracks	Reg./R-IQ	Plant	1 sec.	1 min.	2/1	Shape Plants, Shape Earth
61	Far-Feeling	Regular	Knowledge	3 sec.	1 min.	3/1	M
43	Far-Tasting	Regular	Food	3 sec.	1 min.	3/1	M, either Seek Food or Seek Air; no anosmia
75	Fascinate	Reg. or Block./R-IQ	Mind	1 sec.	Indef.	4/none	Daze
29	Fast Fire	Regular	Fire	1 sec.	1 min.	varies	Slow Fire
67	Fasten	Reg./R-DX	Mk-Brk	1 sec.	Perm.	3#	Knot
30	Fire Cloud	Area	Fire	sec.=cost#	10 sec.	1 to 5#	Shape Air, Fireball
30	Flameturning	Blocking	Fire	None	Instant	2	Resist Fire, or Apportation and Shape Fire
31	Flaming Armor	Regular	Fire	1 sec.	1 min.	6/3	M, Resist Fire, Flame Jet
35	Flesh to Ice*	Reg./R-HT	Ice (Water)	2 sec.	Perm.#	12	M, Frostbite, Body of Water
80	Flying Carpet*	Regular	Movement	5 sec.	10 min.	varies#	Flight, or M2 and Walk on Air
92	Force Wall	Regular	Protection	1 sec.	10 min.	2 per hex/s	Force Dome
32	Foul Water	Area	Water	-	Perm.#	3#	Purify Water, Decay
14	Frailty	Reg./R-HT	Body Control	1 sec.	1 min.	2 per -/s#	Lend Strength
79	Freedom	Regular	Movement	1 sec.	1 min.	2 per +/s#	3 spells ea. - Body Control, Movement, Prot. & Warning
16	Fumble	Block./R-DX	Body Control	none	Instant	5	Clumsiness
93	Garble	Reg./R-IQ	Sound	1 sec.	1 min.	4/2	Voices
17	Gauntmess*	Reg./R-HT	Body Control	3 sec.	10 min.	6/6	M2, Earth to Air, Destroy Water, 4 Body Control spells#
41	Ghost Weapon	Enchantment	Enchantment	-	Perm.	250/lb.#	Enchant, Solidify
75	Glib Tongue	Reg./R-IQ	Mild	1 sec.	5 min.	2/1	Suggestion
96	Glitch/TL	Reg./R-HT	Tech.	1 sec.	Instant	3	Machine Control
64	Gloom	Area	Lt-Dk	sec.=cost#	varies#	varies#	Continual Light
64	Glow	Area	Lt-Dk	sec.=cost#	varies#	varies#	Continual Light
41	Graceful Weapon	Enchantment	Enchantment	-	Perm.	150/lb.#	Enchant, Apportation
79	Grease	Area	Movement	1 sec.	10 min	3/3	Haste
76	Great Hallucination*	Reg./R-IQ	Mind	4 sec.	1 min.	6/3	M2, Hallucination
12	Great Shapeshifting*	Special	Animal	5 sec.	1 min.	8/4	M3, Alter Body, 4 Shapeshifting, 10 other spells
17	Hair Growth	Reg./R-HT	Body Control	1 sec.	5 sec.	1/1	5 Body Control spells
16	Haircut	Reg./R-HT	Body Control	2 sec.	Instant	2	Weaken, 2 Body Control spells

Page	Spell Name	Class	College	Time to Cast	Duration	Energy	Prerequisites
76	Hallucination	Reg./R-IQ	Mind	3 sec.	1 min.	4/2	Madness, Suggestion
71	Hang Spell*	Special	Meta-spell	10 sec.	1 hr.	spell cost/s#	Delay
91	Hardiness	Blocking	Protection	none	Instant	1 per point DR#	Stiffen
52	Healing Slumber	Reg./R-#	Healing	30 sec.	8 hrs.	6	M2, Peaceful Sleep, Minor Healing
20	Hide Emotion	Regular	Comm.	1 sec.	1 hr.	2/1	Sense Emotion
44	Hide Object	Regular	Gate	10 sec.	1 hr.	1 per lb./s	Hideaway, Teleport
14	Hold Breath	Regular	Body Control	1 sec.	1 min.	4/2	M, Vigor
78	Hold Fast	Blocking	Movement	none	Instant	1 per hex	Apportation
42	Homunculus	Enchantment	Enchantment	-	Perm.	800	Enchant, Mind-Sending
15	Hunger	Reg./R-HT	Body Control	5 sec.	1 day#	2	M, Fatigue, Decay
9	Hybrid Control*	Reg./R-IQ	Animal	1 sec.	1 min.	6/3	2 Animal Control spells
36	Icy Breath*	Regular	Ice (Water)	2 sec.	1 sec.	1 to 4	M, Snow Jet, Resist Cold
36	Icy Missiles	Regular	Ice (Water)	3 sec.	1 min.	4/2	Icy Weapon
35	Icy Touch	Regular	Ice (Water)	1 sec.#	Perm.#	2 per 1/4" #	M, 4 Ice spells
106	Identify Metal	Information	Tech.	1 sec.	Instant	1	Seek Metal
106	Identify Plastic	Information	Tech.	1 sec.	Instant	1	Seek Plastic
62	Images of the Past	Regular	Knowledge	10 sec.	1 min.	3/3#	M2, History, Simple Illusion
93	Imitate Voice	Reg./R-HT	Sound	1 sec.	1 min.	3/1	Voices
90	Immurement	Reg./R-IQ	Plant	3 sec.	Indef.#	8	M2, Walk Through Wood
79	Increase Burden	Reg./R-Spec.	Movement	3 sec.	10 min.	varies#	Apportation
58	Initiative	Area	Illusion	10 sec.	varies#	1/3 per + #	Independence, Wisdom
56	Inscribe	Area/R-IQ	Illusion	1 sec.	1 min.	1/1#	Simple Illusion, Copy
20	Insignificance	Reg./R-Spec.	Comm.	10 sec.	1 hr.	4/4	Persuasion, Avoid
52	Instant Neutralize Poison*	Regular	Healing	1 sec.	Instant	8	M2, Neutralize Poison
104	Irradiate	Area	Tech.	1 sec.	1 hr.	per 10 rads/hr./h	Create Earth, Create Fire
79	Jump	Regular	Movement	1 sec.	1 min.	1 to 3#	Apportation
58	Know Location	Information	Knowledge	10 sec.	Instant	2	M, Tell Position
43	Know Recipe	Info/R-Spec.	Food	10 sec.	Instant	3	Seek Food, History
58	Know True Shape	Information	Knowledge	1 sec.	Instant	2	M, either Aura or Know Illusion, and any shifting spell#
40	Leak	Enchantment	Enchantment	-	Perm.	100	Hideaway
100	Lend Power/TL	Regular	Tech.	1 sec.	Indef.	varies#	M2, Seek Power
72	Lend Spell	Regular	Meta-spell	3 sec.	Perm.	spell cost#	M, Lend Skill, spells from 6 colleges
18	Lengthen Limb	Regular	Body Control	5 sec.	1 min.	2/2	M3, Shapeshifting
78	Light Tread	Regular	Movement	1 sec.	10 min.	4/1	Apportation, Shape Earth
28	Lightning Stare*	Regular	Electricity (Air)	2 sec.	1 sec.	1 to 4	M, Lightning, Resist Lightning
28	Lightning Whip	Regular	Electricity (Air)	2 sec.	10 sec.	1 per 2 hexes#	M, Lightning
78	Long March	Reg./R-ST	Movement	1 min.	1 day	3	M, either Clumsiness or Fatigue
76	Lure	Area/R-IQ	Mind	10 sec.	1 hr.	2/2	Emotion Control
96	Machine Control/TL	Regular	Tech.	1 sec.	1 min.	6/3	Reveal Function, Locksmith, Lightning
98	Machine Possession/TL	Reg./R-IQ	Tech.	30 sec.	1 min.	6/2	Machine Control, either Rider Within or Soul Rider
96	Machine Speech/TL	Regular	Tech.	1 sec.	1 min.	5/3	Machine Summoning
96	Machine Summoning/TL	Regular	Tech.	4 sec.	1 min.	4/2	Machine Control
64	Mage Light	Regular	Lt-Dk	1 sec.	1 min.	varies#	Mage Sight, Light
102	Magnetic Vision	Regular	Tech.	1 sec.	1 min.	2/1	Keen Eyes
72	Maintain Spell*	Special	Meta-spell	2 sec.#	Indef.#	spell cost#	Link
39	Malefice*	Ench/R-Spec.	Enchantment	-	Indef.#	250	Enchant, Seeker
97	Malfunction/TL	Reg./R-HT	Tech.	1 sec.	1 min.	5	M2, Glitch
42	Manastone*	Enchantment	Enchantment	-	Indef.	5/casting	Enchant
67	Mapmaker	Special	Mk-Brk.	10 sec.	1 hr.	4/2	Inscribe, Measurement
87	Materialize	Spec./R-ST or IQ	Necro.	1 sec.	1 min.	5/5	Summon Spirit#
59	Memorize	Regular	Knowledge	2 sec.	10 sec.	3	Wisdom or 6 Knowledge spells
12	Merging Shapeshifting*	Spec./R-IQ	Animal	30 sec.	1 hr.	8/3	M3, 2 Shapeshift Other, 2 Body Cont., 2 (Animal) Cont.
94	Message	Reg./R-spell	Sound	varies#	varies#	1 per 15 sec.	Great Voice, Seeker
106	Metal Vision	Regular	Tech.	1 sec.	30 sec.	2 per 5 hexes/s#	Shape Metal
65	Mirror	Regular	Lt-Dk	1 sec.	1 min.	2 per hex/s	Colors
23	Move Terrain*	Area/R-Spec.	Earth	1 min.	1 hr.#	10/8	Alter Terrain, Hide Object
22	Mud Jet	Regular	Earth	1 sec.	1 sec.	1 to 3	Water Jet, Create Earth, Shape Earth
94	Musical Scribe	Regular	Sound	1 sec.	1 min.	3/1#	Scribe
67	Mystic Mark	Reg./R-Spec	Mk-Brk	10 sec.	Perm.#	3	Dye, Trace
77	Oath	Reg./R-Spec.	Mind	1 min.	Perm.	4	M, Emotion Control
42	One-College Powerstone	Enchantment	Enchantment	-	Perm.	12/casting	Enchant
22	Partial Petrification*	Reg./R-HT	Earth	3 sec.	Perm.	12	M2, Flesh to Stone
11	Partial Shapeshifting*	Reg./R-IQ	Animal	10 sec.	1 hr.	varies#	M3, Shapeshift Other, Alter Body
41	Penetrating Blade	Enchantment	Enchantment	-	Perm.	varies#	Enchant, Find Weakness
14	Perfume	Reg./R-HT	Body Control	1 sec.	10 min.	2/1	Itch or Odor
10	Perm. Beast Possession*	Reg./R-IQ	Animal	1 min.	Indef.	20	M2, Beast Possession
98	Perm. Machine Possession/TL	Reg./R-IQ	Tech.	5 min.	Indef.#	30	M3, Machine Possession
12	Perm. Shapeshifting*	Regular	Animal	1 min.	Indef.	varies#	M3, Shapeshift Other, Alter Body
57	Phantom*	Area	Illusion	1 sec.	1 min.	5/h#	M2, Perfect Illusion, Hinder, Apportation
46	Phase	Blocking	Gate	none	Instant	3	M3, either Plane Shift or Ethereal Body
46	Phase Other*	Blocking	Gate	none	Instant	3	Phase
45	Planar Visit*	Special	Gate	30 sec.	1 min	4/2#	M2, either Projection or Planar Summons
46	Plane Shift Other*	Reg./R-IQ	Gate	5 sec.	Perm.	20#	M, Plane Shift
46	Plane Shift*	Special	Gate	5 sec.	Perm.	20#	Planar Summons
89	Plant Control	Reg./R-IQ	Plant	1 sec.	1 min.	3/h	Plant Sense
90	Plant Form Other*	Spec./R-IQ	Plant	30 sec.	1 hr.	5/2	M2, Plant Form
89	Plant Speech	Regular	Plant	1 sec.	1 min.	3/2	M, Plant Sense
88	Plant Vision	Regular	Plant	1 sec.	30 sec.	1 per 10 hexes/s#	Shape Plant
106	Plastic Vision	Regular	Tech.	1 sec.	30 sec.	2 per 5 hexes/s#	Shape Plastic
88	Pollen Cloud	Area/R-HT	Plant	1 sec.	5 min.#	1	Shape Plant
43	Prepare Game	Regular	Food	10 sec.	Perm.	2	Purify Food
20	Presence	Reg./R-Spec.	Comm.	10 sec.	1 hr.	4/4	Persuasion, Lure
100	Preserve Fuel/TL	Regular	Tech.	1 sec.	1 week	4 per lb./h	Test Fuel
61	Projection	Regular	Knowledge	3 sec.	1 min.	4/2	Sense Spirit, 4 Knowledge spells
101	Propel/TL	Regular	Tech.	1 sec.	Indef.	varies#	Create Fuel, Air-Golem

Page	Spell Name	Class	College	Time to Cast	Duration	Energy	Prerequisites
80	Pull	Regular	Movement	5 sec.	1 min.	1 per 2 ST#	M2, 4 Movement spells incl. Levitation
24	Purify Earth	Area	Earth	30 sec.	Perm.	2#	Shape Earth, Apportation
100	Purify Fuel/TL	Regular	Tech.	1 sec.	Perm.	1/2 per lb.#	Purity Water or Decay
41	Quick-Aim	Enchantment	Enchantment	-	Perm.	varies#	Enchant, Dexterity
105	Radiation Jet	Regular	Tech.	1 sec.	1 sec.	1 to 3/s#	Irradiate, Resist Radiation
102	Radio Hearing	Regular	Tech.	1 sec.	1 min.	2/1	Keen Ears
37	Rain of Acid	Area	Acid (Water)	1 sec.	1 min.	3/3	M2, Create Water, Create Earth
30	Rain of Fire	Area	Fire	1 sec.	1 min.	1/s#	M2, Create Fire
36	Rain of Ice Daggers	Area	Ice (Water)	1 sec.	1 min.	2/2#	M2, Hail, Ice Dagger
88	Rain of Nuts	Area	Plant	1 sec.	1 min.	1/s	M, 6 Plant spells incl. Shape Plant
22	Rain of Stones	Area	Earth	1 sec.	1 min.	1/s#	M2, Create Earth
47	Rapid Journey*	Special	Gate	5 sec.	1 min.	varies#	M3, either Teleport or Timeport
97	Rebuild/TL	Regular	Tech.	sec.=cost	Perm.	30/500 lbs.#	M3, Repair, Create Object, 3 spells of ea. Element
59	Recall	Regular	Knowledge	10 sec.	1 day	4	M2, Memorize, History
92	Reflect Gaze*	Blocking	Protection	none	Instant	2	Mirror
16	Reflexes	Regular	Body Control	1 sec.	1 min.	5/3	Dexterity, Haste
88	Rejuvenate Plant	Regular	Plant	1 sec.	Perm.#	3 per hex	M, Plant Growth
54	Relieve Addiction	Regular	Healing	10 sec.	1 day	6	Neutralize Poison
54	Relieve Madness	Reg./R-spell#	Healing	10 sec.	10 min.	2	Lend Health, Wisdom
53	Relieve Paralysis	Regular	Healing	10 sec.	1 min.	varies#	Stop Paralysis
54	Relieve Sickness	Regular	Healing	10 sec.	10 min.	2	Lend Health
59	Remember Path	Regular	Knowledge	10 sec.	1 hr.	3/1	Find Direction, Memorize
69	Remove Aura	Reg./R-IQ	Meta-spell	10 sec.	Perm.#	5	Dispel Magic, Aura
63	Remove Reflection	Reg./R-IQ	Lt-Dk	1 sec.	1 min.	2/1	Remove Shadow
63	Remove Shadow	Reg./R-IQ	Lt-Dk	1 sec.	1 min.	2/1	Light
80	Repel	Regular	Movement	5 sec.	1 min.	1 per 2 ST#	M2, 4 Movement spells incl. Levitation
10	Repel (Animal)	Area/R-HT	Animal	10 sec.	1 hr.	varies#	(Animal) Control#
10	Repel Hybrid	Area/R-HT	Animal	10 sec.	1 hr.	6/3	Hybrid Control#
85	Repel Spirits	Area/R-IQ	Necro.	10 sec.	1 hr.	4/2	Banish, Turn Spirit
37	Resist Acid	Regular	Acid (Water)	1 sec.	1 min.	2/h#	Purify Water, Create Acid
54	Resist Disease	Regular	Healing	10 sec.	1 hr.	4/3	Sterilize
27	Resist Lightning	Regular	Electricity (Air)	1 sec.	1 min.	2/1	6 Air spells
54	Resist Poison	Regular	Healing	10 sec.	1 hr.	4/3	Vigor
105	Resist Radiation	Regular	Tech.	1 sec.	1 min.	varies#	3 Radiation spells
93	Resist sound	Regular	Sound	1 sec.	1 min.	2 per hex/s	4 Sound spells
33	Resist Water	Regular	Water	1 sec.	1 min.	2/1	Umbrella, or Shape Water and Destroy Water
55	Restore Healing	Regular	Healing	5 sec.	1 hr.	varies#	Minor Healing, either Keen Ears or Strike Deaf
53	Restore Memory	Regular	Healing	10 sec.	Perm.	3	Awaken, IQ 12+
55	Restore Sight	Regular	Healing	5 sec.	1 hr.	varies#	Minor Healing, either Keen Eyes or Strike Blind
55	Restore Speech	Regular	Healing	5 sec.	1 hr.	5/3	Minor Healing, either Great Voice or Strike Dumb
15	Retch	Reg./R-HT	Body Control	4 sec.	varies#	3	3 Body Control spells incl. Spasm
21	Retrogression	Reg./R-IQ	Comm.	10 sec.	1 sec.	5#	Mind-Search, Mind-Sending
92	Return Missile	Blocking	Protection	none	Instant	3	Catch Missile
96	Reveal Function/TL	Info./R-spell	Tech.	10 min.	Instant	8	Seek Machine
66	Rive*	Regular	Mk-Brk	1 sec.	Instant	1#	M2, Shatter
86	Rotting Death"	Reg./R-HT	Necro.	3 sec.	1 sec.	3/2	M2, Sickness, Pestilence
45	Sanctuary*	Special	Gate	10 sec.	1 hr.	5/5	Hide Object
25	Sandstorm	Area	Air	Instant#	1 min.#	3/h	Windstorm, Create Earth
63	Scent of the Past	Regular	Knowledge	10 sec.	1 min.	1/1#	M2, History, Odor
97	Schematic/TL	Information	Tech.	30 sec.	1 min.	5/h#	Reveal Function, History
49	Scry Gate	Regular	Gate	10 sec.	1 min.	4/4	Seek Gate
74	Scryfool	Reg./R-Spec.	Meta-spell	10 sec.	10 hrs.	4/2	M2, Sense Observation, Simple Illusion
43	Season	Reg./R-Spec.	Food	10 sec.	Perm.	2/meal	Test Food
104	See Radiation	Regular	Tech.	1 sec.	1 min.	3/2	none
24	Seek Air	Information	Air	-	-	1	none
29	Seek Fire	Information	Fire	-	-	1	none
99	Seek Fuel/TL	Information	Tech.	10 sec.	Instant	3	none
49	Seek Gate	Information	Gate	10 sec.	Instant	3	M2, Seek Magic, 1 spell ea. from 10 colleges
95	Seek Machine/TL	Information	Tech.	10 sec.	Instant	3	none
60	Seek Magic	Information	Knowledge	10 sec.	Instant	6	Detect Magic
105	Seek Metal	Information	Tech.	10 sec.	Instant	3	none
105	Seek Plastic	Information	Tech.	10 sec.	Instant	3	none
99	Seek Power/TL	Information	Tech.	10 sec.	Instant	3	none
104	Seek Radiation	Information	Tech.	10 sec.	Instant	3	See Radiation
92	Sense Observation	Area	Protection	5 sec.	1 hr.	1 or 3/h#	Sense Danger or Scryguard
17	Sensitize	Reg./R-HT	Body Control	1 sec.	1 min.	3/2	M, Stun
92	Shade	Regular	Protection	10 sec.	1 hr.	1/h	Continual Light or Shield
63	Shape Light	Regular	Lt-Dk	1 sec.	1 min.	2/2	Light
106	Shape Metal	Reg./R-Spec.	Tech.	1 sec.	1 min.	6 per hex/h#	M, either Shape Stone or 6 Tech spells
106	Shape Plastic	Regular	Tech..	1 sec.	1 min.	6 per hex/h	M, either Shape Plant or 6 Tech spells
51	Share Health	Regular	Healing	sec.=HP	Perm.	none	Lend Health
27	Shocking Touch	Regular	Electricity (Air)	1 sec.	Instant	1 to 3	Lightning
68	Shrink Object*	Regular	Mk-Brk	3 sec.	1 hr.	1 per lb./s#	Contract Object
19	Shrink Other*	Reg./R-HT	Body Control	10 sec.	1 hr.	varies#	M3, Shrink
18	Shrink	Regular	Body Control	5 sec.	1 hr.	varies#	M2, Alter Body
93	Silver Tongue	Regular	Sound	1 sec.	1 min.	3/2	Voices, Emotion Control
39	Simulacrum*	Enchantment	Enchantment	-	Perm.#	2 x golem	M3, Golem, Perf. Illusion, Illus. Disguise
79	Slide	Reg./R-IQ	Movement	1 sec.	1 min.	2/2	Apportation, Grease
78	Slow	Reg./R-HT	Movement	3 sec.	10 sec.	5/4	M, Haste, Hinder
29	Slow Fire	Regular	Fire	1 sec.	1 min.	varies#	Extinguish Fire
84	Slow Healing	Reg./R-HT	Necro	10 sec.	1 day	1 to 5/s#	M, Frailness, Steal Health
50	Slow Time*	Area/R-Spec.	Gate	2 sec.	1 min.#	varies#	M2, IQ 15+, 2 spells ea. From 10 colleges
65	Small Vision	Regular	Lt-Dk	2 sec.	1 min.	4/2#	Keen Eyes or 5 Light and Darkness spells#
30	Smoke	Area	Fire	-	5 min.#	1	Shape Fire, Extinguish Fire
35	Snow Jet	Regular	Ice (Water)	1 sec.	1 sec.	1 to 3	Water Jet, Freeze

Page	Spell Name	Class	College	Time to Cast	Duration	Energy	Prerequisites
66	Soilproof	Regular	Mk-Brk	2 sec.	10 min.	2/1#	Clean
87	Solidify	Spec./R-ST or IQ	Necro.	1 sec.	1 min.	50/10	Materialize
42	Soul Golem*	Enchantment	Enchantment	-	Perm.	1,000	M3, Soul Jet, Golem, IQ 13+
42	Soul Stone*	Enchantment	Enchantment	-	Perm.	500	M3, Enchant, Soul Jar
29	Spark Cloud	Area	Electricity (Air)	1 to 5 sec.	10 sec.	1 to 5/s#	Shape Air, Lightning
29	Spark Storm	Area	Electricity (Air)	Instant#	1 min.#	2, 4 or 6/h#	Windstorm, Lightning
102	Spectrum Vision*	Regular	Tech.	1 sec.	1 min.	4/4	Infravision
38	Spell Stone	Enchantment	Enchantment	-	varies#	20 x spell cost	Enchant, Delay
69	Spell Wall	Regular	Meta-spell	1 sec.	1 min.	2 per hex/s	Spell Shield
71	Spellguard	Regular	Meta-spell	sec.=cost	10 hrs.	1 to 3/s	Dispel Magic
10	Spider Silk	Special/Missile	Animal	-	1 min.	1/5 hexes#	M, Arachnid Control
37	Spit Acid*	Regular	Acid (Water)	2 sec.	1 sec.	1 to 4	M3, Acid Jet, Resist Acid
86	Steal Attribute*	Reg./R-attribute	Necro.	1 min.	1 day#	1 per point stolen#	M3, various#
85	Steal Beauty*	Regular	Necro.	30 sec.	1 day#	1 per point diff./h#	M3, Alter Visage, Steal Health
101	Steal Power/TL*	Regular	Tech.	2 sec./point	varies#	0	M2, Minor Healing, Conduct Power
86	Steal Skill*	Reg./R-IQ	Necro.	1 min.	1 day#	1 per point stolen#	M3, Borrow Skill, Daze
73	Steal Spell*	Reg./R-Spell	Meta-spell	5 sec.	Perm.	spell cost#	Lend Spell, Great Ward
34	Steam Jet	Regular	Water	1 sec.	1 sec.	1 to 3/s	Water Jet, Boil Water
22	Steelwraith	Reg./R-HT	Earth	2 sec.	1 min.	7/4	M2, Walk Through Earth
53	Stop Bleeding	Regular	Healing	1 sec.	Perm.#	1#	Lend Health
84	Stop Healing	Regular	Necro.	10 sec.	varies#	10	Slow Healing
53	Stop Paralysis	Reg./R-spell#	Healing	1 sec.	Perm.	1 or 2#	Major Healing or Minor Healing and Paralyze Limb
100	Stop Power/TL	Area	Tech.	3 sec.	1 min.	3/h	M, Seek Power
15	Stop Spasm	Regular	Body Control	1 sec.	-	1	Spasm or Lend Health
26	Storm	Area	Weather (Air)	1 min.	1 hr.	1/50/s	Rain, Hail
75	Strengthen Will	Regular	Mind	1 sec.	1 min.	1 per +/h#	M, 6 Mind Control spells
14	Strike Anosmic	Reg./R-HT	Body Control	1 sec.	10 sec.	2/1	Spasm
14	Strike Barren	Reg./R-HT	Body Control	30 sec.	Perm.	5	M, Steal Health, Decay
14	Strike Numb	Reg./R-HT	Body Control	1 sec.	10 sec.	3/1	Resist Pain
87	Summon Minor Demons	Special	Necro.	2 min.	1 hr.	15	M, 1 spell ea. from 10 colleges
65	Sunbolt	Missile	Lt-Dk	1 to 3 sec.	Instant	1 to 3	6 Light and Darkness spells incl. Sunlight
64	Sunlight	Area	Lt-Dk	1 sec.	1 min.	2/1	M, Glow, Colors
74	Suspend Curse	Reg./R-spell	Meta-spell	1 min.	10 min.	10/10	M, spells from 12 colleges
73	Suspend Magery*	Reg./R-IQ+Magery	Meta-spell	10 sec.	1 hr.	12/12#	M2, 2 spells from 10 colleges
70	Suspend Magic	Area/R-spell	Meta-spell	sec.=cost	1 min.	3/2	Suspend Spell, 8 other spells
74	Suspend Mana*	Area	Meta-spell	10 min.	varies#	5	Suspend Magic, spells from 10 colleges
70	Suspend Spell	Reg./R-spell	Meta-spell	1 sec.	1 min.	1/10 spell cost/s#	M
50	Suspend Time*	Area/R-Spec.	Gate	5 min.	1 day#	5/5	M3, Slow Time
38	Talisman	Enchantment	Enchantment	-	Perm.	varies#	Enchant, spell to be opposed
73	Telecast*	Special	Meta-spell	1 min..	1 min.	varies#	M3, Teleport, Wizard Eye, spells from 10 colleges
58	Tell Position	Information	Knowledge	1 sec.	Instant	1	Measurement
58	Test Area	Area/Info.	Knowledge	1 sec.	Instant	1#	Measurement
99	Test Fuel/TL	Information	Tech.	1 sec.	Instant	varies#	none
15	Thirst	Reg./R-HT	Body Control	10 sec.	1 day#	5	M, Fatigue, Destroy Water
71	Throw Spell*	Missile/Special	Meta-spell	1 sec.	Indef.#	3	Delay, Catch Spell
15	Tickle	Reg./R-IQ	Body Control	1 sec.	1 sec.	2/2#	Itch
34	Tide	Spec./Area	Weather (Water)	1 min.	1 hr.	1/30/s	8 Water spells
51	Time Out*	Area	Gate	5 min.	Instant	5	M3, Accelerate Time
47	Timeport Other*	Reg./R-IQ+1	Gate	1 sec.	Instant	varies#	Timeport
46	Timeport*	Special	Gate	1 sec.	Instant	varies#	M3, Teleport
47	Timeslip	Blocking	Gate	none	Instant	1 per sec.#	Timeport
47	Timeslip Other*	Blocking	Gate	none	Instant	1 per sec.#	Timeslip
13	Touch	Regular	Body Control	1 sec.	Instant	1	none
67	Toughen	Regular	Mk-Brk	5 sec.	1 hr.	varies#	Shatterproof
47	Trace Teleport	Info./R-spell	Gate	1 sec.	Instant	3	Teleport, Timeport or Planeshift
68	Transform Object*	Reg./R-Spec.	Mk-Brk	sec.=cost	1 hr.	1 per lb./s#	M2, Reshape, 4 Create spells
67	Transparency	Regular	Mk-Brk	10 sec.	1 min.	4 per hex/2	Dye, Stone to Earth
91	Turn Blade	Block./R-DX	Protection	none	Instant	1	Apportation or Spasm
84	Turn Spirit	Reg./R-IQ	Necro.	1 sec.	10 sec.	4/2	Fear, Sense Spirit
93	Utter Wall	Regular	Protection	1 sec.	1 min.	4 per hex/s	Utter Dome, Spell Wall
20	Vexation	Reg./R-IQ	Comm.	1 sec.	1 min.	2 x bonus#	Sense Emotion
75	Vigil	Regular	Mind	1 sec.	1 night	8	M2, Sleep, Lend Strength#
89	Walk Through Plants	Regular	Plant	1 sec.	1 min.	3/1	Hide Path, Shape Plants
32	Walk Through Water	Regular	Water	3 sec.	1 sec.	4/3#	M, Shape Water
89	Walk Through Wood	Regular	Plant	1 sec.	1 sec.	3/2	Walk Through Plants
65	Wall of Light	Area	Lt-Dk	1 sec.	1 min.	1 to 3/s	Continual Light
28	Wall of Lightning	Area	Electricity (Air)	-	1 min.	2 to 6/s#	M, Lightning
25	Wall of Wind	Area	Air	1 sec.#	1 min.	2/1	Shape Air
27	Warm	Area	Weather (Air)	1 min#	1 hr.	1/10/s	Heat, 6 Air spells
30	Warmth	Regular	Fire	10 sec.	1 hr.	2/1	Heat
100	Water to Fuel/TL	Regular	Tech.	10 sec.	Perm.	8 per gal..	Purify Fuel, 2 transmutation spells
34	Waves	Spec./Area	Weather (Water)	1 min.	1 hr.	1/60/s	Shape Water
16	Weaken Blood	Reg./R-HT	Body Control	1 sec.	1 day	9/5	Sickness or Steal Health
75	Weaken Will	Reg./R-IQ	Mind	1 sec.	1 min.	2 per point/h#	M, Foolishness
68	Weapon Self*	Reg./R-HT	Mk-Brk	5 sec.	1 min.	8/4	M2, Apportation, 6 Making and Breaking spells#
41	Weapon Spirit*	Enchantment	Enchantment	-	Perm.	varies#	Enchant, Summon Spirit
33	Whirlpool	Area	Water	Instant	1 min.#	2/1	Shape Water
77	Will Lock	Area/R-(ST+IQ)/2	Mind	varies#	1 day	3	Emotion Control
26	Wind	Special/Area	Weather (Air)	1 min.	1 hr.	1/50/s	4 Air and 4 Water spells
62	Wizard Hand	Regular	Knowledge	3 sec.	1 min.	4/3#	Manipulate
61	Wizard Mouth	Regular	Knowledge	2 sec.	1 min.	4/2	Apportation, Far-Tasting, Great Voice
62	Wizard Nose	Regular	Knowledge	2 sec.	1 min.	3/2	Apportation, Far-Tasting
84	Zombie Summoning	Special	Necro.	4 sec.	1 min.	5/2#	Zombie

Legend

Magery Requirements

None → Magery (10 bars) → Magery 2 (15 bars) → Magery 3 (20 bars) → Very Hard (25 bars)

Prerequisites

Any X spells
Any 2 variants of B are required, while A is required only in some cases

Difficulty

Hard
Very Hard

Other spell (10 bars)

The B path also requires Magery

by Walter Milliken and Daniel U. Thibault

Body Control College

Very Hard

Hard

requires mastery only in some cases

A and B

A or B

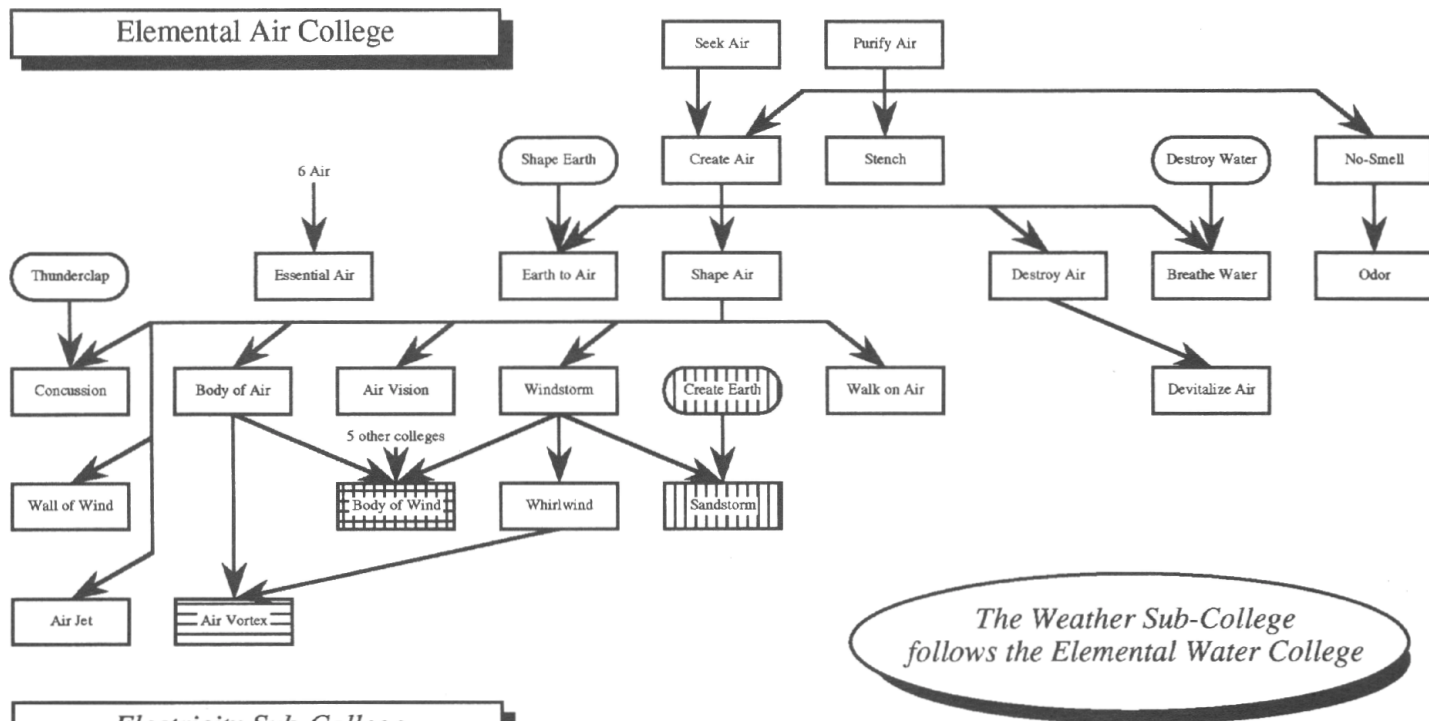
Body Control is continued on p. 113 . . .

Body Control is continued on p. 113...

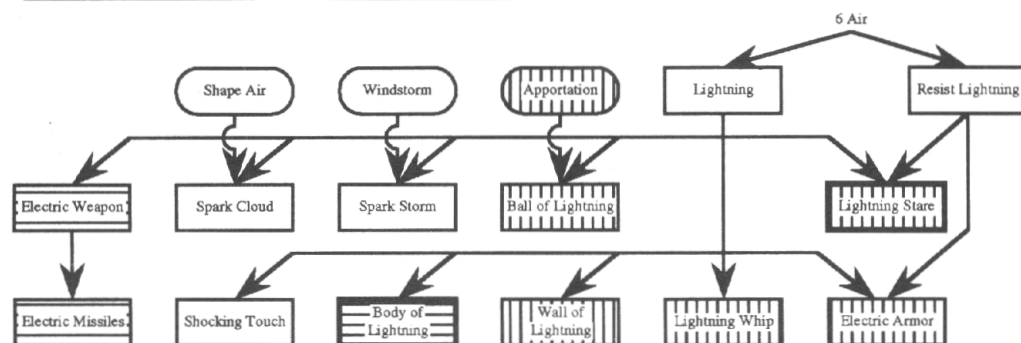
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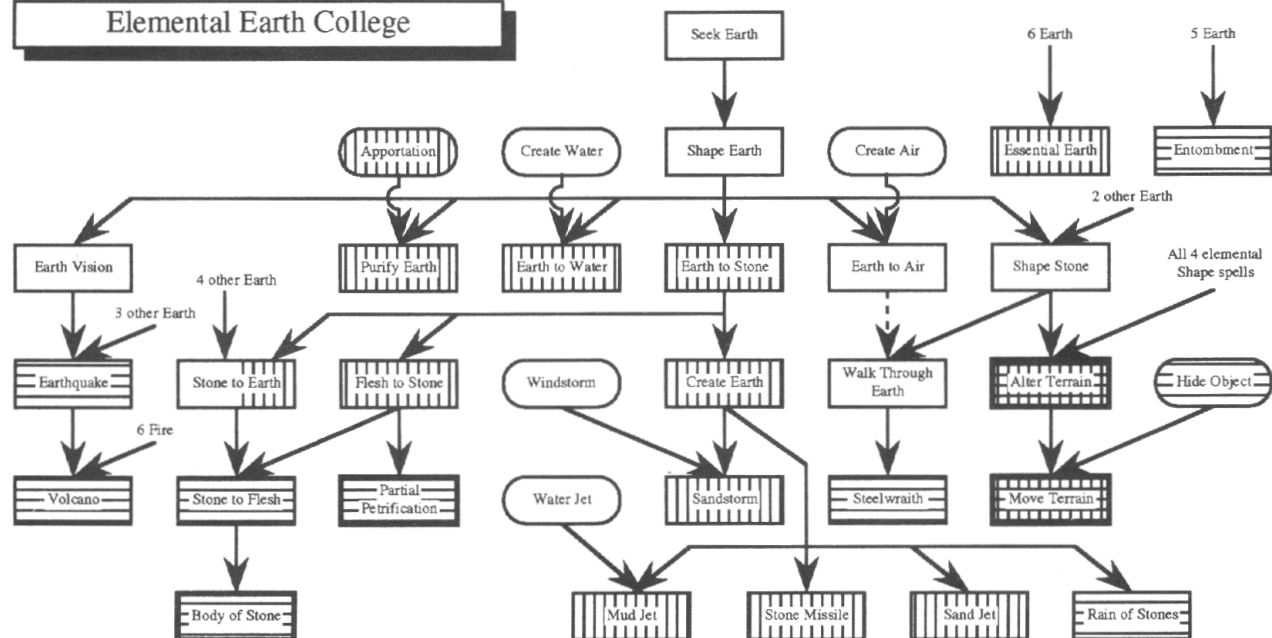
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    SL[Sense Life] --> SE
    PS([Plant Sense]) --> PSpeech[Plant Speech]
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    SE --> P[Persuasion]
    SE --> L([Lure])
    SE --> V[Vexation]
    SE --> TS[Truthsayer]
    SE --> S([Sleep])
    SE --> HE[Hide Emotion]
    SE --> EC([Emotion Control])
    P --> I[Insignificance]
    L --> I
    P --> PR[Presence]
    L --> PR
    TS --> MR[Mind-Reading]
    TS --> CT[Compel Truth]
    TS --> DV[Dream-Viewing]
    S --> DV
    S --> DS[Dream-Sending]
    HE --> HT[Hide Thoughts]
    EC --> CL[Compel Lie]
    MR --> MS[Mind-Sending]
    MR --> MSearch[Mind-Search]
    MR --> SR[Soul Rider]
    MS --> LS[Lend Skill]
    MS --> LL[Lend Language]
    MSearch --> R[Retrogression]
    MSearch --> T[Telepathy]
    SR --> CP[Control Person]
    SR --> E[Exorcism]
    LS --> BS[Borrow Skill]
    LL --> BL[Borrow Language]
    BL --> GT[Gift of Tongues]
    BL --> GL[Gift of Letters]
    CP --> P1[Possession]
    P1 --> PP[Permanent Possession]
    PP --> EB[Exchange Bodies]
    E --> SJ([Soul Jar])
    SJ --> EB
    PSpeech --> GV([Great Voice])
    PSpeech --> S1([Seeker])
    GV --> M[Message]
    S1 --> M
    GV --> C[Communication]
    S1 --> C
    WE([Wizard Eye]) --> C
    FH([Far-Hearing]) --> C
    V([Voices]) --> C
    SI([Simple Illusion]) --> C
  
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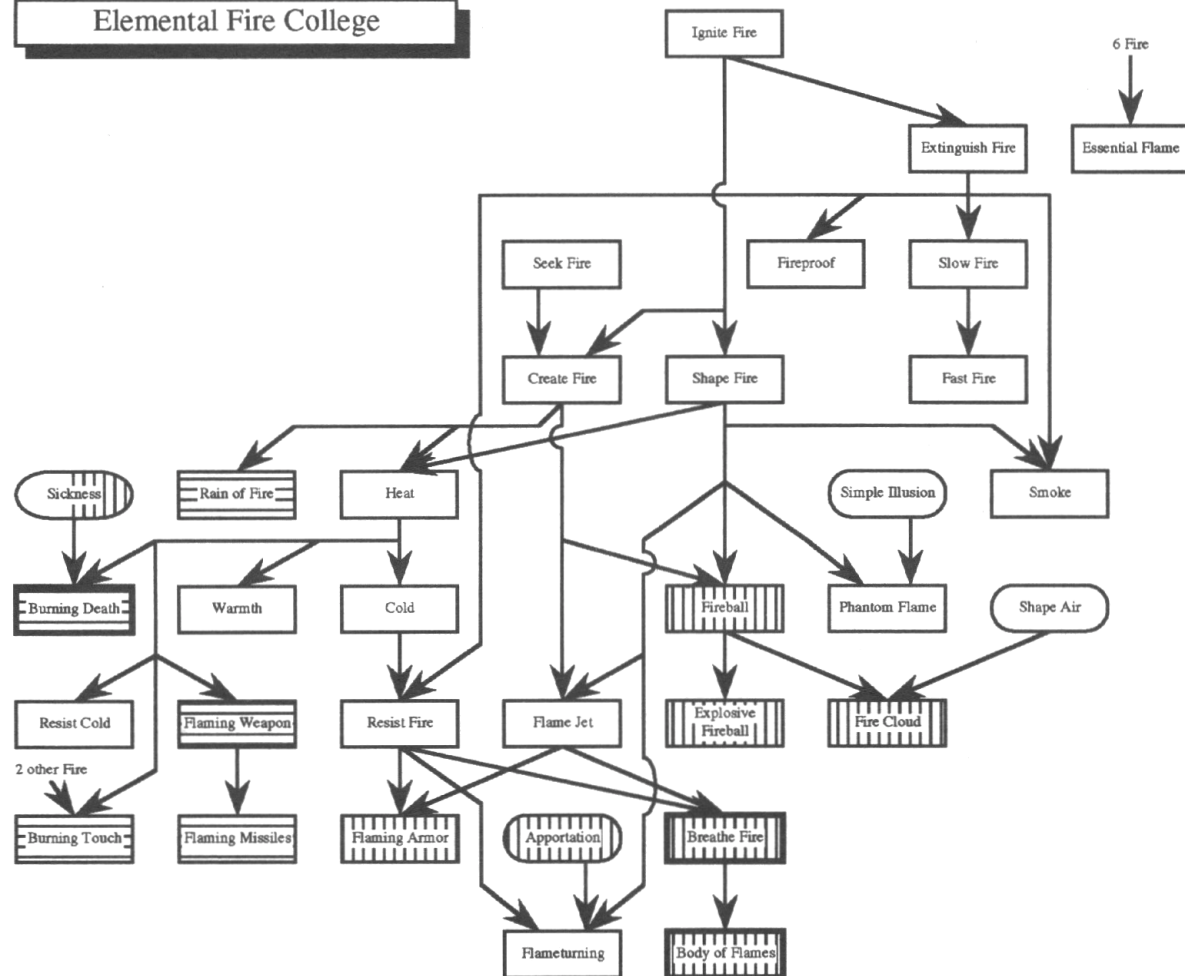
Electricity Sub-College



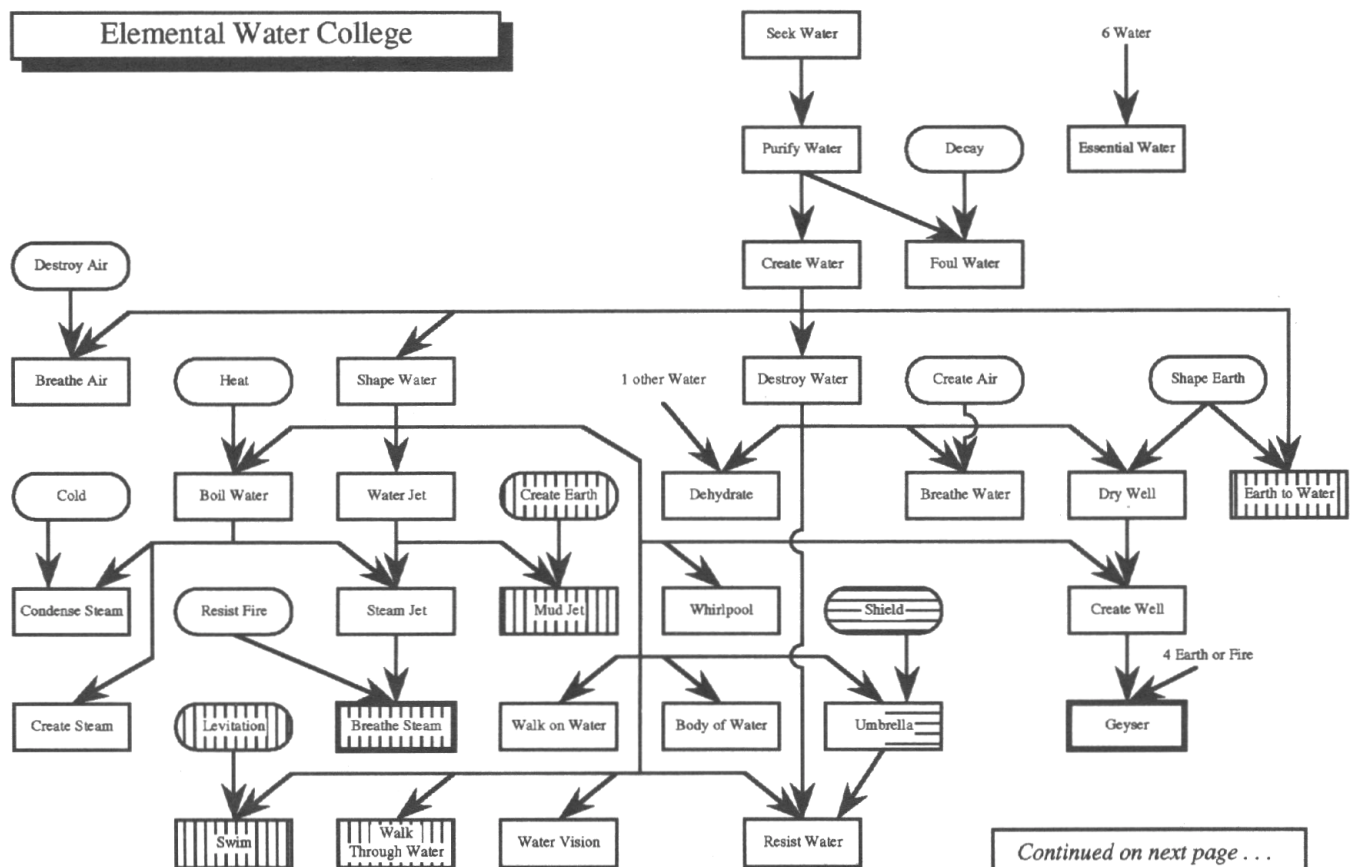
Elemental Earth College



Elemental Fire College

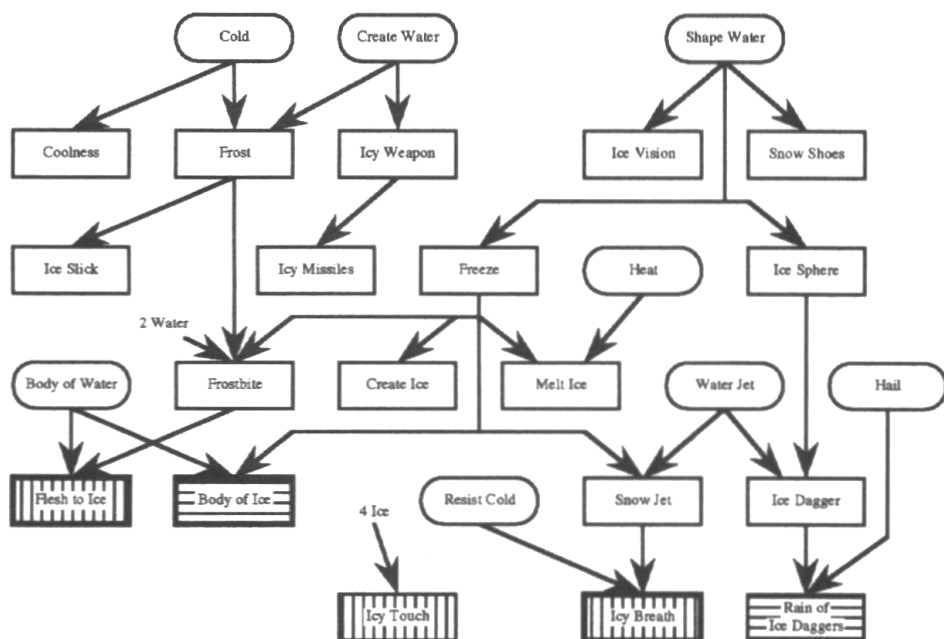


Elemental Water College

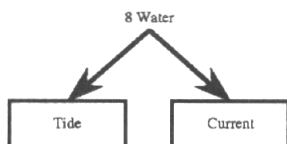
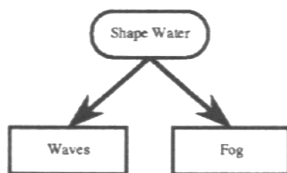
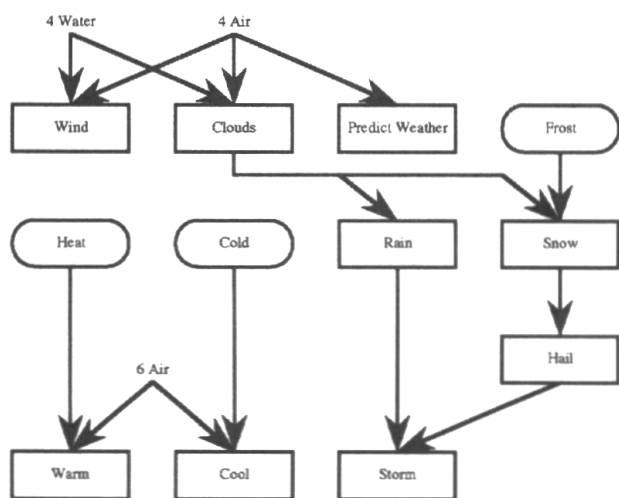


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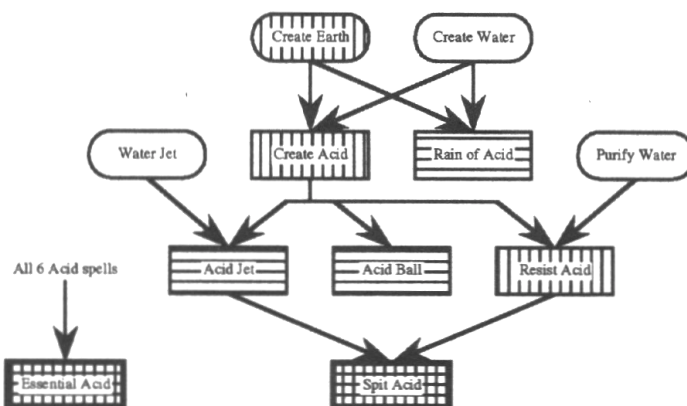
Ice Sub-College



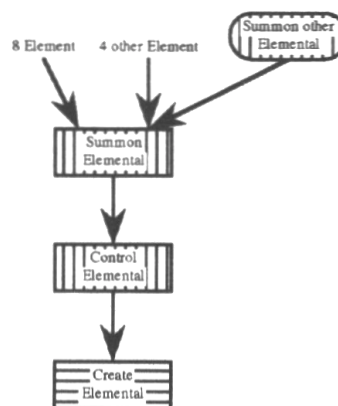
Weather Sub-College



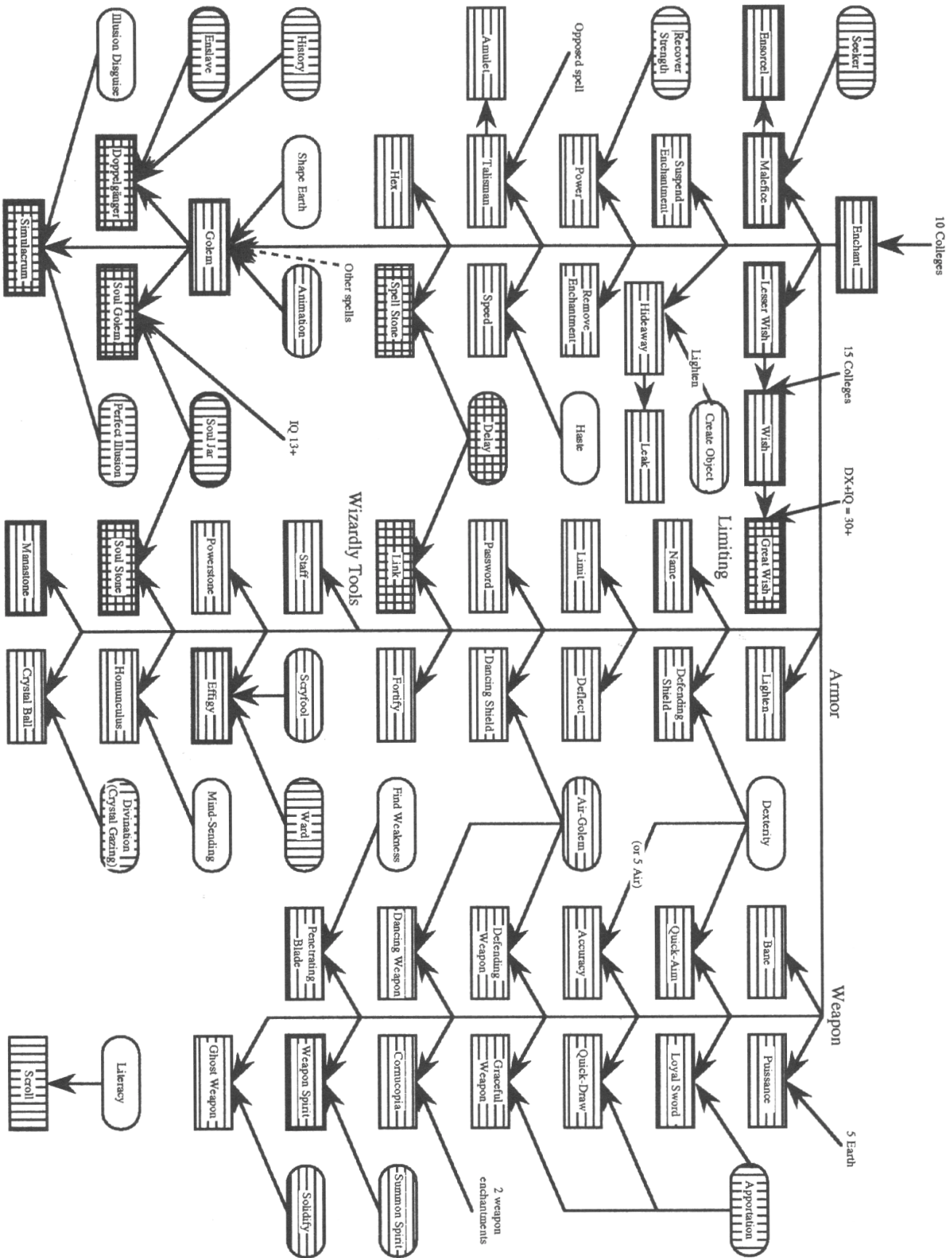
Acid Sub-College

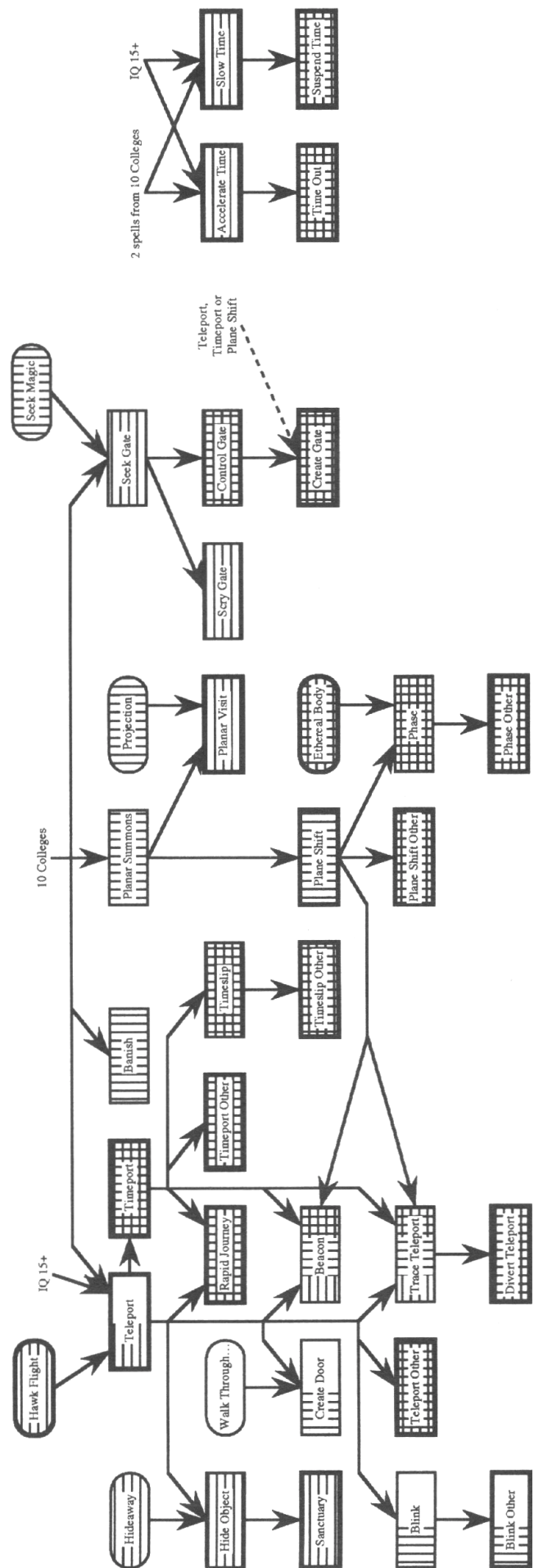
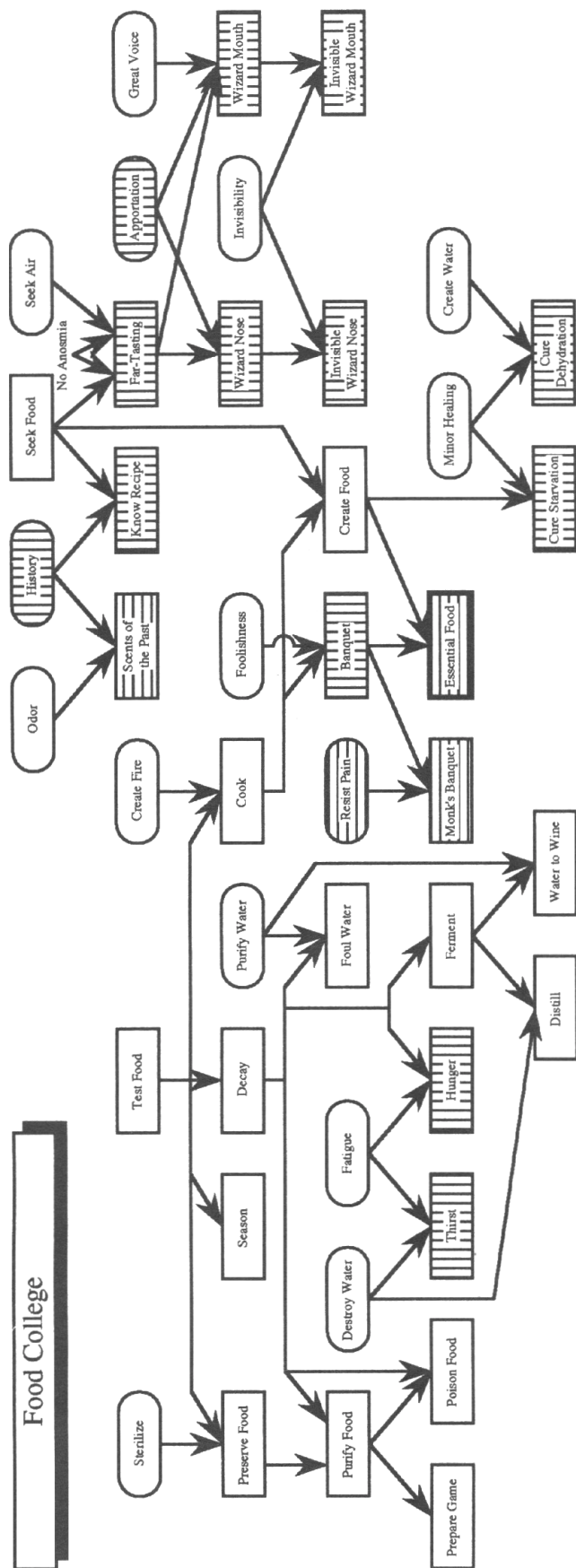


All Elemental Colleges

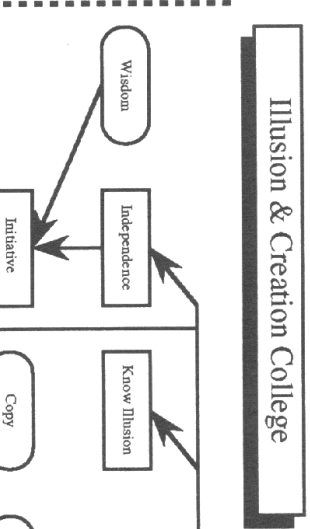


Enchantment College

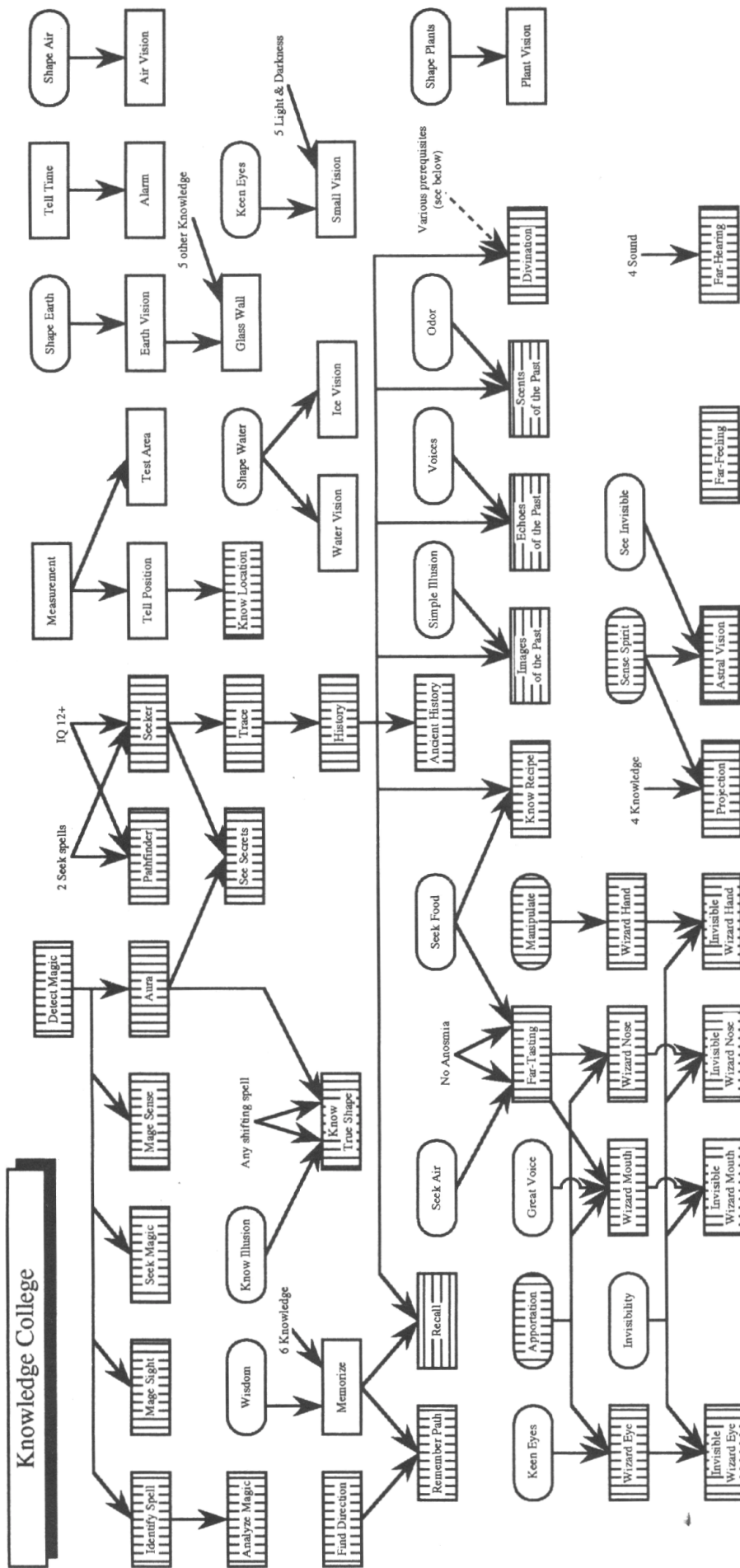




Healing College



Spell Prerequisite Charts



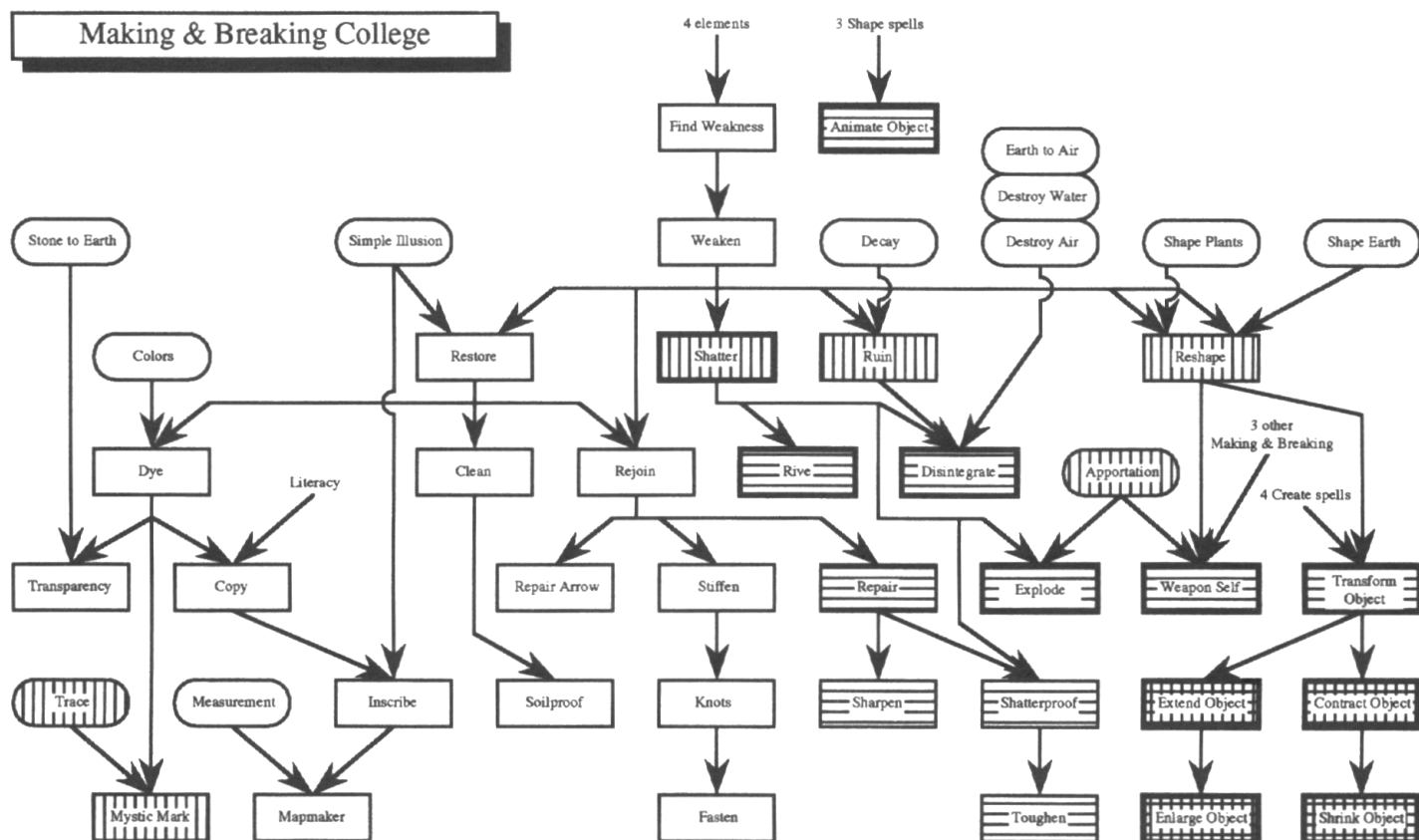
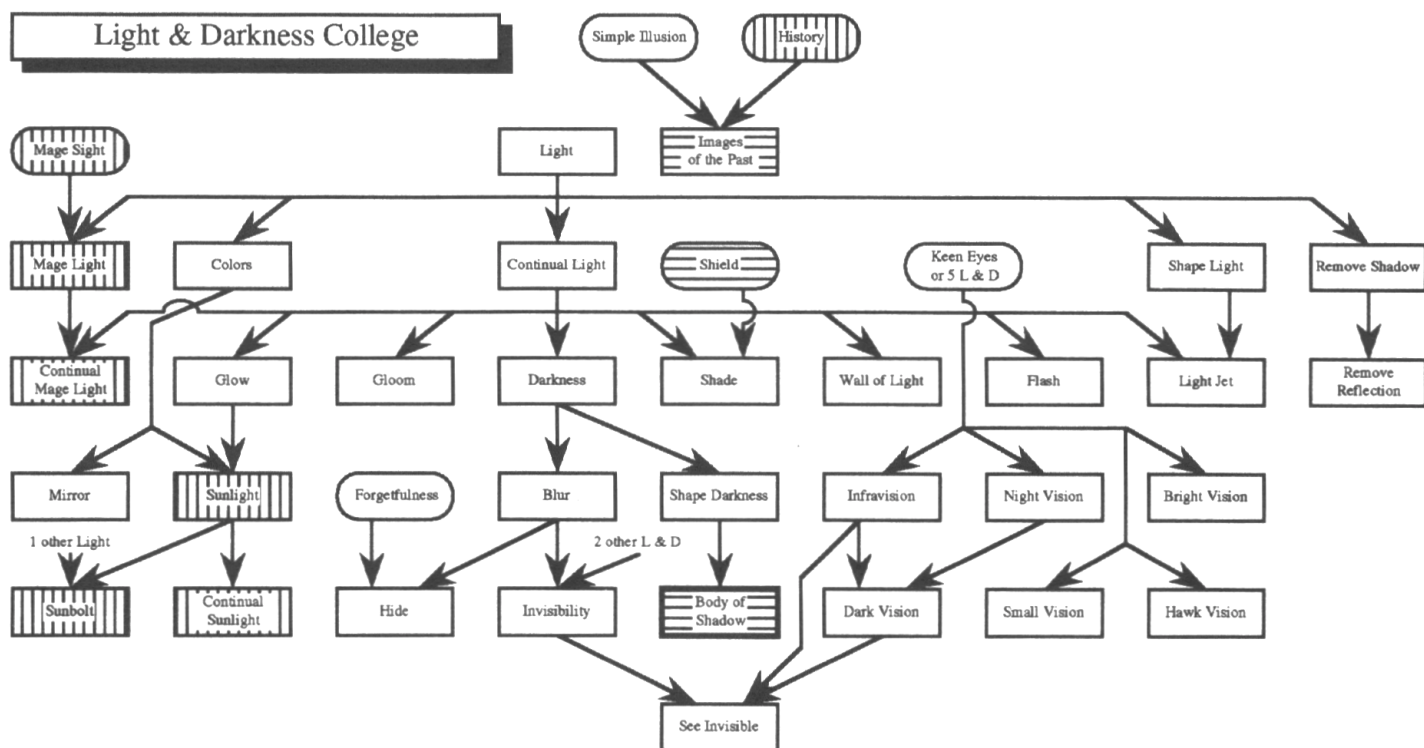
Supplementary prerequisites of the Divination variants:

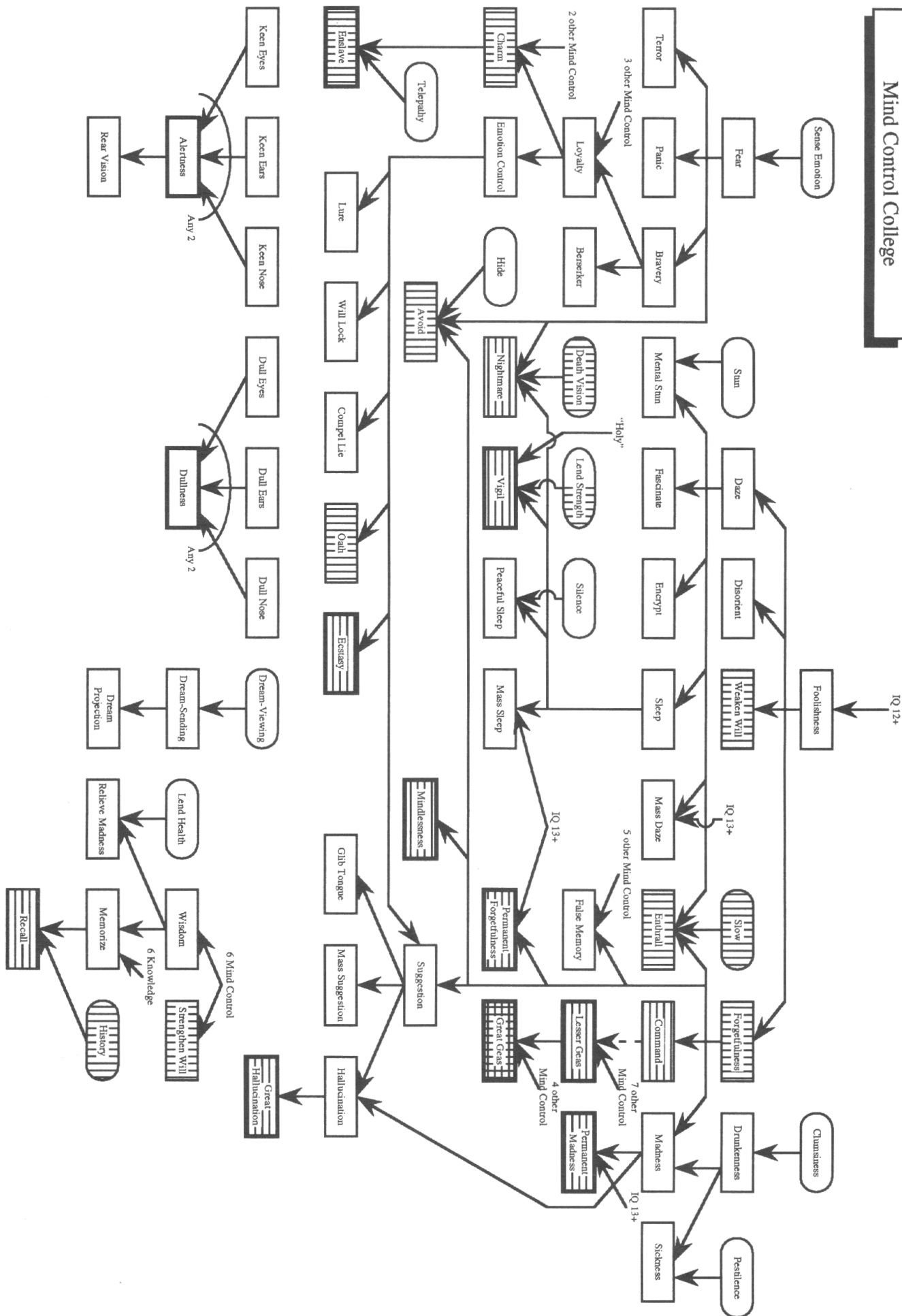
Aeromancy: 10 Air spells
Arithmancy: Either 8 Air spells or the Mathematical Ability advantage
Arm Measuring: 10 Body Control spells
Asragymnancy: 6 spells from each element
Astrology: 10 Air spells
Augury: 5 spells each of Earth and Air
Belomancy: Aeromancy at 15+
—*I Ching*: Literacy and 2 spells from each element
—*Maize Kernel Reading*: 10 Earth or Plant spells

Botanomancy: 4 spells each of Fire and Plant
Cartomancy: 3 spells from each element
Chiro-mancy: 4 spells from each element
Crystal-Gazing: 5 spells each of Earth and Water
Dactylomancy: 3 spells from each element
Daybook Reading: Literacy and 10 Knowledge spells
Galatamancy: 5 spells each of Animal and Water
Gastronomy: Hypnotism at 15+ and 3 spells from each element

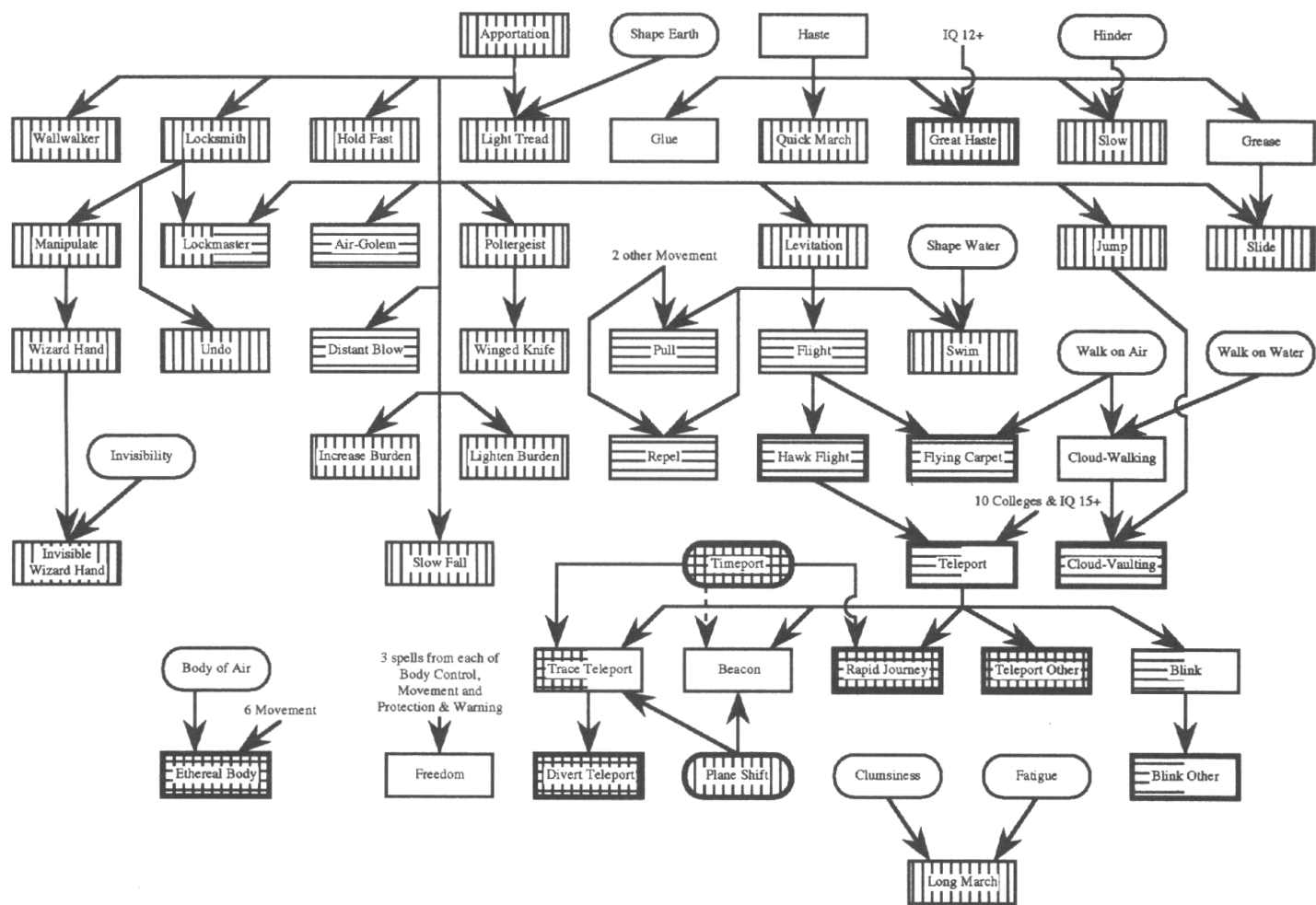
Geomancy: 10 Earth spells
Graphology: Literacy and 6 spells each of Air and Earth
Graveweed Summoning: 2 Plant spells, 1 spell from each element and Summon Spirit
Harpispiration: 10 Earth spells
Hydromancy: 10 Water spells
Libramancy: 4 spells from each element or 7 spells each of Fire and Air
Lithomancy: 2 Water and 5 Earth spells
Lunomancy: 5 Air and 2 Earth spells

Molybdomancy: 5 spells each of Fire and Water
Oνειromancy: 5 spells each of Air and Water
Ornithomancy: 5 spells each of Animal and Air
Pedomancy: 4 Earth and 2 Water spells
Pyromancy: 10 Fire spells
Rhabdomancy: 4 spells each of Earth, Plant and Water
Rune-Casting: Rune-Lore 15+
Sympathetic Tidings: Seeker

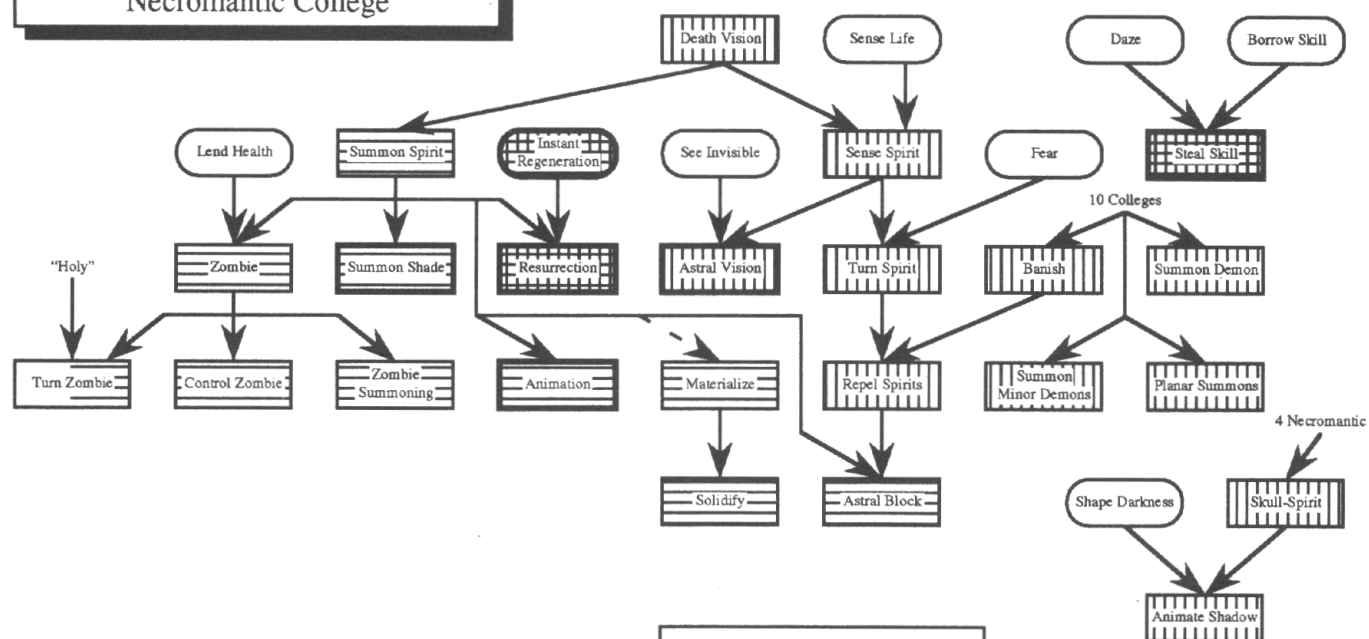




Movement College

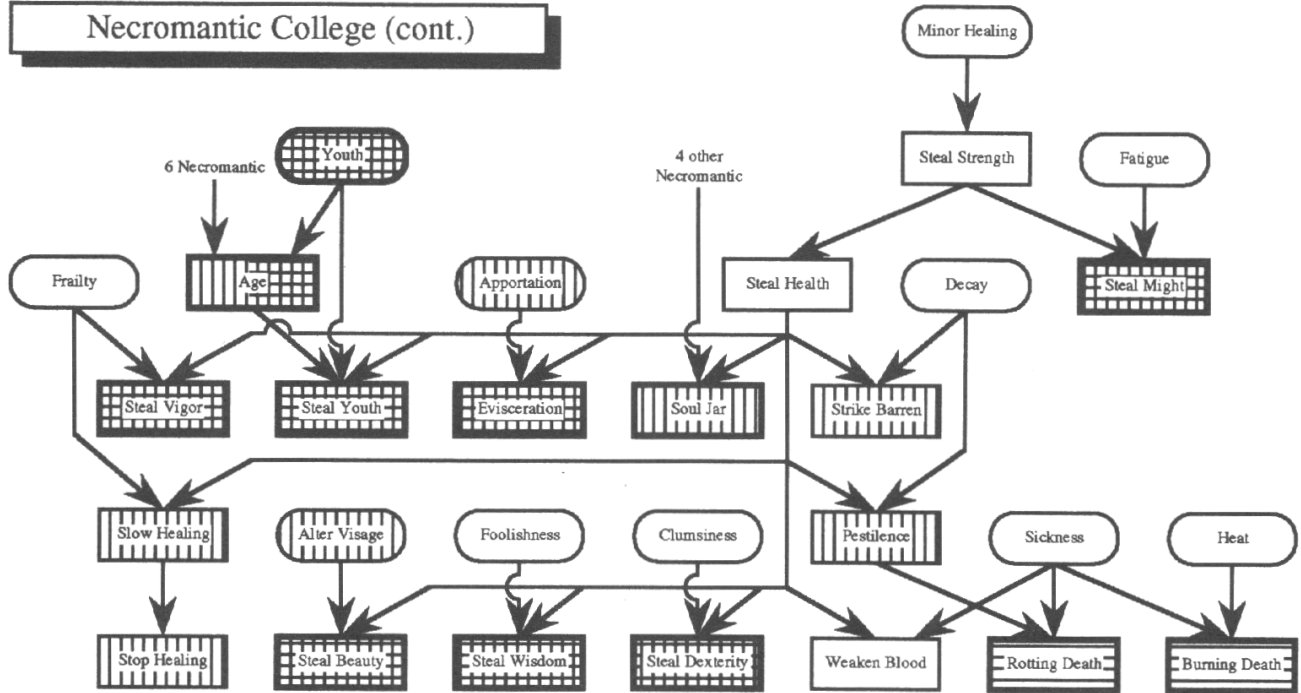


Necromantic College

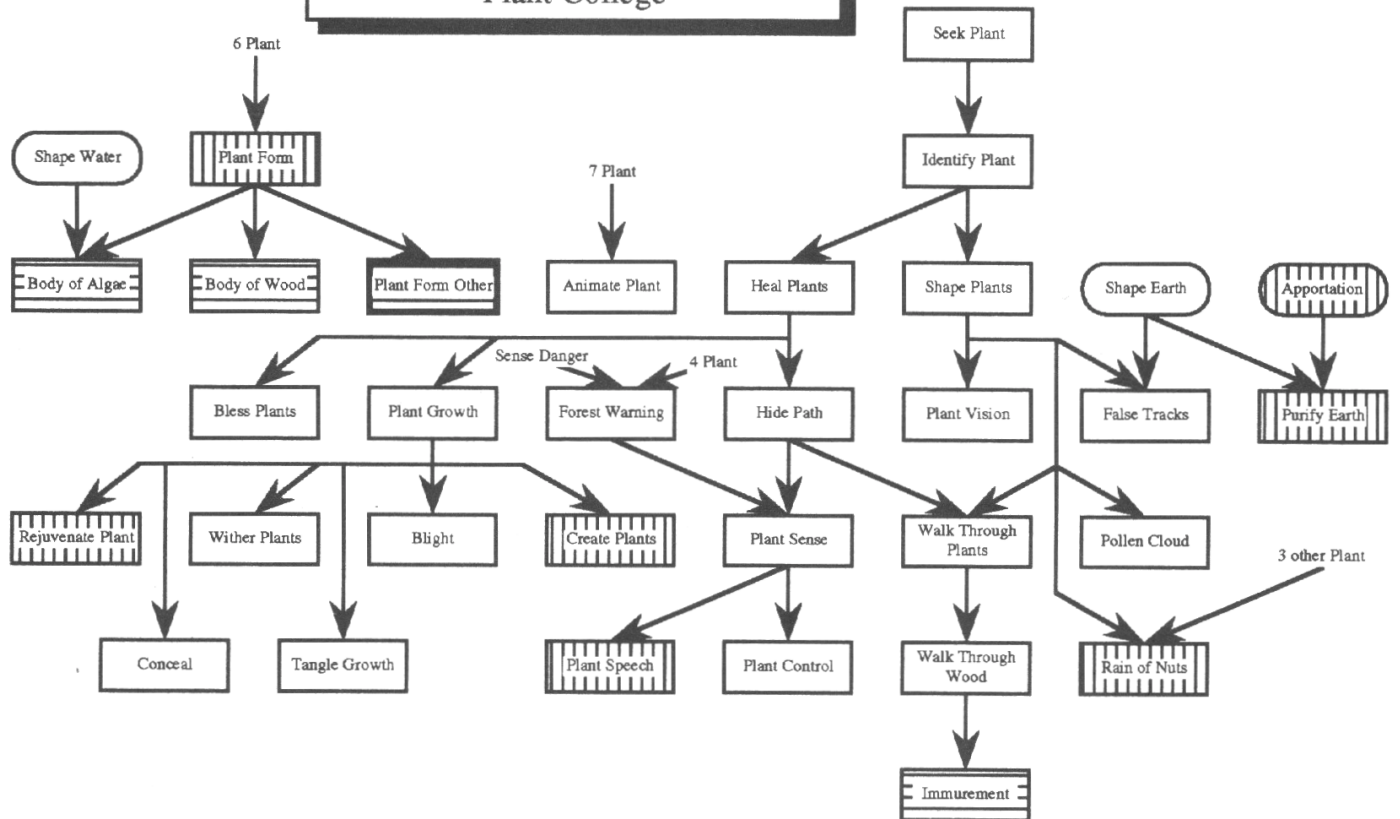


*The Necromantic College
is continued on p. 125 . . .*

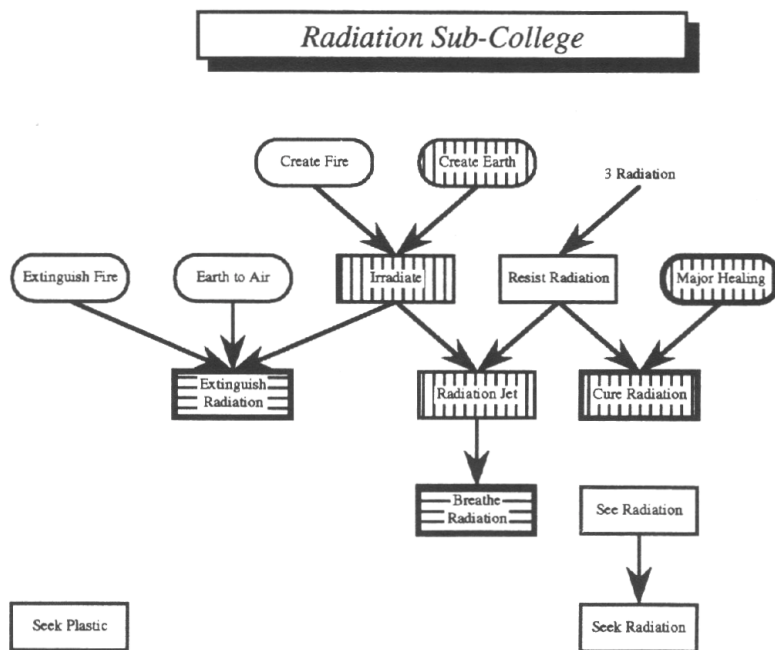
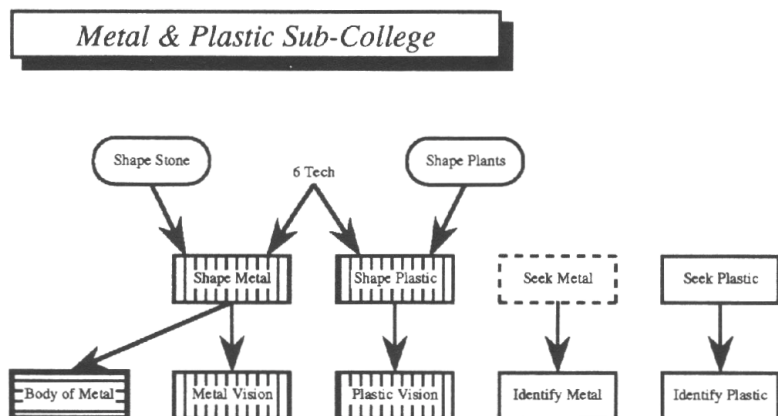
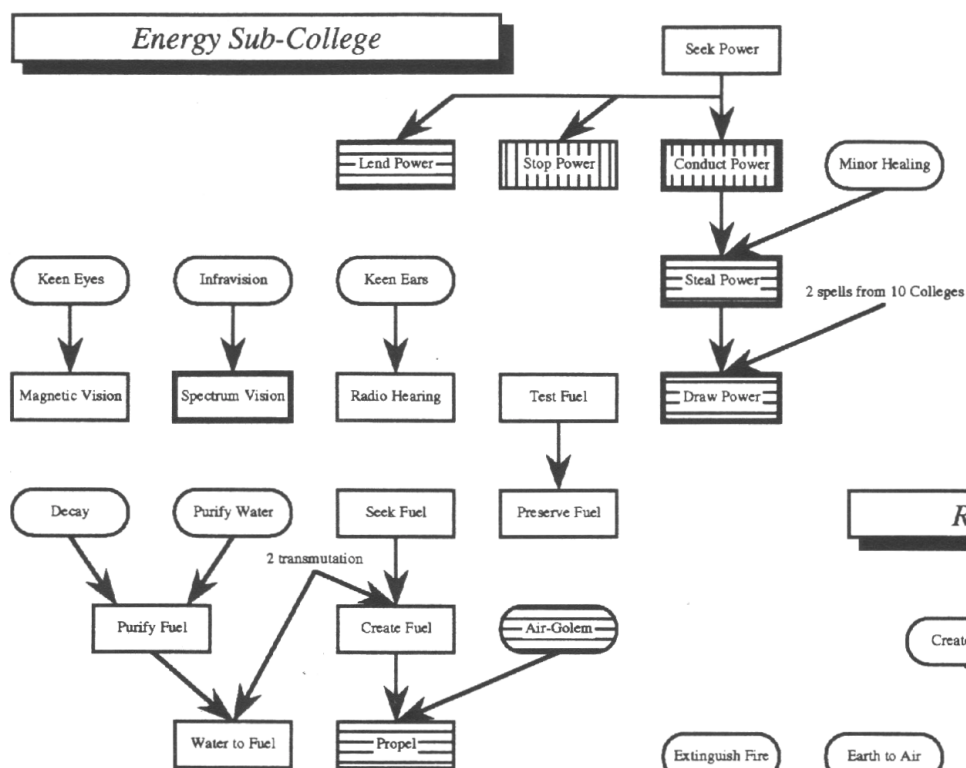
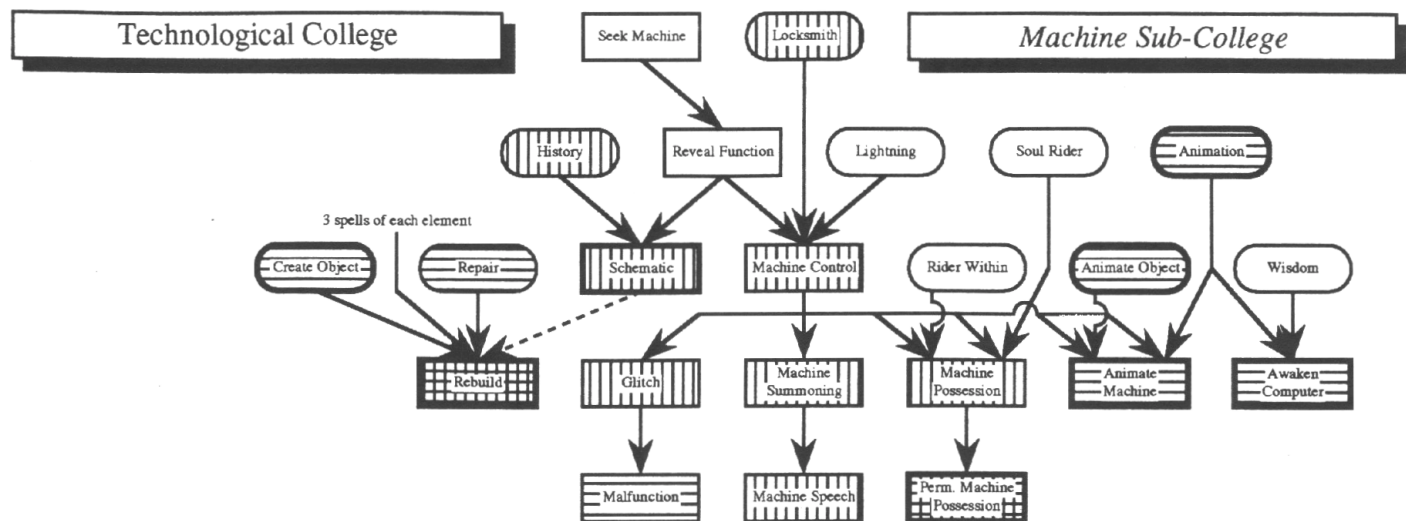
Necromantic College (cont.)



Plant College



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