

DUNGEON FANTASY™

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SPELLS

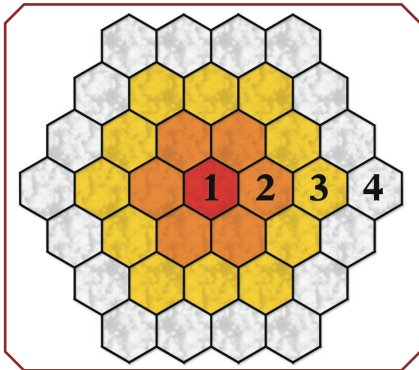
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RESISTANCE

Resisted supernatural abilities use a Quick Contest, subject to special rules:

1. User must *succeed* to win.
2. User must *win* to affect subject.
3. If subject is living or has IQ 6+, user's effective skill is capped at *greater* of 16 or subject's actual resistance score.

AREA EFFECTS



LONG-DISTANCE MODIFIERS

These modifiers are for Information spells that work over long distances. For larger distances, add -2 per additional factor of 10.

Distance	Penalty
200 yards	0
1/2 mile	-1
1 mile	-2
3 miles	-3
10 miles	-4
30 miles	-5
100 miles	-6
300 miles	-7
1,000 miles	-8

MAGIC RITUALS

Base skill level affects casting time and energy cost:

Base Skill	Casting Time	Energy Cost
9 or less	×2	Unaffected
10-14	Unaffected	Unaffected
15-19	Unaffected	-1
20-24	×1/2 (round up)	-2
Each +5	Another ×1/2	Another -1

MANA/SANCTITY LEVELS

Mana level affects **wizardly** spells only. **Sanctity level** affects **clerical** spells only.

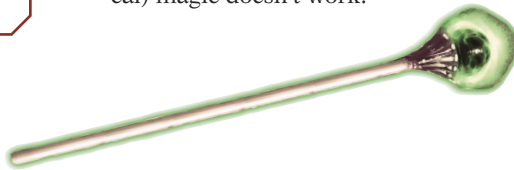
Very High Mana (Sanctity): Wizard (cleric) recovers *personal* FP spent on spells a second later. Failure counts as critical failure; critical failure is disastrous (a cleric temporarily loses casting ability).

High Mana (Sanctity): Wizardly (clerical) recover Energy restores 1 FP/5 minutes at *any* skill level, 1 FP/2 minutes at skill 15-19, 1 FP/minute at skill 20+.

Normal Mana (Sanctity): No special effect.

Low Mana (Sanctity): Wizardly (clerical) spells at -5. Wizardly (clerical) Recover Energy ineffective.

No Mana (Sanctity): Wizardly (clerical) magic doesn't work!



NATURE'S STRENGTH

Modifiers to **druidic** spells only.

Primeval Wilderness: +1 to +5.

Ordinary Wilderness: No modifier.

Nature Envelops/Visible, Not Pristine; Most Dungeons: -1.

Surrounded by Artificial Structures: -2 to -4, typically -3.

Nature Extensively Defiled: Typically -5, up to -9 for severe cases.

Nature Supernaturally Defiled: -10.

SPELL CLASSES

Area, pp. 12-13
 Blocking, p. 14
 Information, p. 14
 Melee, p. 13
 Missile, pp. 13-14
 Regular, p. 12
 Regular (Jet), p. 12
 Resisted, p. 14
 Special, p. 14

CRITICAL SPELL FAILURE TABLE

Roll 3d. Reroll if result seems inappropriate *or* is what the caster *intended*.

- 3 – Spell fails entirely. Caster takes 1d HP of injury.
- 4 – Spell cast on caster (if harmful) or random nearby foe (if beneficial).
- 5-6 – Spell cast on one of caster's companions (if harmful) or random nearby foe (if beneficial).
- 7 – Spell affects someone or something other than intended target – friend, foe, or nearby object. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster takes 1 HP of injury.
- 9 – Spell fails entirely. Caster mentally stunned (IQ roll to recover).
- 10-11 – Spell produces nothing but distracting sensory effect – flash, moaning, rotten smell, etc. – that advertises caster's presence (and miserable failure!).
- 12 – Spell produces weak and useless shadow of intended effect.
- 13 – Spell produces reverse of intended effect.
- 14 – Spell *seems* to work but is only a useless illusion. The GM is free to lie and cheat to convince the players that the spell *did* work!
- 15-16 – Spell has reverse of intended effect, on wrong target. Roll randomly.
- 17 – Spell fails entirely *and* caster temporarily forgets it! Make an IQ roll after a week, and again each following week, until caster succeeds and remembers.
- 18 – Spell fails entirely. A monster appropriate to the situation – a demon always counts! – appears and attacks caster.



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SPELLS



Written by SEAN PUNCH • Cover Art by BRANDON MOORE • Diagrams by JUSTIN DE WITT
Interior Illustrations by FELIPE GAONA and BRANDON MOORE

Based on *GURPS Magic*, by Steve Jackson, S. John Ross, and Daniel U. Thibault

Reviewer: Jason "PK" Levine

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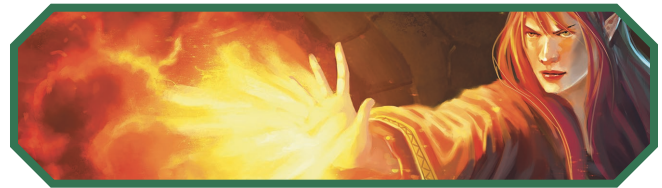
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INTRODUCTION

Can fantasy exist without magic? That's a deep and divisive question among fantasy fans, but *dungeon* fantasy fans already know the answer: *No!*

Dungeons are full of monsters that breathe flame or shoot death rays from their eyes, Evil Runes that blow up if you stray too near, weird portals that offer all-expenses-paid trips to Hell, and (if you survive all that!) treasures with astounding capabilities. Town is home to extraordinary enterprises ranging from hawkers of holy healing to sellers of shimmering swords. All that stuff is *magic*.

In *Dungeon Fantasy*, the laws of the universe encompass magic, and “casting spells” isn't necessary to see magic in action. It's intrinsic to countless beings and materials, explaining how a dragon can fly, or why an orichalcum sword won't shatter if Ed the Barbarian uses it as a giant nail. *Exploiting* such magic often requires a deliberate effort – harvesting peculiar plants, brewing potions, or designing temples to curry divine favor – but that's the face of agriculture, chemistry, or architecture in a fantastic world, not the exclusive province of professional magic-workers.

Even among the pros, not *every* feat of mumbo-jumbo is “casting spells.” The innate powers of bards, clerics, and druids work differently from the formulaic rituals in their books . . . and martial artists achieve the amazing without formulas or books. Monsters aren't the only ones with intrinsic magic!

Still, intellectuals of the ineffable and academicians of the arcane *do* study words of power and mystical gestures that set fires, blow up enemies, heal injuries, bestow super-strength, and all the rest. Such prayers and incantations are a definitive feature of hack 'n' slash fantasy! *That* is the stuff of *Spells*.

Spells answers questions about the “one ritual, one effect” variety of magic taught to bards, clerics, druids, and wizards by their masters, guilds, and temples. It offers many examples, categorizes them, explains how they're learned and cast, and points out their limitations.

Players of spellcasters *need* this lore to do their jobs. The GM does, too, as many an NPC foe – from the

most pathetic goblin shaman to the scariest lich-lord – casts spells. Even better, the *effects* described herein can be repurposed for monster abilities, traps, curses, strange afflictions, and artifacts enough for any number of perilous quests.

Get ready for your magic lesson . . .

BUT WHAT ABOUT . . . ?

Spells for summoning and creating monsters, reanimating corpses, and turning people into beasts *are* dungeon fantasy traditions – and *NPCs* might command secret rituals for conjuring reinforcements, raising undead, shapeshifting, and turning enemies into frogs. In the *PCs'* hands, however, such magic is unbalancing unless the character-point totals of the resulting beings are controlled. The *Dungeon Fantasy Roleplaying Game* doesn't give monsters point values – but *GURPS* does! If you want heroes summoning pets and changing shape, add the *GURPS Basic Set* (to calculate point totals) and *GURPS Magic* (for the spells).



CHAPTER ONE

PRINCIPLES OF MAGIC

Spells are rituals for manipulating supernatural forces. In theory, this is a precise art: Each spell produces a specific, predictable effect.

Spells fall into three **realms: clerical, druidic, and wizardly**. Those of each realm require a special advantage – a

<i>Realm</i>	<i>Spellcasting Talent</i>	<i>Supernatural Energy</i>
Clerical (pp. 5-6)	Power Investiture (<i>Adventurers</i> , p. 20)	Sanctity
Druidic (pp. 6-7)	Power Investiture (Druidic) (<i>Adventurers</i> , p. 23)	Nature's Strength
Wizardly (pp. 7-8)	Magery (<i>Adventurers</i> , p. 41) or Bardic Talent (<i>Adventurers</i> , p. 17)	Mana

Each spell is its own IQ/Hard or IQ/Very Hard skill, bought with character points like any other skill (*Adventurers*, pp. 69-70). Most spells have **prerequisites**: advantages or other spells you *must* possess in order to spend points on that

spellcasting talent – to learn and cast, and are affected by the ambient level of a particular supernatural energy. The table below sums up the details.

spell. When you buy a spell, add a permanent bonus equal to your level with the associated spellcasting talent; e.g., if you have IQ 14 and Power Investiture 3, one point in an IQ/H clerical spell buys skill 15.

GLOSSARY OF MAGICAL TERMS

backfire: Critical failure when casting a spell.

bard: Someone with the Bardic Talent advantage, capable of casting wizardly spells through song.

base skill: Your *unmodified* skill with a spell. May affect casting time and **energy** cost.

cancel: To end a spell before it would normally expire.

caster: The person casting a spell.

class: A group of spells that use the same special rules: Area, Regular, Missile, etc.

cleric: Someone with the Power Investiture advantage, capable of casting clerical spells.

college: A group of spells that deal with the same subject – fire, healing, etc.

druid: Someone with the Power Investiture (Druidic) advantage, capable of casting druidic spells.

effective skill: Your **base skill** with a spell, adjusted for any modifiers. Roll against effective skill to cast a spell.

energy: The “cost” to cast a spell, usually paid out of Fatigue Points, an Energy Reserve, or a power item.

mage: Someone with the Magery advantage – a wizard.

maintain: To continue a spell after it would normally end. This costs more **energy**, unless you have high **base skill**.

mana: The ambient supernatural energy manipulated by wizardly spells.

Nature's strength: The ambient supernatural energy manipulated by druidic spells.

prerequisite: A requirement for learning a spell.

realm: A group of spells that use the same supernatural energy: clerical spells, druidic spells, or wizardly spells.

sanctity: The ambient supernatural energy manipulated by clerical spells.

spell: A skill that produces a specific magical effect when used successfully.

spellcasting talent: Bardic Talent, Magery, or any type of Power Investiture.

subject: The person, place, or thing on which a spell is cast.

wizard: Someone with the Magery advantage, capable of casting wizardly spells.

Learning New Spells

You can start the game with whatever spells you have the prerequisites and character points for. In play, though, learning magic isn't a free-for-all! To learn a spell, you must possess all of its prerequisites *and* do one of the following:

- Visit town and pray at the temple, study with the Wizards' Guild, or similar. The GM may enforce *Training Expenses* (*Exploits*, p. 93) and/or limit learning to one spell per week of downtime.

- Study a spellbook containing the spell; see *Spellbooks* (*Exploits*, p. 76). The GM may *still* require a week per spell, but you won't have to visit town or spend money.

- Successfully expend a scroll containing the spell to impress it on your brain instead of casting it. As *Scrolls as Treasure* (*Exploits*, p. 77) warns, this depletes the scroll and can fail! But it lets you learn a spell in the time needed to read a scroll: twice the spell's casting time.

After meeting these conditions, you may invest one unspent character point in the new spell.

REALMS OF MAGIC

The three realms of magic are similar in several respects outlined already: Their spells are IQ-based skills which demand a spellcasting talent to learn and use, get a bonus from that talent, and are sensitive to supernatural energies. In addition, spells of *all* realms are subject to the rules in *Learning New Spells* (above), *Magical Matchups* (p. 6), *Casting Spells* (pp. 8-12), and *Spell Classes* (pp. 12-14).

Yet the realms differ a great deal as well! This biggest differences are the spellcasting talent each realm requires, the supernatural energies involved, and the broad theme of its spells. And although two or all three realms may offer a spell with the same name and effects, *each version is a separate skill with distinct prerequisites* – someone capable of casting spells from multiple realms would learn such a spell as its own skill for each, and couldn't use one realm's version to meet another realm's prerequisites.

only prerequisite for clerical spells – though more powerful magic requires higher levels.

A successful Perception roll with a bonus equal to level will let you detect blessed or cursed items or places, and changes in sanctity level (the latter at -3 unless specifically searching).

Sanctity

Sanctity is the ambient energy that empowers clerical spells. Its levels and effects are as follows:

Very High Sanctity: Extraordinarily rare places where a god set foot in the world! The caster of a clerical spell recovers any *personal* FP used (not other energy) a second later – that is, on the cleric's next turn. However, *any* failure counts as critical failure, unless the casting was clearly necessary for a holy quest. Genuine critical failure renders the cleric unable to cast clerical spells or use Holy abilities until penance is paid; see *Holy Abilities* (*Adventurers*, pp. 20-21). Counts as **no sanctity** for the opposition.

High Sanctity: Long-established temples and monasteries. Clerical Recover Energy (p. 38) is extra-effective, restoring 1 FP every 5 minutes at *any* skill level, 1 FP every 2 minutes at skill 15-19, or 1 FP every minute at skill 20 or higher. Counts as **low sanctity** for the opposition.

Normal Sanctity: Most places! Clerical magic works normally.

Low Sanctity: The opposition's temples and monasteries. Clerical spells suffer -5 to skill for all purposes. Blessed items are similarly affected. Clerical Recover Energy does nothing. Counts as **high sanctity** for the opposition.

No Sanctity: Extremely rare places of **very high sanctity** for the opposition. Clerical magic *won't work*, and ongoing spells are instantly dispelled. *Exception:* The effects of permanent blessings and blessed items are merely suspended, and resume once taken to an area with sanctity.

The Opposition: Clerics and servitors of deities are either Good (assumed for delvers, priests in town, angels, etc.) or Evil (assumed for cultists, monster shamans, demons, and so on). Evil is "the opposition" for Good, and vice versa. The world has shades of gray; clerics don't.

Speaking from Experience

The gods loan clerics direct power in limited areas. Druids personify the divine immanent as "Nature" and tap it for a less direct kind of magic. Wizardly magic is the most convoluted and least direct, twisting laws that even gods can't entirely ignore. Those delving into hidden lore should know these differences.

– Zephyra, Wizard

CLERICAL SPELLS

Few gods are truly omnipresent, but most govern a sufficiently large facet of Creation that their presence pervades all but the most cursed of places. Gifted mortals can exploit this to channel a deity's power – **sanctity** – to produce miracles. The rituals for doing so are clerical spells.

Power Investiture

see *Adventurers*, p. 20

This advantage represents sensitivity to sanctity. Add a permanent bonus equal to its level to all clerical spells. It's the

Clerical Spell List

As the only prerequisite for a clerical spell is a minimum Power Investiture level, and there are six possible levels of Power Investiture, all clerical spells can be summed up in a list:

PI 1: Armor, Aura, Bravery, Cleansing, Coolness, Detect Magic, Detect Poison, Final Rest, Lend Energy, Lend Vitality, Light, Might, Minor Healing, Purify Air, Purify Water, Recover Energy, Sense Evil, Sense Life, Sense Spirit, Share Energy, Share Vitality, Shield, Silence, Stop Bleeding, Test Food, Thunderclap, Umbrella, Vigor, Warmth, and Watchdog.

PI 2: Awaken, Command, Compel Truth, Continual Light, Create Water, Glow, Great Voice, Healing Slumber, Hide Thoughts, Light Jet, Major Healing, Persuasion, Protection from Evil, Purify Food, Relieve Sickness, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Seeker, Stop Spasm, Summon Spirit, Truthsayer, Turn Spirit, and Turn Zombie.

PI 3: Affect Spirits, Astral Vision, Breathe Water, Command Spirit, Create Food, Cure Disease, Dispel Possession, Flaming Weapon, Great Healing, Magic Resistance, Neutralize Poison, Relieve Paralysis, Repel Spirits, Restoration, See

Secrets, Silver Tongue, Stone to Flesh, Stop Paralysis, Strengthen Will, Sunbolt, Sunlight, Suspended Animation, and Wisdom.

PI 4: Astral Block, Banish, Dispel Magic, Essential Food, Gift of Letters, Gift of Tongues, Instant Neutralize Poison, Monk's Banquet, Regeneration, and Vigil.

PI 5: Bless, Curse, Earthquake, Entrap Spirit, Pentagram, and Remove Curse.

PI 6: Sanctuary.

DRUIDIC SPELLS

Clerics looking at Creation see the Sun God hanging over the realm of the Sea God, where the Shark God swims. Druids stand back and view the shapes and brushstrokes as a panorama: Nature. Their spells channel the omnipresent "life force" that emanates from all living things – **Nature's strength** – to affect those things and their environment.

Power Investiture (Druidic)

see *Adventurers*, p. 23

This advantage rates attunement to Nature's strength. Add a permanent bonus equal to its level to all druidic spells. It's the sole prerequisite for druidic spells, each level giving access to progressively more powerful magic.

A successful Perception roll with a bonus equal to level will let you detect druidic magic items, or know the exact level of Nature's strength at your location.

Nature's Strength

Nature's strength is the ambient energy behind druidic magic. Its main effect is to give a modifier when casting druidic spells:

Primeval wilderness. +1 to +5, chosen by the GM for the adventure. *Examples:* Faerie forests. Wild places never before visited by dwarves, humans, orcs, or other destructive races.

Ordinary wilderness. No modifier. *Examples:* Any place free of artificial development more advanced than mud huts and hiking trails. Not necessarily green; deserts and caves are part of Nature, too.

Nature envelops druid or remains visible, but isn't pristine. -1. *Examples:* Dungeons and mines, with immeasurable tons of soil and burrowing things above, below, and to all sides. Tilled fields and clearings cut in the forest, which are still home to growing things.

Druid wholly surrounded by artificial structures. -3. *Examples:* Town. Inside castles, fortresses, towers, etc. In the middle of the largest dungeons, where all that's beyond the walls is yet more dungeon. The GM may reduce the penalty to -2 if the druid takes pains to get *slightly* closer to Nature by visiting a park or seeking a wall with earth on the far side – or worsen it to -4 in tanneries, smithies, and other industrial places.

MAGICAL MATCHUPS

What happens when spells go up against magic from other realms, or oppose innate abilities? Read on . . .

Spell vs. Spell

Spells that affect other spells work normally on any type of magic, regardless of realm. Clerics, druids, and wizards can use Detect Magic and Dispel Magic on magic worked by other sorts of casters. The same logic applies to wizards who know Spell Shield, Ward, etc. – such things can block clerical and druidic spells. (Clerics and druids can't usually learn such tricks; they *borrow* their magic, while wizards know how it works. They can, of course, smite the wizard or feed him to bears.)

Spell vs. Special Ability

Spells *can't* normally interfere with non-spells. Druidic and Holy abilities and skills are divine power immanent, not merely borrowed magic – and Chi abilities and skills are inner strength, not magic at all!

Bard-Song abilities are the exception. These *are* magic, and subject to being detected and dispelled by spells. A bard's abilities resist at a level equal to skill with Musical Instrument or Singing, as applicable.

Magic Resistance

Magic Resistance works against clerical, druidic, and wizardly spells.

Nature extensively defiled. -5. *Examples:* Vast open-pit mines. Places where effluence from civilization has killed all but the hardiest wildlife. The GM can use -6 to -9, as the adventure requires, for particularly bad cases.

Nature supernaturally defiled. -10. *Examples:* Anywhere waste from mad wizardry or alchemy has twisted Nature. Places where Elder Things have warped reality.

Druidic Spell List

The six possible levels of Power Investiture (Druidic) act as prerequisites for druidic spells, as follows:

PI 1: Beast-Rouser, Beast-Soother, Coolness, Detect Magic, Detect Poison, Extinguish Fire, Find Direction, Hawk Vision, Identify Plant, Master, No-Smell, Purify Air, Purify Earth, Purify Water, Quick March, Recover Energy, Seek Earth, Seek Food, Seek Plant, Seek Water, Sense Evil, Sense Life, Share Energy, Tell Position, Thunderclap, Umbrella, and Warmth.

PI 2: Animal Control, Beast Link, Beast Seeker, Beast Speech, Cure Disease, Fireproof, Fog, Hide Path, Know Location, Light Tread, Mystic Mist, Neutralize Poison, Pathfinder, Plant Vision, Pollen Cloud, Protection from Evil, Purify Food, Repel Animal, Rider, Rider Within, Shape Air, Shape Earth, Shape Plant, Shape Water, Weather Dome, and Windstorm.

PI 3: Beast Summoning, Breathe Water, Conceal, Create Plant, Earth Vision, Forest Warning, Freeze, Hybrid Control, Instant Neutralize Poison, Plant Control, Plant Sense, Plant Speech, Protect Animal, Remember Path, Repel Hybrids, Resist Cold, Resist Lightning, Sunlight, Swim, Tangle Growth, Walk Through Plants, Walk Through Wood, and Water Vision.

PI 4: Beast Possession, Create Animal, Dispel Magic, Frostbite, Hail, Lightning, Sandstorm, and Wither Plant.

PI 5: Arboreal Immurement, Entombment, and Spark Storm.

PI 6: Earthquake and Geysir.

WIZARDLY SPELLS

Wizardly spells are mnemonics used by the gifted to manipulate **mana**. Some people believe mana is a muted echo of the reality-warping forces with which the gods forged Creation. Others think it's higher-dimensional leakage. Either

"BARDIC" SPELLS

Bards cast *wizardly* spells. For the most part, these work normally:

- Prerequisite spells are unchanged.
- Energy Reserve (Magical) can be tapped for energy.
- Mana is required to cast, and has its usual effects.

There are a few differences, though:

- Bardic Talent (*Adventurers*, p. 17) replaces Magery. The same level is needed as a prerequisite, and it gives a permanent bonus to spells, but it can't sense magic items or mana levels.
 - Bards are limited to the Communication and Empathy, Knowledge, Mind Control, and Sound colleges.
 - Bards must sing to cast, even from scrolls.

way, it doesn't just enable spells – it also sustains demons, elementals, undead, and other supernatural beings.

Magery

see *Adventurers*, p. 41

This is the ability to sense and manipulate mana. Add a permanent bonus equal to its level to all wizardly spells. While advanced spells *sometimes* call for high Magery levels, they're just as likely to require extensive magical learning in the form of other spells.

A successful Perception roll with a bonus equal to level will let you detect enchanted items, as well as changes in mana level (the latter at -3 unless specifically searching).

Mana

Mana is the ambient energy that underlies wizardly spells. Its levels and effects are as follows:

Very High Mana: Rare and *unstable* places where mana is pushing into the world. A wizard who casts a wizardly spell recovers any *personal* FP used (not other energy) a second later – on the caster's next turn, in combat. However, all failures are treated as critical failures – and actual critical failures produce spectacular disasters of the GM's choosing!

High Mana: Not uncommon and seemingly random sites where magical power pools. Wizardly Recover Energy (p. 38) works especially well, restoring 1 FP every 5 minutes at *any* skill level, 1 FP every 2 minutes at skill 15-19, or 1 FP every minute at skill 20 or higher.



In battle, bards are easily detected and disabled – listen for music and silence it. To frustrate druids, steer clear of plants and beasts. But the surest anti-caster tactic is to press and attack any foe who's hanging back instead of engaging!

– *Grükuk Kzaash, Knight*

Normal Mana: The usual assumption when the GM hasn't specifically adjusted the mana level. Wizardly magic works normally.

Low Mana: Places where magic is weak – which, like high-mana areas, seem to be random and not especially rare. Wizardly spells have -5 to skill for all purposes. Magic items are similarly affected. Wizardly Recover Energy does nothing.

No Mana: Extremely uncommon locales where mana is utterly absent. Wizardly magic *won't work*, and ongoing spells are instantly dispelled. *Exception:* The effects of permanent spells and magic items are merely suspended, and resume once taken to an area with mana.

Mana is normal on average, but low- and high-mana spots are far more common than low- or high-*sanctity* ones. In some places, mana level fluctuates over time! Very high and no mana are plot devices best used sparingly by the GM.

Wizardly Prerequisites

Magery 0 is a prerequisite for *all* wizardly spells! Some spells require more – Magery 1, 2, or even 3.

In addition, all but the most basic spells require *other spells*. You must have at least one point in each prerequisite spell before you can study the advanced one. Prerequisites might themselves have prerequisites, and so on, which can lead to long chains of spells.

CASTING SPELLS

To cast a spell, tell the GM what you're casting and then take Concentrate maneuvers for the requisite number of turns (*Time Required*, p. 9). At the end of the *last* second of concentration, make a standard success roll (**Exploits**, pp. 5-7) for the spell. That is, roll 3d and compare it to *effective* skill, which is your base skill with the spell adjusted by any applicable modifiers: for sanctity, Nature's strength, or mana; from *Spell Classes* (pp. 12-14); or in the spell's description. If the spell would reveal information, the GM will roll for you in secret; see *GM Rolls* (**Exploits**, p. 5).

Success: If your roll is less than or equal to effective skill, the spell works! Mark off its energy cost (pp. 9-10). Its effects take place immediately. *Critical success* means the spell works especially well – it has no energy cost, and the GM is encouraged to be generous and creative with other benefits.

Failure: If your roll is greater than effective skill, the spell fails. If success would have cost energy, you lose *one* energy point; otherwise, you lose nothing. (*Exception:* You must pay the full energy cost for an Information spell, even on a failure.) *Critical failure* means you must spend the *full* energy cost *and* the spell fails badly! The GM may roll secretly on the *Critical Spell Failure Table* (below) or improvise an amusing "backfire."

DISTRACTION AND INJURY

If your spell requires more than a second of concentration, Bad Things can happen to you during the turns before the last one (when you roll to cast it). Even if it requires just one second, a foe may interrupt you using a Wait maneuver!

CRITICAL SPELL FAILURE TABLE

Roll 3d. If the result seems inappropriate *or* is what the caster *intended*, reroll. The GM is encouraged to improvise instead of using the table, but shouldn't kill the caster outright.

- 3 – Spell fails entirely. Caster takes 1d HP of injury.
- 4 – Spell cast on caster (if harmful) or random nearby foe (if beneficial).
- 5-6 – Spell cast on one of caster's companions (if harmful) or random nearby foe (if beneficial).
- 7 – Spell affects someone or something other than its intended target – friend, foe, or nearby object. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster takes 1 HP of injury.
- 9 – Spell fails entirely. Caster is mentally stunned (IQ roll to recover).



- 10-11 – Spell produces nothing but a distracting sensory effect – flash, moaning, rotten smell, etc. – that advertises caster's presence (and miserable failure!).
- 12 – Spell produces a weak and useless shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell *seems* to work but is only a useless illusion. The GM is free to lie and cheat to convince the players that the spell *did* work!
- 15-16 – Spell has the reverse of the intended effect, on the wrong target. Roll randomly.
- 17 – Spell fails entirely *and* caster temporarily forgets it! Make an IQ roll after a week, and again each following week, until caster succeeds and remembers.
- 18 – Spell fails entirely. A monster appropriate to the situation – a demon always counts! – appears and attacks the caster.

If you use an active defense or make a resistance roll, or are knocked back, knocked down, injured, grappled, or otherwise distracted while concentrating, make a Will roll at -3. Success lets you continue casting. Failure spoils your spell.

If you're *stunned*, your spell is automatically spoiled.

If you're *injured* but not stunned, and succeed at the Will roll to avoid distraction, you may cast your spell. However, the shock penalty for your injury will reduce your effective skill; see *Shock (Exploits, p. 60)*.

A spell spoiled by distraction or stunning isn't cast and thus has no energy cost. A spell that *is* cast but fails due to a shock penalty has the usual cost for a failure or critical failure.

CASTER AND SUBJECT

A spell's **caster** is the person who's attempting to cast it.

A spell's **subject** is the person, place, or thing upon which it's cast. If casting a spell on yourself, you're both caster *and* subject. The subject can also be another being, an inanimate object, or a patch of ground. If the subject is a place, the caster can "touch" it by extending a hand over it or touching the ground, as suits the spell.

TIME REQUIRED

Most spells require one second to cast. Take the Concentrate maneuver on your turn and attempt your skill roll at the end of that turn. Success means the spell takes effect instantly. Succeed or fail, your turn ends as soon as you roll the dice. Only someone with an unused Wait maneuver can interrupt a one-second spell.

Example: Patrick wants to cast Create Fire, a one-second spell. On his turn, Patrick says, "I'm concentrating on Create Fire." This uses his entire turn. He then rolls the dice for his spell. If he succeeds, he creates fire – but either way, Patrick's turn ends. Aidan, standing next to him, cannot try to disrupt the spell unless he took the Wait maneuver before Patrick's turn began.

Some spells take more than one second to cast. They require multiple, consecutive Concentrate maneuvers in combat. Make the skill roll at the end of the *final* turn of concentration. You may abort an unfinished spell before it's cast, at no penalty, but you must start over if you wish to try again.

Blocking spells (p. 14) may be cast without concentrating, during a foe's turn, to defend against an attack.

ENERGY COST

Each spell has an **energy cost** to cast, normally paid in Fatigue Points. If you prefer, you may mark this off against your Energy Reserve, power item, or Hit Points. You can use whatever combination of these resources you like.

Energy Cost Reduction

The higher your *base skill* with a spell, the less energy it requires to cast. If you know it well enough, you can cast it at *no cost*! *Exception:* *Blocking* spells (p. 14) always have full cost.

Calculate the entire cost to cast a spell – for instance, by multiplying cost for the size of the subject or area affected – *before* applying energy cost reductions for high skill.

If your base skill with a spell is 15 or more – adjusted *only* by modifiers for sanctity, Nature's strength, or mana, as applicable – reduce the spell's casting cost by 1. If you have skill 20 or more, reduce cost by 2. Cost continues to decrease by 1 per full five skill levels beyond skill 20. Apply the same reduction to the cost to *maintain* a spell.

MAGIC STAFFS

A **magic staff** is a rod-shaped piece of once-living matter (e.g., wood, bone, ivory, or coral) imbued with the power to extend a caster's reach for spellcasting. Any stick – baton, club, staff, etc. – of up to two yards in length can be given this property with respect to clerical, druidic, or wizardly magic, at the cost of \$30 per realm. See p. 118 of *Adventurers* for two wizardly examples.

A magic staff gives three benefits:

- Touching a subject with your staff lets you cast spells on that subject at *no* distance penalty.
- Pointing with a staff reduces the range to a distant subject by the length of the staff. This is valuable for Regular and Area spells: A one-yard version (e.g., baton) shaves -1 off distance penalties, while a two-yard one (e.g., quarterstaff) eliminates -2. You can point at the subject as part of a spell's ritual – just tell the GM you're doing so when you *start* concentrating. This might warn an enemy!
- A staff can be charged with Melee spells (p. 13).

Old-school magic-workers favor magic staffs as power items (*Adventurers*, p. 115). They generally buy the underlying weapon as fine (+2 CF) and add as much value as they can afford in the form of carvings, fetishes, gems, precious metal inlay, etc. The \$30 to make a staff magical *doesn't* count for this purpose.

Energy Reserves

You can pay some or all of a spell's cost to cast or maintain out of an Energy Reserve (*Adventurers*, pp. 48-49). The Energy Reserve *must* be associated with the same realm as the spell: Energy Reserve (Holy) if clerical, Energy Reserve (Druidic) if druidic, or Energy Reserve (Magical) if wizardly.

Power Items

You can pay any fraction of a spell's energy cost from a power item (*Adventurers*, p. 115). This is associated with the caster, not a realm, and can energize *any* kind of spell.

Burning Hit Points

In a pinch, you may even expend *life energy* to power a spell – mark off some or all of the energy cost against HP! If paying a cost to cast (rather than maintain), you're at -1 on your spell roll per HP used. This is *instead* of the usual shock penalty for injury, and High Pain Threshold has no effect.

You may "burn" HP until you fall unconscious. Should a failed HT roll indicate that you've died, you don't actually spend the HP. Instead, you fall unconscious.

Recovering Energy

You recover lost Fatigue Points by resting; see *Recovering from Fatigue* (**Exploits**, pp. 64-65). The Recover Energy spell (p. 38) can accelerate this.

Your Energy Reserve regenerates at one point per 10 minutes, resting or not. Recover Energy can accelerate this, too, but only if it and the Energy Reserve belong to the same realm; e.g., wizardly Recover Energy for Energy Reserve (Magical).

To replenish a power item, visit town and pay \$5 per energy point.

Treat burned Hit Points like any injury: Get healing!

MAGIC RITUALS

To cast a spell, you must usually perform a ritual involving gestures and speech (*song*, for a bard). If you can't perform the ritual, you can't cast the spell! For instance, you cannot cast a spell that requires you to speak if you're gagged or magically silenced.

As your skill with a spell increases, the spell's ritual, time, and energy requirements diminish, as indicated below. In all cases, "skill" refers to *base skill* – not effective skill. The *only*

modifiers that matter here are those for sanctity, Nature's strength, or mana, as applicable.

Skill 9 or less – Ritual: You must have both hands and both feet free for elaborate ritual movements, and must speak words of power in a firm voice. *Time:* Doubled. *Cost:* As listed.

Skill 10-14 – Ritual: You must speak a few quiet words *and* make a gesture. *Time:* As listed. *Cost:* As listed.

Skill 15-19 – Ritual: You must speak a word or two *or* make a small gesture (a couple of fingers are enough). You may step while taking the Concentrate maneuver. *Time:* As listed. *Cost:* Reduced by 1.

Skill 20-24 – Ritual: None! You stare into space as you concentrate. *Time:* Halved (round fractions *up* to the next second). Minimum casting time is one second. *Cost:* Reduced by 2.

Skill 25 or more – As above, but for every five levels of skill beyond skill 20 – that is, at levels 25, 30, 35, and so on – halve casting time again (always rounding up, with a minimum of one second) *and* reduce energy cost by one more point.

Certain spells have requirements that override these rules. Notably, bards must always sing, and high skill never reduces the *time* to cast Missile spells (pp. 13-14) or the *cost* to cast Blocking spells (p. 14).

LIMITS ON EFFECT

The effects of many spells vary with energy spent. For instance, a healing spell may heal 1 HP per energy point, or a combat spell might inflict 1d damage per point.



If the spell description sets no upper limit, you may spend *as much energy as you can afford!* The more you spend, the greater the effect.

If the spell specifies a finite range of effects and associated energy costs, though, you *cannot* exceed the upper limit without a high level of spellcasting talent (see below).

If *either* type of variable spell is cast on the same subject more than once, only the spell with the most powerful effects counts – multiple instances of a given spell do not “stack” or add in any way. Spells that heal, damage, or otherwise *permanently* affect the subject are an exception: you may cast such spells repeatedly, healing or damaging the subject by the full amount each time.

Talent and Effect

Highly gifted casters may exceed the usual limits for spells that allow a finite number of “levels of effect” (dice of damage, bonuses to skill, etc.). The upper limit is the *higher* of the standard number of levels or the caster’s level with the relevant spellcasting talent: Bardic Talent, Magery, or Power Investiture.

Example: Major Healing (p. 37) allows you to spend 1, 2, 3, or 4 energy points to heal 2, 4, 6, or 8 HP. It has four levels of effect. Power Investiture 6 would let a cleric exceed this for *six* levels of effect, spending 1-6 energy points to heal 2-12 HP!

DURATION OF SPELLS AND MAINTAINING SPELLS

Some spells produce an instantaneous effect when cast and then end immediately. Others last for a fixed **duration** (see the spell description), after which they wear off – unless you *maintain* them.

If you can maintain a spell, the energy cost to do so appears alongside the cost to cast. When the spell reaches the end of its duration, you may continue the spell by paying its maintenance cost. If you do, the spell endures for another interval equal to its duration. This takes no time and requires no skill roll. Distance isn’t a factor.

Example: The Light spell (p. 47) notes “*Duration:* 1 minute.” and “*Cost:* 1 to cast. 1 to maintain.” It ends after a minute unless, at the end of that minute, you spend one more energy point to maintain it. If you do, it lasts another minute.

You may repeat this process for as long as you wish, if you can supply the required energy. As long as you’re conscious, you’ll know when one of your spells needs renewal. You cannot maintain spells while you sleep, however, or “hand off” spells for others to maintain for you.

High Skill and Cost to Maintain

Energy cost reduction for high skill (see p. 10) also applies to the cost to *maintain* a spell. This *can* reduce maintenance

cost to 0. For instance, if you know a spell at skill 15-19, you may reduce maintenance cost by 1; if this cost is 1 to begin with, you can maintain the spell indefinitely at *no* energy cost!

Concentration and Maintenance

You can maintain a spell without concentration unless it requires constant manipulation and change; e.g., to maneuver a levitating object. Spells like that require you to take the Concentrate maneuver only. If you’re distracted, injured, or stunned, you must make a Will roll at -3. If you fail, the spell doesn’t end, but it remains in precisely the state it had when you were distracted, and doesn’t respond to change until you can concentrate on it again. Critical failure means the spell ends.

A spell that requires concentration *doesn’t* prevent you from casting other spells but *does* make that harder; see *Casting Spells While Maintaining Other Spells* (below).

Canceling Spells

It’s possible to end a spell before its full duration is up. If you specify a shorter duration when you cast it, the spell lasts exactly the time desired. If you suddenly decide to cancel a spell before its time is up, though, you must pay one energy point (from any source you could use to *cast* that spell) to do so, regardless of the spell or your skill level.

Changing Maintained Spells

A spell with a variable area of effect cannot be expanded after it has been cast. However, you may choose to maintain just part of a spell’s area, paying the maintenance cost for only a portion of the original area affected.

Casting Spells While Maintaining Other Spells

You can cast only one spell at a time. However, you *can* cast new spells before older ones end. Apply the following modifiers whenever you cast *any* spell while you have other spells active:

- 3 per spell you’re *concentrating* on at the moment. Spells that require concentration say so in their write-up.
- 1 per other spell you have “on” at the moment. Practically all spells that specify a finite duration (in seconds, minutes, hours, days, etc.) count as “on.” A few kinds of magic *never* count as “on” and give *no* penalty:

- Persistent effects left behind by spells with “instantaneous” duration; e.g., injury healed by a healing spell or inflicted by a damaging one.
- Spells with “permanent” duration (*Permanent Spells*, below).

- Spells that explicitly state they don't count as "on," despite specifying a finite duration; e.g., Continual Light (p. 46).

Permanent Spells

If a spell's duration is given as "permanent," it has *magical* (as opposed to merely physical) effects that last indefinitely

Each spell falls into one or more **classes** that define how it works in play.

Regular Spells

A **Regular** spell affects only one subject. Its energy cost assumes a subject with Size Modifier 0. For a subject with a *positive* SM, multiply cost by (1 + SM): $\times 2$ energy for SM +1, $\times 3$ for SM +2, $\times 4$ for SM +3, and so on. There's no cost

without maintenance. Such spells never give a penalty to cast new spells.

Canceling Spells (p. 11) isn't an option for a permanent spell. An area without mana (if wizardly) or sanctity (if clerical) won't end it, either – that merely suspends it until the subject leaves the zone. Ending or reversing such magic usually requires another specific spell.

SPELL CLASSES

reduction for a subject with a *negative* SM. A few Regular spells have special cost schemes that override this one.

Regular spells work best if you can *touch* or *see* the subject (if you *are* the subject, you're casting by touch!). You don't have to see through your own eyes – any spell, ability, or item that lets you see will do.

If you cannot *touch* the subject, apply a skill penalty equal to your distance in yards from the subject; e.g., -5 at five yards. Figure distance at the moment you roll to cast the spell.

If you cannot touch *or* see the subject, there's an additional -5. There are two ways to direct such a spell:

- Name a *target location*. For instance, if you specify "One yard beyond the far side of this door," you'll get whoever is standing on the other side of the door. If nobody is there, you wasted the spell.

- Name a *subject*; e.g., "The closest person in the next room," or, "Ed the Barbarian." The GM determines the actual range to the subject. This is risky. If the subject is farther away than you think – or simply absent – you're inviting failure or even critical failure!

No physical barrier affects a Regular spell. And unless the spell backfires, it never hits the wrong target.

Jet Spells

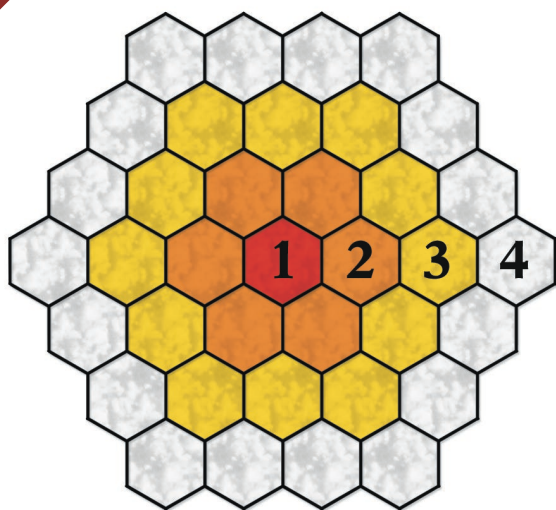
Jet spells (Air Jet, Flame Jet, etc.) are Regular spells that *must* have the caster as their subject. They let the caster project a narrow beam from one hand or the end of a magic staff (p. 9). While maintained, treat this jet as a melee weapon wielded using the Innate Attack (Beam) skill, with reach and damage as specified by the spell. Targets can dodge or block. A jet cannot parry or be parried by anything other than the same variety of jet (e.g., Flame Jet by Flame Jet); then Parry is 3 + *half* Innate Attack skill, rounded down. You may cast one jet spell per hand; *Using Both Hands* (**Exploits**, p. 36) applies normally.

Area Spells

These spells affect an area, not an individual. They're cast on the ground or floor, and their effects extend four yards up from that surface. A few **Area** spells work differently; read the individual spell description.

AREA SPELLS ON A BATTLE MAP

The area of effect of a spell cast over a one-yard radius is a *single hex* on a battle map. That of a spell cast over a two-yard radius is a central hex and *all adjacent hexes*. That of a spell cast over a three-yard radius is a central two-yard area of effect plus the ring of hexes adjacent to *that*. And so on, building up larger areas by annexing successive rings of hexes.



The area's size – not the SM of any individual subject – governs the spell's energy cost. The cost listed for an Area spell is always its **base cost**. The *actual* cost to cast the spell is equal to base cost multiplied by the radius of the area of effect in yards (minimum one yard): base cost x1 for a one-yard radius, x2 for a two-yard radius, x3 for a three-yard radius, and so on.

A few Area spells specify a minimum cost which you must *always* pay, even if it's larger than the base cost multiplied by the desired radius. Area spells with a fractional base cost, such as 1/2, always cost a minimum of one energy point.

If an Area spell affects living beings, it affects *everyone* in its area. You may choose to affect only a part of the area instead of the whole circle, but the cost is still the same – i.e., you may create an area of effect with “holes” in it, but must still spend energy as if you had filled the entire radius.

If you cannot touch any part of the affected area, apply a skill penalty equal to your distance in yards from the area's *nearest edge*.

Otherwise, Area spells work like Regular spells.

Melee Spells

Melee spells “charge” your hand or magic staff (p. 9) with harmful energies that affect the first target you strike. These spells require *two* skill rolls: one to cast the spell and one for a later melee attack (to hit the target with your hand or staff).

Cast a Melee spell exactly as though you were casting a Regular spell on *yourself* – no distance modifier applies. Success energizes your hand or staff with the spell's magic. On your *next* turn, you must either hold your spell or attack with it.

If you hold your spell, your hand or staff remains “charged.” This requires no energy or skill roll. You *cannot* cast another spell while holding a Melee spell, but you can take any combat maneuver. An attack with the energized hand or staff discharges the spell, but a parry with it does not – a genuine *attack* is an essential part of the ritual.

A Melee spell held on a staff persists for as long as you wield the staff. If you lose hold of your staff – even for an instant – the spell drains away harmlessly. If someone *grabs* your staff, and you're both holding it on your turn, your attempt to wrench it free counts as an attack and your opponent instantly suffers the spell's effects!

To attack, make a standard melee attack with your hand or staff. Your target may try any active defense. If the defense succeeds, your spell isn't triggered; you may try again next turn. If the defense fails, your melee attack does its usual damage *and* your spell affects the victim immediately.

Armor protects against some Melee spells but not others – read the spell description. If the spell ignores armor, neither

an unarmed parry (even with an armored limb) nor a block can protect the target from it. Even if such a defense wards off the *blow*, the *spell* arcs through the defender's armor or shield and takes effect!

Some Melee spells are Resisted (p. 14). These spells require a *second* roll against spell skill, when the spell actually takes effect, to overcome the target's resistance.

DISSIPATING HELD MELEE AND MISSILE SPELLS

You can dispel a held Melee or Missile spell without taking a turn to make an attack (probably so you can concentrate on another spell!). This is a free action at any point during your turn. Simply state that you're dissipating the spell. It “evaporates” harmlessly.

You can also get rid of a Missile spell (*not* a Melee spell) by “dropping” it at your feet. This, too, is a free action. This doesn't damage you, unless the missile is explosive, but it *does* damage whatever you're standing on. Missiles that inflict burning damage are liable to set fires!

Missile Spells

Missile spells are destructive long-distance projectiles or bolts; e.g., Fireball (p. 30). Such spells require *two* skill rolls: one to cast the spell, and then a ranged attack with the Innate Attack skill (*Adventurers*, p. 79).

To cast a Missile spell, take a Concentrate maneuver. At the end of your turn, roll against your skill with the spell, with *no* distance modifier – you're creating a magical missile in your hand. Success lets you invest one or more energy points in the spell, usually to a maximum of a number of points equal to your level of spellcasting talent. The missile appears in your hand, “charged” to the desired level.

On your *next* turn, you have three options with your missile: make a ranged attack, hold it, or *enlarge* it. If you opt to enlarge, take another Concentrate maneuver. At the end of your turn, you may invest more energy in the spell – anything from one energy point to points equal to your level of spellcasting talent, unless specified otherwise. No skill roll is required.

The turn after that, you have the same options: attack, hold, or enlarge. On your *fourth* turn, you may only attack or hold. You cannot spend more than three seconds building up a Missile spell, and high skill never reduces the time necessary to do so.

Once you stop enlarging a Missile spell, you may hold it in hand, ready to attack. You don't have to launch it until you want to. While holding the missile, you may choose any combat maneuver that doesn't require the use of the hand holding it, and you can move and defend normally. You *cannot* cast another spell, however.

There's one drawback: If you're *injured* while holding a Missile spell in hand, you must make a Will roll. Failure means the missile immediately affects you!

When you're ready to attack, roll against Innate Attack (Projectile) skill to hit. This is a standard ranged attack, subject to the usual combat modifiers. Once launched, the missile flies in a straight line to the target. Physical barriers affect it just as they would affect any missile weapon.

Your target may block or dodge, but cannot parry. (*Exception*: A martial artist can use Parry Missile Weapons to parry, deflecting magic with *chi*.) A failed defense means the spell affects your victim. The *strength* of the effect depends on the energy invested. Most Missile spells inflict 1d of damage per energy point. Damage Resistance protects normally against damaging Missile spells.

Blocking Spells

A **Blocking** spell is cast *instantly* as a defense against a physical attack or another spell. It's the magical equivalent of a block, parry, or dodge (and often counts as one of these defenses; see the spell description). You may cast only *one* Blocking spell per turn, no matter how skilled you are. You cannot attempt a Blocking spell against a critical hit.

If you try a Blocking spell, it *automatically* interrupts your concentration. You lose any spell you were preparing, exactly as if you had failed a Will roll to resist distraction. If you're holding (not *casting*) a Melee spell, it's unaffected. If you're holding a Missile spell, you cannot enlarge it further but may retain it for later use.

Blocking spells don't get an energy cost reduction for high skill.

Information Spells

Information spells are cast to gain knowledge. Some require you to touch the subject; others function at a distance, with the range penalties in *Long-Distance Modifiers* (below). Spells intended to find things are at -1 per "known" item you choose to ignore in your search. Most Information spells have additional special modifiers – read the spell description.

LONG-DISTANCE MODIFIERS

Use these modifiers for Information spells that work over long distances.

Distance	Penalty	Distance	Penalty
200 yards	0	30 miles	-5
1/2 mile	-1	100 miles	-6
1 mile	-2	300 miles	-7
3 miles	-3	1,000 miles	-8
10 miles	-4	10,000 miles	-10

Add another -2 per additional factor of 10.

When you cast an Information spell, *the GM rolls for you in secret*. On a success, the GM will give you the desired information – the better the roll, the better the information. On a failure, the GM will say, "You sense nothing." On a critical failure, the GM will *lie!* Regardless of the outcome, you must always pay the spell's energy cost – you have no way of knowing whether it succeeded.

Information spells generally allow only one attempt per day by each caster. "Seek" spells are an exception to this.

Except where specifically noted, Information spells have no duration. They grant a momentary glimpse of insight and end immediately; thus, you cannot maintain them.

Resisted Spells

A spell of any type can also be **Resisted**. A spell like this works automatically only on a critical success. On a regular success, it must defeat the subject's resistance to work.

The subject always has a chance to resist, *even if unconscious*. A conscious subject who's aware that something is happening may choose not to resist. Unconscious individuals always try to resist.

To resolve a Resisted spell, you must first attempt your skill roll. If the spell has a single subject (that is, it isn't an Area spell), you have a penalty equal to the subject's Magic Resistance, if any – even if the subject is willing! Failure means the spell fails and the subject notices nothing. On a success, note your margin of success; e.g., if you rolled a 6 against effective skill 13, you succeeded by 7. If the subject is *living* or *has IQ 6+*, the Rule of 16 applies (*Exploits*, p. 8). There's no such limit if the subject is another spell.

The subject then attempts a resistance roll. A character resists using the attribute or other trait indicated in the spell description – usually HT or Will. The subject's Magic Resistance, if any, *also* adds to resistance. A spell resists using the effective skill with which the caster cast that spell.

Then compare the subject's resistance roll to your skill roll in a Quick Contest. If you *win*, your spell affects the subject. If you lose or tie, the spell has no effect – but you must still pay its energy cost! A conscious subject who successfully resists feels a slight mental or physical wrench (depending on the attribute used to resist), but no other effect. You know whether or not the subject resisted your spell.

Resisted Area Spells

When casting an Area spell that is Resisted, make the usual success roll for the spell and record your margin of success if you succeed. Everyone in the area gets a resistance roll, and those with Magic Resistance get *double* the usual benefit. Your spell affects those who make their roll by less than you did.

Special Spells

These spells follow special rules given in the spell description.

CHAPTER TWO

THE SPELLBOOK

What follows are descriptions for many spells, each with the following information:

Name of Spell and the *Class(es)* it belongs to. A “(VH)” indicates an IQ/Very Hard spell; otherwise, it’s IQ/Hard.

Description: The spell’s effects and special rules.

Duration: The time the spell’s effects last. If you maintain the spell, it lasts for this long again. Spells that don’t list duration have instantaneous effects, with the exception of Missile spells (pp. 13-14), which follow their own special rules.

Cost: The energy spent when you cast the spell. If given as *Base cost*, this is the cost per yard of radius of an Area spell. Maintainable spells also give a cost to maintain. You cannot maintain spells that have instantaneous effects.

Time to cast: If no time is given, the spell requires *one second* of concentration and you roll at the end of your turn.

Prerequisites: Listed for each realm that includes the spell. For clerical or druidic versions, this is the minimum level of Power Investiture needed. For a wizardly

one, it’s the other spells you must know (at least one character point in the spell) – plus any other requirements – before you may study this spell.

Item: A few spells propose permanent magic items associated with them. Such items come with notes on how they work and \$ costs for delvers interested in trading them. The GM is free to invent different items, or items for spells *without* this listing!

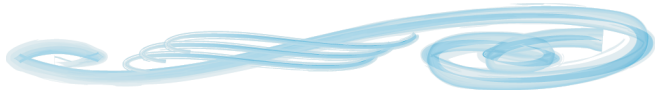
Colleges of Magic

Spells related by subject matter – e.g., fire, healing, or mind control – belong to the same **college**. College is most important when counting prerequisites, but you may also encounter effects or artifacts that modify effective skill or provide energy points for specific colleges. Spells can belong to more than one college for these purposes. You’re welcome to learn spells from as many colleges as you like, provided that you can meet the prerequisites!

AIR SPELLS

These spells deal with the traditional magical “element” of air. Except as noted, “air” is normal breathing air at one atmosphere of pressure, and these spells cannot affect the air inside a being.

Numerous Weather spells (pp. 71-72) also count as Air spells: Explosive Lightning, Lightning, Lightning Missiles, Lightning Weapon, Resist Lightning, Shocking Touch, Spark Cloud, Spark Storm, and Wall of Lightning.



Air Jet

Regular

Shoots a thin jet of air from one finger; see *Jet Spells* (p. 12). A hit does 2d damage for *knockback purposes only* (*Exploits*, p. 53) – not actual injury – per energy point in the spell. Treat this as actual crushing damage to swarms or vaporous beings, however! Range in yards equals the number of dice in the attack.

Duration: 1 second.

Cost: 1 to 3. Same cost to maintain.

Prerequisites: **Wizardly:** Shape Air.

Breathe Water

see p. 68

Concussion

Missile

Creates a ball of highly pressurized air in your hand. This missile has Acc 1, 1/2D 20, Max 40. Roll against Innate Attack (Projectile) to hit.

The missile explodes when it strikes its target, inflicting crushing damage. As well, anyone within 10 yards must roll vs. HT at -3 to avoid physical stun. Those stunned may roll against HT at -3 every second to recover. Hearing protection gives its bonus to this roll; earplugs and the like give +1 per -1 to Hearing rolls, to a maximum of +5.

Also a Sound spell.

Cost: Any amount up to *twice* your level of spellcasting talent per second, for three seconds. For every *two* energy points in the spell, the missile does 1d crushing explosive damage. See *Explosions (Exploits, p. 46)* for rules for explosive damage.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Shape Air and Thunderclap.

Create Air

Area

Manufactures air where none exists. Must be cast in an empty space (or underwater, where it makes bubbles). Cannot be cast inside objects or beings in order to harm them! Each hex in the area will last a single person at rest about three hours.

Duration: Instantaneous. Air created is permanent.

Base cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Purify Air.

Destroy Air

Area

Destroys all air in the area of effect. In an unsealed area, surrounding air rushes in and causes a momentary shockwave: 1d-2 crushing damage to anyone in the area. In a sealed area, those who breathe begin to suffocate (*Exploits, p. 70*). Either way, beings *made* of air (e.g., air elementals) suffer 2d HP of injury per casting!

Duration: Instantaneous. Destroyed air stays gone.

Base cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Create Air.

Earth to Air

Regular

Turns earth or stone into air. The amount transformed increases with energy spent, but the spell is limited to regular shapes with the largest dimension no more than four times the smallest one.

Also an Earth spell.

Duration: Instantaneous. Transformation is permanent.

Cost: 1 to transform one cubic foot of earth/stone to air, giving enough air for one person to breathe for one minute. For larger quantities, cost is 5 per cubic yard. Metal can be affected at *triple* cost. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Create Air and Shape Earth.

No-Smell

Regular

Makes the subject and any possessions totally undetectable by smell.

Duration: 1 hour.

Cost: 2 to cast. 2 to maintain.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Purify Air.

Purify Air

Area

Removes all impurities from the air in the area of effect, neutralizing poisonous gas or vapors, eliminating smoke, and turning “stale” air into fresh, breathable air.

Duration: Instantaneous. Purification is permanent until the air is fouled again.

Base cost: 1. Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Magery 0.

Speaking from Experience

Air magic often seems unattractive to those who study magic – invisible and seemingly intangible, air lacks the suffocating weight of earth and water, and is not as obviously destructive as fire. Yet air is vital for life, and the caster who can conjure or purify it can thwart countless traps and hazards found in deep places, while the magic-worker who can destroy or pollute it can suffocate and kill as surely as any master of earth or water spells. Air is also the element of Nature’s wrath – lightning and whirlwinds can slay and obliterate as effectively as fire! And the way most people take air for granted lends its magic a surprise value that flying stones, blazing flames, and crashing waves lack. While I favor earth, air’s fluidity and omnipresence make it a contender for the title “King of the Elements.”

– Ælin Rock-Talker, Druid

Sandstorm

Area

Creates a Windstorm (p. 17) with the addition of flying sand! The spell creates the sand – the area needn’t be sandy.

In addition to the effects of Windstorm, Sandstorm obscures vision (-2 to Vision per intervening yard, excluding the “eye” of the storm). Each second, every being within it must shut its eyes or roll vs. HT. Failure means being blinded for one turn, while critical failure causes 1d seconds of blindness. Once the target can see again, blurry vision gives -3 to all combat skills and Vision rolls for a *further* 1d seconds.

Also an Earth spell.

Duration: 1 minute after reaching full strength.

Base cost: 3. Half that to maintain (round up). Double-cost version works identically to double-cost Windstorm *and* doubles the duration of blindness (to two or 2d seconds) and blurry vision (to 2d seconds).

Time to cast: The storm starts immediately, but you must concentrate for a number of seconds equal to the storm’s radius in yards to bring the storm to full strength.

Prerequisites: **Druidic:** PI 4. **Wizardly:** Create Earth and Windstorm.

Shape Air

Regular

Creates a stream of moving air. Choose a starting point (count distance penalties from that point). Wind starts there and blows in a one-yard-wide stream, for a distance of five yards times the energy put into the spell. Each second, roll 1d per full two energy points in the spell and treat this as damage for knockback purposes only on anyone in this path – the spell does not cause injury. See *Knockback* (*Exploits*, p. 53).

Duration: 1 minute.

Cost: 1 to 10. Same cost to maintain.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Create Air.

Stench

Area

Produces a cloud of stinking yellowish gas that affects anything that breathes. Those in the area may hold their breath (*Exploits*, p. 21) – but once their breath runs out, they start to suffocate (*Exploits*, p. 70) and must roll vs. HT every minute to avoid 1d HP of injury.

Duration: 5 minutes indoors, far less outdoors (GM's judgment, but as little as 10 seconds if there's wind).

Base cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Purify Air.

Walk on Air

Regular

If air, smoke, or other gases are present, they behave like solid ground beneath the subject's feet, making it possible to walk up and down "invisible stairs" at ground Move. The spell

is broken if the subject is knocked down or slips, resulting in a fall; see *Falling* (*Exploits*, pp. 67-68). If the spell is recast immediately, the subject falls for one second and "lands" on the air for 1d crushing damage. This fall covers five yards – so if the ground is closer, too bad!

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Shape Air.

Windstorm

Area

Creates a circular windstorm with an "eye" of calm inside. The radius of the eye can be up to half that of the storm, specified when you cast the spell. By concentrating, you can move the storm any distance up to its own diameter per second; the eye moves with it. You may move up to half your normal Move inside the eye while concentrating on this spell.

Anyone within a full-strength Windstorm must roll vs. ST once per second to avoid being knocked over. All DX-based skills are at -5. Ranged attacks are at -10 per yard of storm they pass through.

Duration: 1 minute after reaching full strength.

Base cost: 2. Half that to maintain. For double cost, ST rolls to remain standing are at -5, ranged attacks through the storm are impossible, visibility inside it is one yard, and inanimate objects up to 30 lbs. per yard of radius are physically lifted and tossed around!

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

Prerequisites: **Druidic:** PI 2. **Wizardly:** Shape Air.

ANIMAL SPELLS

This is druidic magic for controlling and communicating with animals – non-druids can skip this section!

Animal spells are strictly limited to creatures that are classed as "animals" (regular, giant, or dire) and that have IQ 5 or less. They fail automatically on any being with IQ 6 or more. To produce similar effects on smarter subjects, use the closest Body Control, Communication and Empathy, or Mind Control spell.

Control spells don't empower beasts to do anything they couldn't normally do. The affected creatures simply follow the caster's mental commands to the best of their abilities. Likewise, communication spells let the druid learn only what animals know and understand.

Some Animal spells are limited to specific types of creatures. *Dungeon Fantasy* sorts animals into five practical categories: *Vermin* (includes worms, insects, arachnids, and other creepy-crawlers), *Fish* (includes molluscs), *Reptiles* (includes amphibians), *Birds*, and *Mammals*. A monster that combines traits from different animals within one of these categories is

affected normally by spells for that category. One with body parts from two or more categories (e.g., a gryphon, which is part eagle, part lion) belongs to a special class which has its own, harder spells: *Hybrids*.

(Animal) Control

Regular; Resisted by Will

Controls the actions of one large animal (any size) or a single swarm. Concentration is required! Remember that subjects larger than Size Modifier 0 increase casting cost. There's a separate Control spell for each category of animal.

Duration: 1 minute.

Cost: *Vermin Control:* 1 to cast; 1 to maintain. *Fish Control:* 2 to cast; 1 to maintain. *Reptile Control:* 2 to cast; 1 to maintain. *Bird Control:* 3 to cast; 2 to maintain. *Mammal Control:* 5 to cast; 3 to maintain.

Prerequisites: **Druidic:** PI 2.

Beast Link

Regular

Establishes a mental link with an animal. The subject will not stray more than a half-hour's travel from you after that. It will come, *once*, whenever you wish, at a fast but not killing pace. If it's a wild beast, reroll its reaction when it arrives – previous good reactions (e.g., from Beast-Soother) no longer hold!

Duration: Until the beast is next called. Counts as a spell “on.”

Cost: 3. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: **Druidic:** PI 2.



Beast Possession

Regular; Resisted by Will

Puts you in complete control of a beast “from the inside,” with unfettered access to its memories and capabilities. While in the animal's body, you may use its skills, senses, and abilities as though they were your own. You may use your own *mental* abilities, but not your physical ones; thus, you can cast a spell only if you know it so well that it requires no ritual (skill 20+). Your body lies unconscious during the spell – keep it safe!

Duration: 1 minute.

Cost: 6 to cast. 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Druidic:** PI 4.

Beast-Rouser

Regular

Excites a single animal. Worsens the beast's reaction roll (to anyone) by twice the energy put into the spell.

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

Cost: 1 to 3. Cannot be maintained.

Prerequisites: **Druidic:** PI 1.

Beast Seeker

Information

Similar to Seeker (p. 45), but works only on animals. May be cast for any species of animal, an individual, or simply any animal.

Duration: Instantaneous.

Cost: 3. One try per week per species. Cannot be maintained.

Prerequisites: **Druidic:** PI 2.

Beast-Soother

Regular

Calms a single animal. Improves the beast's reaction roll toward *you* by twice the energy put into the spell.

Duration: Until something disturbs the animal.

Cost: 1 to 3. Cannot be maintained.

Prerequisites: **Druidic:** PI 1.

Beast Speech

Regular

Lets you communicate with any animal in its own “language.” How *useful* this is depends on the beast's intelligence – no creature below the level of a bird is likely to know much of interest. An ant may crawl over gold, but knows only that the material is hard and inedible. Each minute allows one question and answer.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Druidic:** PI 2.

Beast Summoning

Regular

Calls one animal of a specific, named type. Range doesn't matter for this spell! If the spell succeeds, you'll know the location of the closest creature of that type, and how long the animal needs to reach you. The creature will move toward you as fast as it can, until it can see you or the spell ends (in which case it turns and goes about its business).

Once the animal arrives, it stays nearby – without attacking – until the spell ends. It has +1 on its reaction to you (only). If you or anyone near you attacks the creature, the spell is broken.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain. *Double* cost to call all creatures of a named type within a 10-mile radius; beasts at different distances will arrive at different times, of course.

Prerequisites: **Druidic:** PI 3.

Create Animal

Regular

Creates a *natural animal* – not a giant, dire, or hybrid one – of IQ 5 or less. This beast does your mental bidding while it exists. It continues to exist until you stop maintaining the spell or it's killed, at which point it vanishes without trace.

You cannot create a monster, an imaginary being, or even a real creature you've never seen *in play* (but the GM should always allow beasts everybody has seen, like dogs and horses). You also cannot *modify* animals, such as by creating a bear with venomous fangs.

Duration: 1 minute.

Cost: 2, multiplied by (1 + SM) for animals larger than SM 0; e.g., 4 for an SM +1 grizzly bear or tiger. Treat a one-hex swarm of tiny creatures as SM 0 (cost 2). Half that to maintain.

Time to cast: Equal to cost, in seconds.

Prerequisites: **Druidic:** PI 4.

Hybrid Control (VH)

Regular; Resisted by Will

Works identically to (Animal) Control (p. 17), but on hybrids. To control a particular hybrid, you *must* also know all of the (Animal) Control spells relevant to it. Your skill is the *lowest* among those spells and Hybrid Control. For instance, you would need Bird Control and Mammal Control to control a gryphon, and would do so using the lowest of those two spells and Hybrid Control.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Prerequisites: **Druidic:** PI 3.

Master

Regular or Blocking; Resisted by Will

Holds any beast motionless and quiet for as long as you maintain eye contact and concentration. Darkness breaks eye contact! Normally takes one second to cast, but may be cast as a Blocking spell as an animal enters close combat with you; e.g., to attack.

Duration: Indefinite, but *any* hostile action against the animal breaks the spell.

Cost: 2.

Prerequisites: **Druidic:** PI 1.

Protect Animal

Area

This spell protects all animals of a certain kind within its borders. Attempts to harm them are warded off as if by invisible defenders. Protected animals gain DB 3 and DR 5.

Also a Protection and Warning spell.

Duration: 1 minute.

Base cost: 1. Same cost to maintain.

Time to cast: 1 minute.

Prerequisites: **Druidic:** PI 3.

Repel (Animal)

Area

Repels animals from an area. You may exclude specific creatures (e.g., your pets) from the spell's effect at the time of casting. Once cast, the spell resists attempts by animals to enter it or stay in it. Every second, roll a Quick Contest between your effective skill and the beast's ST; if you *win*, that animal must avoid the area.

As for all Area spells, the affected area extends four yards upward – an important detail for flying animals! You may increase height by spending proportionately more energy; e.g., double base cost for an area *eight* yards high.

Like (Animal) Control (p. 17), this is a different spell for each category of animal.

Duration: 1 hour.

Base cost: Equal to the cost to cast and maintain (Animal) Control for the affected animal type.

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 2.

Repel Hybrids (VH)

Area

Works identically to Repel (Animal) (above), but on hybrids. To repel a particular hybrid, you *must* also know all of the Repel (Animal) spells relevant to it. Your skill while doing so is the *lowest* among those spells and Repel Hybrids.

Duration: 1 hour.

Base cost: 6. Half that to maintain.

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 3.

Rider

Regular

Lets you mount and ride the subject creature as though it were a trained, loyal riding animal. It must be capable of carrying you, and you still have to make any Riding rolls that would normally be required, but no concentration is needed.

Rider will work on a beast only if you know the appropriate Control spell and successfully cast it first.

Duration: 5 minutes.
Cost: 2 to cast. 1 to maintain.
Prerequisites: **Druidic:** PI 2.

Rider Within

Regular

Lets you see through a creature's eyes, hear through its ears, and so on as long as you concentrate. You also remain

aware of your own body, and may act normally. You exert no control whatsoever over the subject, and the beast isn't aware that you're "watching."

Rider Within will work on a beast only if you know the appropriate Control spell.

Duration: 1 minute.
Cost: 4 to cast. 1 to maintain.
Time to cast: 3 seconds.
Prerequisites: **Druidic:** PI 2.

BODY CONTROL SPELLS

These spells directly affect the body. Except as noted, they affect only *living beings*. They simply fail if they involve body parts or functions the subject lacks (e.g., a being that doesn't eat yet somehow lives would be immune to Retch!).

Agonize

Regular; Resisted by HT

Subject is rendered helpless with agony; see *Incapacitating Conditions* (**Exploits**, p. 66). High/Low Pain Threshold has its usual effect.

Duration: 1 minute.
Cost: 8 to cast. 6 to maintain.
Prerequisites: **Wizardly:** Magery 2 and Sensitize.

Prerequisites: **Wizardly:** Grace.
Item: Any kind of item might grant Perfect Balance while worn. \$15,000.

Climbing

Regular

Increases the subject's Climbing skill by twice the energy points in the spell (+2 to +6).

Duration: 1 minute.
Cost: 1 to 3 to cast. Same cost to maintain.
Prerequisites: **Wizardly:** Magery 0.

Clumsiness

Regular; Resisted by HT

Subject suffers -1 to DX and DX-based skills for every energy point in the spell.

Duration: 1 minute.
Cost: 1 to 5. Half that to maintain (round up).
Prerequisites: **Wizardly:** Spasm.



Fireballs can be ducked. Well-chosen curses are less escapable and often more decisive.

– Zephyra, Wizard

Ambidexterity

Regular

Subject temporarily gains Ambidexterity (*Adventurers*, p. 47). No effect on those who already have the advantage. Affects a *single pair* of limbs; beings with more than two limbs require multiple castings.

Duration: 1 minute.
Cost: 3 to cast. 2 to maintain.
Prerequisites: **Wizardly:** Grace.
Item: Any kind of item might grant Ambidexterity while worn. \$30,000.

Deathtouch

Melee

You can strike the subject anywhere to trigger this spell – hit location is irrelevant. The target suffers 1d HP of injury per energy point in the spell. Armor doesn't protect. This spell *does* affect the undead!

Duration: Instantaneous. Injury lasts until healed, of course!
Cost: 1 to 3. Cannot be maintained.
Prerequisites: **Wizardly:** Wither Limb.

Balance

Regular

Subject temporarily gains Perfect Balance (*Adventurers*, p. 52). No effect on those who already possess the advantage.

Duration: 1 minute.
Cost: 5 to cast. 3 to maintain.

Debility

Regular; Resisted by HT

Temporarily reduces the subject's ST, affecting damage output. Also affects Basic Lift and hence encumbrance, but the GM may ignore this in the interest of playability. No effect on Hit Points.

Duration: 1 minute.

Cost: 1 per level of ST reduction (maximum -5 to ST). Half that to maintain (round up).

Prerequisites: **Wizardly:** Magery 0.

Frailty

Regular; Resisted by HT

Temporarily lowers the subject's HT. Affects all considerations that depend on HT: Basic Speed, HT-based skills, poison and spell resistance, unconsciousness, death, etc. No effect on Fatigue Points.

Duration: 1 minute.

Cost: 2 per level of HT decrease (maximum -5 to HT). Same cost to maintain.

Prerequisites: **Wizardly:** Lend Energy.

Grace

Regular

Temporarily raises subject's DX, affecting Basic Speed as well as DX rolls and DX-based skills.

Duration: 1 minute.

Cost: 4 for every +1 to DX (maximum +5). Same cost to maintain.

Prerequisites: **Wizardly:** Clumsiness.

Item: Any kind of item might raise the wearer's DX while worn. \$60,000 per +1 to DX, maximum +5.

Hinder

Regular; Resisted by HT

Subject's Move and Dodge scores are at -1 for every energy point in the spell. Also a Movement spell.

Duration: 1 minute.

Cost: 1 to 4 to cast. Same cost to maintain.

Prerequisites: **Wizardly:** Clumsiness or Haste.

Hold Breath

Regular

Can be cast only on *yourself*. Temporarily eliminates your need for air, letting you remain underwater, in poison gas, etc. without trouble. Doesn't supply air – just delays suffocation. Also doesn't protect against vacuum, crushing ocean depths, or similar pressure extremes.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Magery 1 and Vigor.

Itch

Regular; Resisted by HT

Causes subject to itch fiercely in a spot of your choice. Your victim is at -2 DX until he takes one full second to scratch – longer, if armor is in the way!

Duration: Instantaneous. Itch lasts until subject takes a turn to scratch. Only one Itch spell can affect a given subject at a time.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 0.

Might

Regular

Temporarily raises subject's ST, increasing damage, Basic Lift, and Hit Points. *Doesn't* heal wounds! When the spell ends, an injured subject is missing the same number of HP, and must roll vs. HT to avoid unconsciousness or death if only the temporary HP from Might were preventing that.

Duration: 1 minute.

Cost: 2 for every +1 to ST (maximum +5). Same cost to maintain. High skill does *not* reduce this spell's cost!

Prerequisites: **Clerical:** PI 1. **Wizardly:** Lend Energy.

Item: Any kind of item might raise the wearer's ST while worn. \$30,000 per +1 to ST, maximum +5.

Nauseate

Regular; Resisted by HT

Subject suffers from nausea; see *Irritating Conditions (Exploits, pp. 65-66)*.

Duration: 10 seconds.

Cost: 2. Same cost to maintain.

Prerequisites: **Wizardly:** At least five Body Control spells.

Pain

Regular; Resisted by HT

Subject feels a stab of agonizing pain, and must make a Will roll to avoid crying out – and if in a precarious position (e.g., climbing), a DX roll to avoid catastrophe! The victim's DX and DX-based skills are at -3 for the next second. A subject in the middle of a spell requiring gestures must roll vs. Will or start over.

High Pain Threshold gives +3 to the Will and DX rolls above. Low Pain Threshold gives -4.

Duration: 1 second.

Cost: 2. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Spasm.

Paralyze Limb

Melee; Resisted by HT

You must strike the subject on a *limb* or *extremity*; hits elsewhere have no effect. Armor doesn't protect. Resolve resistance on contact. If the subject fails to resist, the target body part is paralyzed and considered crippled for one minute.

Duration: 1 minute.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 1 and at least five Body Control spells, including Clumsiness.

Reflexes

Regular

Subject temporarily gains Combat Reflexes (*Adventurers*, p. 48). No effect on those who already have the advantage.

Duration: 1 minute.

Cost: 5 to cast. 3 to maintain.

Prerequisites: **Wizardly:** Grace and Haste.

Item: Any kind of item might grant Combat Reflexes while worn. \$40,000.

Resist Pain

Regular

Bestows temporary immunity to pain. The subject may ignore pain-causing spells (notably Agonize, Pain, Sensitize, and Spasm), cannot be physically stunned, suffers no shock penalty when wounded, and doesn't halve Move and Dodge at less than 1/3 of HP. Grants no resistance to *injury* – only to the pain it causes.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Magery 2 and Pain.

Retch

Regular; Resisted by HT

Subject retches for (25 - HT) seconds; see *Incapacitating Conditions* (*Exploits*, p. 66).

Duration: Instantaneous. Retching lasts until subject recovers.

Cost: 3. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Nauseate and Spasm.

Rooted Feet

Regular; Resisted by ST

Subject's feet are glued in place! The victim may attempt to break free *every turn* – treat this as another resistance roll at -5 against the spell's original skill roll. While the spell continues, the subject cannot move or change facing, and has -2 to melee combat skills and *half Dodge* (round down).

Duration: 1 minute, or until subject breaks free.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Hinder.

Roundabout

Regular; Resisted by HT

Physically spins the subject to face any direction desired. On the subject's next turn, a roll vs. Body Sense (defaults to DX-6) is needed to take any action. If the subject moved two

or more yards the previous turn, an IQ roll is required to avoid continuing in the new direction.

Duration: Instantaneous.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Tanglefoot.

Sensitize

Regular; Resisted by HT

Subject temporarily suffers the Low Pain Threshold disadvantage (*Adventurers*, p. 63). No effect on those who already have the disadvantage.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Magery 1 and Stun.

Sickness

see p. 55

Spasm

Regular; Resisted by HT

Can be directed against any of the subject's *voluntary* muscles. Directed against a hand, it causes the subject to drop whatever that hand is holding (usually a weapon). A subject in the middle of a lengthy spell requiring gestures must make a DX roll or start over.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Itch.

Stop Paralysis

see p. 40

Stop Spasm

see p. 40

Strike Blind

Regular; Resisted by HT

Subject temporarily suffers the Blindness disadvantage (*Adventurers*, p. 57). The most important effects are that the victim has -10 to attack and -4 to defend (and must make a Hearing roll at -2 to block or parry at all), and cannot see to target spells.

Duration: 10 seconds.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Spasm and at least two Light and Darkness spells.

Strike Deaf

Regular; Resisted by HT

Subject is temporarily deafened.

Duration: 10 seconds.

Cost: 3 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Spasm and at least two Sound spells.

Strike Dumb

Regular; Resisted by HT

Subject cannot speak, making it impossible to cast spells that require speech or song (including *any* bardic casting!).

Duration: 10 seconds.

Cost: 3 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Spasm.

Speaking from Experience

“Shamans” of lesser races are rarely capable casters. Most rely on spoken rituals. Magic can thwart them by conjuring silence, garbling speech, or simply removing their ability to speak.

– Jag Fairchild, Bard

Stun

Regular; Resisted by HT

Subject is physically stunned (**Exploits**, p. 60) and must roll vs. HT each second to recover.

Duration: Instantaneous. Stun lasts until subject recovers.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Pain.

Tanglefoot

Regular; Resisted by DX

Subject trips and falls down.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Clumsiness.

Tickle

Regular; Resisted by Will

Unrelenting, unbearable tickling incapacitates the subject. Treat this as a seizure; see *Incapacitating Conditions* (**Exploits**, p. 66). To avoid uncontrollable laughter and remain silent, the

subject must roll vs. Will, at +5 if Unfazeable. High/Low Pain Threshold has no effect.

This spell requires concentration.

Duration: 1 minute.

Cost: 5 to cast. 5 to maintain.

Prerequisites: **Wizardly:** Spasm.

Total Paralysis

Melee; Resisted by HT

You must touch the subject on the *head* (face or skull); hits elsewhere have no effect. Armor doesn't protect. Resolve resistance on contact. Failure to resist means the subject suffers paralysis; see *Incapacitating Conditions* (**Exploits**, p. 66).

Duration: 1 minute.

Cost: 5. Cannot be maintained.

Prerequisites: **Wizardly:** Paralyze Limb.

Vigor

Regular

Temporarily raises subject's HT, affecting Basic Speed and Fatigue Points as well as HT rolls and HT-based skills. When the spell ends, a fatigued subject is missing the same number of FP, with the usual ill effects if only the temporary FP from Vigor were preventing them.

Duration: 1 minute.

Cost: 2 for every +1 to HT (maximum +5). Same cost to maintain. High skill does *not* reduce this spell's cost!

Prerequisites: **Clerical:** PI 1. **Wizardly:** Frailty or Might.

Item: Any kind of item might raise the wearer's HT while worn. \$30,000 per +1 to HT, maximum +5.

Wither Limb

Melee; Resisted by HT

You must strike the subject on a *limb* or *extremity*; hits elsewhere have no effect. Armor doesn't protect. Resolve resistance on contact. If the subject fails to resist, the target body part instantly withers, causing permanent crippling; see *Crippling* (**Exploits**, p. 61). This also inflicts 1d HP of injury.

Duration: Instantaneous. Crippling is permanent unless healed by magic.

Cost: 5. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 2 and Paralyze Limb.

COMMUNICATION AND EMPATHY SPELLS

These spells deal primarily with discerning (or *concealing*) thought and intent. Bards must sing to *cast* them, after which spells that normally transfer information silently do so as usual. However, when working magic that reads thoughts or

emotions, a bard may specify that a subject who fails to resist will divulge secrets through visible reactions to the music – or even by singing along!

Borrow Language

Regular

You temporarily gain any one language your subject knows. See *Language, Please!* (*Adventurers*, p. 9).

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Lend Language.

Borrow Skill

Regular

Cast on a *willing* subject who knows a skill, you temporarily gain that skill at (controlling attribute)+4 or increase your existing skill by four levels – whichever is better. Your skill cannot become higher than subject's. Doesn't work on spells.

Duration: 1 minute.

Cost: 4 to cast. 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Lend Skill.

Speaking from Experience

Though thought-magic is often deemed the realm of deceivers, the righteous cleric uses it to shield and free the mind, to expose lies and Evil, and to facilitate communication.

– Francesco Zombani, Cleric

Compel Truth

Information; Resisted by Will

Subject becomes unable to lie, but may keep silent or tell partial truths (this must be roleplayed!). Compel Truth doesn't force the subject to volunteer information – it just renders that person unable to say anything he or she believes to be untrue.

Duration: 5 minutes.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Magery 2 or Bardic Talent 2, and Truthsayer.

Control Person

Regular; Resisted by Will

You can use all the subject's senses and control all your victim's *physical* actions. You have no access to that person's memories, skills, spells, etc. The subject is aware of what's happening – though not of your identity – and retains both memory and wits.

You can control only one body at a time, and must concentrate to do so. When you concentrate, your own body falls

limp; when you stop concentrating, the subject regains control of his or her body. You can move freely between the bodies while the spell lasts.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Soul Rider or Telepathy.

Dispel Possession

Regular; Resisted by possession abilities

Ends any Control Person, Possession, or Soul Rider spell, their animal equivalents, or any similar supernatural ability affecting the subject. Roll a Quick Contest against each such effect.

Duration: Instantaneous.

Cost: 10. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 3.

Gift of Letters (VH)

Regular

Subject (who must have IQ 6+) can read and write *any* language!

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Prerequisites: **Clerical:** PI 4. **Wizardly:** Borrow Language and *written* comprehension of three languages (see *Language, Please!*, *Adventurers*, p. 9).

Gift of Tongues (VH)

Regular

Subject (who must have IQ 6+) can speak and understand *any* language! Doesn't provide speech or hearing to one who lacks those abilities.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Prerequisites: **Clerical:** PI 4. **Wizardly:** Borrow Language and *spoken* comprehension of three languages (see *Language, Please!*, *Adventurers*, p. 9).

Hide Emotion

Regular; Resists emotion readings

Gives the subject the outward appearance of deep calm. Resists Aura, Sense Emotion, and (at the GM's option) Sense Foes, as well as any attempt to gauge the subject's emotional state by other means: Detect Lies skill, Empathy advantage, etc. Can grant up to +4 to any skill where masked emotions are valuable (GM's judgment).

Duration: 1 hour.

Cost: 2 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Sense Emotion.

Hide Thoughts

Regular

Resists all attempts to read or control the subject's mind, by any means. The attacking ability must *win* a Quick Contest against this spell to affect the subject. If Hide Thoughts loses, the subject *still* receives a normal resistance roll – roll separately. Has no affect on previously established mental control.

Duration: 10 minutes.

Cost: 3 to cast. 1 to maintain.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Truthsayer or Hide Emotion.

Lend Language

Regular

Subject (who must have IQ 6+) temporarily gains any one language you know. See *Language, Please!* (**Adventurers**, p. 9).

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** At least three Communication and Empathy spells.

Lend Skill

Regular

Subject temporarily gains a skill at (controlling attribute)+4 or increases an existing skill by four levels – whichever is better. You *must* know the skill in question, and the subject's skill cannot become higher than yours. Doesn't work on spells.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Mind-Sending and IQ 11+.

Message

see p. 67

Mind-Reading

Regular; Resisted by Will

Reads a *living* subject's mind. Detects only surface thoughts – that is, what the subject is thinking *right now*. Won't work on sleeping or unconscious subjects.

This spell is obvious to the subject only on a critical failure.

Modifiers: -2 if you don't know subject's *native* language. On a subject of a different race, -2 if that race is similar to yours (dwarves, elves, humans, orcs, etc. are "similar"), or -4 or worse otherwise (most monsters!).

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Truthsayer or Borrow Language.

Mind-Search (VH)

Regular; Resisted by Will

Searches a *living* subject's mind for deep thoughts and knowledge the subject isn't thinking about at the moment; the subject may even be asleep. In effect, you may ask one simple question (answered by no more than 10 words) per minute, and get the most truthful answer the subject can give. Cannot recover memories the subject has been magically *caused* to forget!

This spell is obvious to the subject only on a critical failure.

Modifiers: As for Mind-Reading, above.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Time to cast: 1 minute.

Prerequisites: **Wizardly:** Mind-Reading.

Mind-Sending

Regular

Sends your thoughts to a subject as one-way communication. Transmission proceeds at talking speed, though you may also send simple pictures in the time it would take you to sketch them.

Modifiers: *Long-Distance Modifiers* (p. 14). -4 if you and your subject don't know each other.

Duration: 1 minute.

Cost: 4 to cast. 4 to maintain.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Mind-Reading.

Persuasion

Regular; Resisted by Will

Causes subject to react to others at from +1 to +5. Works only on *sapient* beings (IQ 6+); less-intelligent ones call for Beast-Soother (p. 18).

Duration: 1 minute.

Cost: Twice the reaction bonus (maximum bonus +5). Same cost to maintain.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Sense Emotion.

Possession (VH)

Regular; Resisted by Will

Like Control Person (p. 24), but the victim is unconscious throughout the possession, and you have full access to the subject's memories, skills, and spells. While in the subject's body, you have your own skills and spells, and may use all the subject's skills and spells as though they were your own (the subject's *physical* skills are at -1). Your body lies unconscious during the spell – keep it safe!

Duration: 1 minute.

Cost: 10 to cast. 4 to maintain.

Time to cast: 1 minute.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1, and Control Person.

Sense Emotion

Regular

Know what emotions the subject is feeling at the moment. Works on any *living* being. Can determine hireling loyalty: On a successful casting, the GM will reveal that NPC's Loyalty rating; see *Hirelings* (**Exploits**, p. 90).

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Sense Foes.

Sense Evil

Information; Area

Works exactly like Sense Foes (below), but detects beings and *items* imbued with true Evil. Critical success gives details: demonic origins, possession, etc.

Also a Meta-Spell.

Duration: Instantaneous.

Base Cost: 1 (minimum 2). Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Magery 2 or Bardic Talent 2.

Sense Foes

Information; Area

Tells you if the subject has hostile intent, and the degree of hostility. Can be cast on one person or an area. Cast over an area, the spell will detect only that *someone* is hostile, without telling *who*.

Duration: Instantaneous.

Base cost: 1 (minimum 2). Cannot be maintained.

Prerequisites: **Wizardly:** Magery 0 or Bardic Talent.

Sense Life

Information; Area

Tells you if there's any life in the subject area. A good roll also provides a general impression of what kind. You can limit the casting to a specific *sort* of life: plants, elves, red-headed girls, or a named person you know.

Duration: Instantaneous.

Base cost: 1/2 (minimum 1). Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Magery 0 or Bardic Talent.

Soul Rider

Regular; Resisted by Will

You can share all of the subject's senses whenever you concentrate. You also remain aware of your own body, and may act normally. You exert no control whatsoever over the subject, and don't know that person's thoughts. Works only

on *sapient* beings (IQ 6+); less-intelligent ones call for Rider Within (p. 20).

Modifiers: On a subject of a different race, -2 if that race is similar to yours (dwarves, elves, humans, orcs, etc. are "similar"), or -4 or worse otherwise (most monsters!).

Duration: 1 minute.

Cost: 5 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Mind-Reading.



Evil's cunning cannot hide it from the enlightened mind. Sensing it is the simplest of magic.

– Sister Miriam Suntemple, Cleric

Telepathy (VH)

Regular

Full two-way communication, like Mind-Reading (p. 25) and Mind-Sending (p. 25) combined. The subject *must* be willing. You and your subject know the whole of each others' thoughts *and* what the other is experiencing – you communicate at the speed of thought.

Other people can "enter the link." Another casting of the spell (by anyone involved) is required for each new person. To eavesdrop unnoticed on an existing link, roll at -4.

If you and your subject know each other and your subject expects the "call," there's no distance penalty. Otherwise, assess penalties as for Mind-Sending. This spell cannot reach into other planes of existence.

Duration: 1 minute.

Cost: 4 to cast. 4 to maintain. That's for a two-way link; same cost per extra person added.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Mind-Sending.

Truthsayer

Information; Resisted by Will

Reveals whether the subject is lying. May be cast in two ways:

1. To tell whether the subject has told *any* lies in the past five minutes.
2. To tell whether the *last* thing the subject said was a lie.

May also give an indication of how great the lie is. If you aren't touching the subject, apply distance penalties as for a Regular spell.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Sense Emotion.

EARTH SPELLS

These spells deal with the traditional magical “element” of earth. Except as noted, they don’t affect stone or metal.

Create Earth

Regular

Creates earth where none existed. You must create earth in contact with the ground – not hanging in the air or floating in the sea!

Duration: Instantaneous. Created earth lasts one day unless irreversibly consumed sooner.

Cost: 2 per cubic yard to create earth from nothingness (minimum 2 energy); 1 per cubic yard to solidify mud into good earth (minimum 1 energy). Cannot be maintained.

Prerequisites: **Wizardly:** Earth to Stone.

Earth to Air

see p. 16

Earth to Stone

Regular

Turns an item of earth or clay into hard stone (but not gemstone!), or turns a stone item into simple metal (like bronze or iron). For double energy cost, turns an item of earth or clay into metal.

Duration: Instantaneous. Transformation lasts one day.

Cost: 3 per cubic yard (minimum 3 energy). Cannot be maintained.

Prerequisites: **Wizardly:** Magery 1 and Shape Earth.

Earth Vision

Regular

Renders earth and *uncut* stone up to 50 yards deep transparent to the subject’s vision, allowing the viewer to find caves, buried treasure, entombed victims, and so on. Does *not* make it possible to see through brick, cut stone, metal, etc.

Also a Knowledge spell.

Duration: 30 seconds.

Cost: 2 per 10 yards of depth to cast. Same cost to maintain.

Prerequisites: **Druidic:** PI 3. **Wizardly:** Shape Earth.

Earthquake

Area

Shakes the affected area. Divide the distance to the edge of the affected area by 20 before figuring your skill penalty. You must cast Earthquake over a fairly large area to destroy

things; shaking one corner of a building might upset the occupants, but it won’t wreck the building.

Cost depends on the quake’s strength:

Tiny: Just a demonstration! Pay base cost. If you’re *obviously* the caster, your next Intimidation (*Adventurers*, p. 79) attempt against those in the area is at +4.

Mild: Slight damage to buildings. *Double* base cost. As above, plus anyone in the affected area must roll vs. DX every second or fall down.

Severe: Stone walls crack; towers may fall. *Quadruple* base cost. As above, but DX rolls are at -3. Underground rooms and tunnels in the area must resist with HT (usually 12, but higher or lower for good or poor engineering) or *cave in*, causing anyone caught there 3d+3 crushing damage. Cave-in victims can roll vs. ST at -4 every second to move one yard toward safety; *Suffocation* (*Exploits*, p. 70) is likely if they’re far from open air!

Duration: 1 minute.

Base cost: 2. Same cost to maintain.

Time to cast: 30 seconds.

Prerequisites: **Clerical:** PI 5. **Druidic:** PI 6.

Entombment

Regular; Resisted by HT

The earth instantly swallows the subject. The victim remains in Suspended Animation (p. 40), in a tiny spherical chamber 50 feet underground, until rescued by tunneling or the reverse of this spell. If you cast Entombment

on *yourself*, you may opt to stay awake – unwise unless you have some means of breathing while entombed!

Duration: Permanent unless the victim is rescued.

Cost: 10 (but only 6 to *reverse* an entombment). Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: **Druidic:** PI 5. **Wizardly:** Magery 2 and at least five Earth spells.

Flesh to Stone

Regular; Resisted by HT

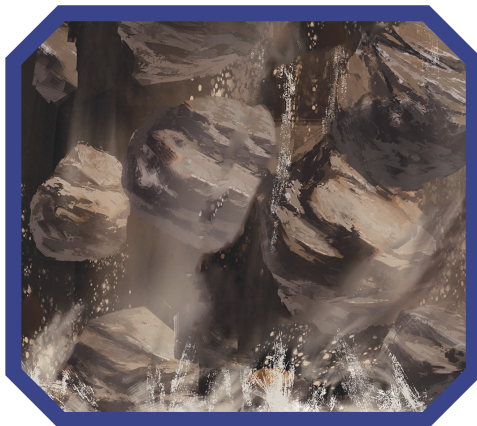
Turns a living subject and all carried gear to stone; see *Petrifaction* (*Exploits*, p. 66). Must affect the *entire* subject.

Duration: Instantaneous. Petrifaction is permanent unless reversed by Remove Curse or Stone to Flesh; Dispel Magic *won’t* work.

Cost: 10. Double cost to turn subject into a *metallic* statue. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Earth to Stone.



Purify Earth

Area

Removes foreign objects and harmful substances from soil, and remedies deficiencies in its composition, rendering it fit to support plant life. Small foreign objects (coins, nails) underground are destroyed; medium ones (swords, chests) “float” to the surface. Large objects (coffins, walls) cause the spell to fail, but you’ll get a general idea of the reason.

Also a Plant spell.

Duration: Instantaneous. Earth remains purified until re-contaminated.

Base cost: 2. *Double cost* in rocky flats, sandy desert, and other poor soil. Cannot be maintained.

Time to cast: 30 seconds.

Prerequisites: **Druidic:** PI 1. **Wizardly:** At least six Earth spells, including Create Earth.

Sandstorm

see p. 16

Speaking from Experience

If you cannot see through stone and soil, remove it from your path, and reveal its treasures, why in Nature’s name would you wander deep underground? The adventuring party that explores caverns and tunnels without knowledge of earth magic is courting disaster. To be blunt: They are idiots.

– Ælin Rock-Talker, Druid

Seek Earth

Information

Reveals the *direction* and *approximate distance* of the nearest significant amount of any one type of earth, metal, or stone. Apply *Long-Distance Modifiers* (p. 14). You may specify that you’re excluding any known sources of that material before you start casting.

Duration: Instantaneous.

Cost: 3. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Magery 0.

Shape Earth

Regular

Moves earth about and shapes it into any form. A stable shape (e.g., a hill) will remain permanently after shaping. An unstable one (e.g., a column or wall) lasts for as long as the spell continues – no concentration is required – but collapses afterward.

Earth moved with this spell travels at Move 2; stone, at Move 1. It can do harm only by flowing over and burying an

immobile person, or by disappearing from beneath someone to create a hole. Either way, would-be victims may move normally on their next turn to escape; only those who fail to do so are trapped.

Anyone buried in loose earth gets a ST roll at -4 each second to claw their way out. They can hold their breath (*Holding Your Breath*, **Exploits**, p. 21), but eventually risk *Suffocation* (**Exploits**, p. 70). Victims buried in stone may hold their breath, too – but those with no means of digging through solid stone cannot escape!

Duration: 1 minute.

Cost: 1 per cubic yard of earth shaped (minimum 2 energy). Half that to maintain (round up). Double cost to shape natural stone; *six times* cost to shape cut or worked stone, like a wall.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Seek Earth.

Steelwraith

Regular; Resisted by HT

Renders the subject intangible to metal! The subject cannot be harmed by metal weapons, but also cannot hold or carry metal gear – all metallic equipment (including armor) falls to the ground.

This *does* let the subject pass through metallic barriers: bars, vault doors, etc. Use the rules for Walk Through Earth (p. 29), with all gear but clothing dropping to the ground upon stepping into an obstacle, and breathing becoming a potential problem.

Duration: 1 minute.

Cost: 7 to cast. 4 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Magery 2 and Walk Through Earth.

Item: Any *metallic* item may be enchanted so that someone under this spell can wield it and carry it through obstacles. If it’s a weapon, it can also *harm* Steelwraith subjects! \$5,000 per pound of weight (minimum 1 lb.).

Stone Missile

Missile

Creates a ball of stone in one hand. This missile has Acc 2, 1/2D 40, Max 80. Roll against Innate Attack (Projectile) to hit.

Cost: Any amount up to your level of spellcasting talent per second, for three seconds. The missile does 1d+1 crushing damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Create Earth.

Stone to Earth

Regular

Turns any stone (including gemstone) into simple earth. Must be cast on a *whole* stone or block – not just part of it. Can also transmute metal into stone at normal cost, or metal into earth at double cost.

Duration: Instantaneous. Transformation is permanent.
Cost: 6 per cubic yard (minimum 6 energy). Cannot be maintained.

Prerequisites: **Wizardly:** Earth to Stone or any four Earth spells.

Stone to Flesh

Regular

Reverses any form of petrification – e.g., the Flesh to Stone spell – restoring the victim (who’s physically stunned!) and any gear. No effect on a statue that was never alive.

Duration: Instantaneous. Cure is permanent.
Cost: 10. Double cost to restore someone turned to metal.
Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Magery 2, Flesh to Stone, and Stone to Earth.

Walk Through Earth

Regular

Lets subject pass through earth as though it were air. Doesn’t open a passage so others can follow – and doesn’t reveal what’s on the other side. Everything the subject is carrying save for DR 0 clothing (maximum 6 lbs.) drops to the ground on the near side of an obstacle entered this way.

If you cast this on yourself and also know Earth to Air (p. 16), you’ll have breathing air during the journey, at no energy cost. Otherwise . . . hold your breath!

A subject who fails to regain open air before the spell ends will be *buried*, and will soon experience *Suffocation* (**Exploits**, p. 70) if not rescued or able to escape.

Duration: 10 seconds.

Cost: 3 to cast. 3 to maintain. Double cost to pass through stone. *Triple* cost to pass through metal.

Prerequisites: **Wizardly:** At least four Earth spells.

FIRE SPELLS

These spells deal with the traditional magical “element” of fire – including heat and its opposite, cold. Should it matter, flames created or controlled by Fire spells shoot six feet high. See *Flame* (**Exploits**, p. 68) for important rules.

Burning Touch

Melee

Your hand or magic staff *burns* the first target it strikes! Hit location is irrelevant. The recipient suffers 1d burning damage per energy point in the spell. *Armor* DR doesn’t protect; *natural* DR does.

Duration: Instantaneous. Injury lasts until healed, of course!
Cost: 1 to 3. Cannot be maintained.

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

Cold

Regular

The reverse of Heat (p. 31). It can reduce the temperature of any object to absolute zero (-459.67°F), if maintained for long enough.

Duration, Cost, and Time to cast: Exactly as for Heat, except that the spell *lowers* the target’s temperature instead of raising it.

Prerequisites: **Wizardly:** Heat.

Create Fire

Area

Fills an area with fire that requires no fuel. (Cast in mid-air, it produces a sphere of flame, which falls to the ground.)

This is real fire that will eventually ignite flammable objects it touches. Cannot be cast within rock, foes, water, etc.

Duration: 1 minute.

Base cost: 2. Half that to maintain. Ordinary fires set by this spell don’t require maintenance.

Prerequisites: **Wizardly:** Ignite Fire or Seek Fire.

Deflect Energy

Blocking

Deflects one *energy* attack about to hit the subject, including a Fireball or Lightning spell. Counts as a parry for combat purposes. If you aren’t the subject, apply distance modifiers as for a Regular spell. A deflected attack may still strike a target *beyond* the subject.

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 1 and Shape Fire.

Explosive Fireball

Missile

Creates a fireball that explodes on impact. This has Acc 1, 1/2D 25, Max 50. Roll against Innate Attack (Projectile) to hit. Can be thrown at a wall, floor, etc. (+4 to hit) to catch foes in the blast – see *Attacking an Area* (**Exploits**, p. 45).

Cost: Any amount up to *twice* your level of spellcasting talent per second, for three seconds. For every *two* energy points in the spell, the fireball does 1d burning explosive damage. See *Explosions* (**Exploits**, p. 46) for rules for explosive damage.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Fireball.

Extinguish Fire

Area

Puts out all ordinary and magical fires in its area of effect. Has no effect on materials that are intrinsically superheated (e.g., lava and molten metal) or on creatures of fire.

Duration: Instantaneous. Once out, a fire stays out.

Base cost: 3. Cannot be maintained.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Ignite Fire.

Fire Cloud

Area

Creates a swirling cloud of flames and fiery embers. Doesn't block vision, but inflicts burning damage on all within it. Creatures in the cloud take damage on their turn; *halve* this (round down) for those who spend less than an entire turn there. This is considered *Large-Area Injury* (**Exploits**, p. 53). Paper, tinder, alchemist's fire, and similar highly flammable materials may catch fire.

Duration: 10 seconds.

Base cost: 1 to 5; the cloud inflicts 1 point of burning damage *per second* per energy point of base cost. Same cost to maintain.

Time to cast: Seconds equal to base cost.

Prerequisites: **Wizardly:** Fireball and Shape Air.

Fireball

Missile

Creates a ball of fire in one hand. This missile has Acc 1, 1/2D 25, Max 50. Roll against Innate Attack (Projectile) to hit. When it strikes something, it vanishes in a puff of flame. This spell is likely to ignite flammable targets!

Cost: Any amount up to your level of spellcasting talent per second, for three seconds. The fireball does 1d burning damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Magery 1, Create Fire, and Shape Fire.

Fireproof

Area

Prevents ignition of fires within its area: alchemist's matches won't light, flint won't spark, and so on. Doesn't extinguish fire brought in from outside the area, though such flame would fail to ignite anything else. Magical attempts to light fires are at -5 to skill. Fireproof cannot resist *really* intense heat, as from lava or molten metal, but does prevent alchemist's fire, nageteppe, and similar incendiaries from working!

Duration: 24 hours.

Base cost: 3. *Double* cost for resistance to *all* nonmagical heat and -10 to magical attempts to light fires. Same cost to maintain.

Time to cast: 5 minutes.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Extinguish Fire.

Item: Any *flammable* gear – cloak, wooden shield, etc. – may be immunized against fire. Protects the item, not its user! \$3,000 per pound of weight (minimum 1 lb.).



Flame Jet

Regular

Shoots a jet of fire from one fist; see *Jet Spells* (p. 12). A hit does 1d burning damage per energy point in the spell. Range in yards equals the number of dice in the attack.

Duration: 1 second.

Cost: 1 to 3. Same cost to maintain.

Prerequisites: **Wizardly:** Create Fire and Shape Fire.

Flaming Missiles

Regular

Empowers a missile weapon to shoot flaming projectiles. It acquires a shimmering, fiery appearance, and its missiles burst into flame, inflicting an extra 2 points of injury on the target if they penetrate DR; see *Follow-Ups* (**Exploits**, p. 56). Projectiles burn to ash on hitting a target or after 10 seconds, whichever comes first.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain. *Double* cost if the projectiles to be fired are stone or metal.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Flaming Weapon.

Flaming Weapon

Regular

Causes a melee weapon to burst into flame. Doesn't harm the user, but the weapon inflicts an extra 2 points of injury on the target if it penetrates DR; see *Follow-Ups (Exploits, p. 56)*. Metal weapons aren't damaged; wooden ones turn to ash the instant the spell ends. The weapon also gives off light as a torch.

Duration: 1 minute.

Cost: 4 to cast. 1 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Magery 2 and Heat.

Heat

Regular

Raises an object's temperature by 20°F per minute the spell endures, to a maximum of 2,800°F. Doesn't necessarily produce fire (although most things burn if heated enough), but is handy for melting things. Most bronze melts at 1,675°F; silver, at 1,764°F; gold, at 1,948°F; copper, at 1,985°F; worked iron or steel, at 2,800°F.

Heat radiates away normally. Beware of this! You might escape a cell by melting the bars, but the radiated heat would probably broil you.

These are guidelines for playable effects. Don't turn the game into a physics exercise!

This spell works too slowly for combat. Out of combat, someone would notice things heating up and shed hot gear or move away from a hot object before suffering damage. That could be useful . . . A *helpless* victim might cook to death – yet another way to die if you're helpless.

Duration: 1 minute.

Cost: 1 for an object up to the size of a fist, 2 for an object up to one cubic yard, and 2 per cubic yard for anything larger. Temperature change can be doubled to 40° per minute for double cost, tripled to 60° per minute for triple cost, and so on. *Slower* heating costs no less. Same cost to maintain.

Time to cast: 1 minute.

Prerequisites: **Wizardly:** Create Fire and Shape Fire.

Ignite Fire

Regular

Produces a single spot of heat. Used to set fire to a readily flammable object. Has no effect on an item that wouldn't burn in an ordinary fire, and attempts to cast it on living beings simply fail. Once ignited, the fire burns normally.

Duration: 1 second.

Cost: Depends on the amount of heat desired:

1 – As though a match had been held to the subject. Lights a candle, pipe, or tinder in one second.

2 – As though a torch had been held to the subject. Ignites paper or loose cloth in one second, ordinary clothes being worn in four seconds.

3 – As though a high-tech blowtorch had been held to the subject. Ignites dry firewood or clothes being worn in one second, leather in two seconds, heavy wood in six seconds.

4 – As though a high-tech incendiary had been held to the subject. Ignites coal in one second, heavy wood in two seconds.

Same cost to maintain.

Prerequisites: **Wizardly:** Magery 0.

Resist Cold

Regular

Subject (person, creature, or object) and anything carried become immune to the effects of cold (but *not* falling ice, magical ice spears, etc.).

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain. *Double* cost to resist cold of -40°F or more; *triple* it to resist the cold of absolute zero.

Prerequisites: **Clerical:** PI 2. **Druidic:** PI 3. **Wizardly:** Heat.

Resist Fire

Regular

Subject (person, creature, or object) and anything carried become immune to the effects of heat and fire (but not electricity).

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain. This suffices against monster attacks and combat Fire spells – but *double* cost to resist molten metal, lava, etc., or *triple* it to resist any and all heat.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Fireproof.

Seek Fire

Information

Reveals the *direction* and *approximate distance* of the nearest significant fire or intense heat source. Apply *Long-Distance Modifiers* (p. 14). You may specify that you're excluding any known fires or heat sources before you start casting, and also that you're seeking a specific *type* of fire: wood fire, coal fire, alchemist's fire, dragon's breath, etc.

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 0.

Shape Fire

Area

Controls the shape of any flame and moves it about. Each shape change requires one second of concentration. Once shaped, the flame keeps that shape without concentration until the spell expires.

Moving a flame requires *constant* concentration. The flame travels at Move 5, on your turn. A natural fire cannot move to a place where it can't burn – but flame made with the Create Fire spell needs no fuel and can move almost anywhere!

Flame shaped with this spell normally retains its volume. If “spread out” across twice its original area, it does half damage; across three times its original area, 1/3 damage; and so on. Round down in all cases.

Duration: 1 minute.

Base cost: 2. Half that to maintain.

Prerequisites: **Wizardly:** Ignite Fire.

Smoke

Area

Creates an area of *dense* smoke. Even a yard’s thickness blocks vision. Each second, every being within it must shut its eyes or roll vs. HT. Failure means being blinded.

Anyone in the area who breathes must also roll vs. HT each turn to avoid coughing; see *Irritating Conditions* (**Exploits**, pp. 65-66). They can hold their breath (**Exploits**, p. 21) – but they’ll start to suffocate (**Exploits**, p. 70) once their breath runs out.

Blindness and coughing victims suffer until the spell dissipates or they leave the area, and then for one second

afterward – or for 1d seconds afterward, on a critically failed HT roll. Once blindness ends, blurry vision gives -3 to combat skills and Vision rolls for *another* 1d seconds.

Duration: 5 minutes indoors, *far* less outdoors (GM’s judgment, but as little as 10 seconds if there’s wind).

Base cost: 1. Half that to maintain (round up).

Prerequisites: **Wizardly:** Shape Fire and Extinguish Fire.

Warmth

Regular

Subject remains comfortably warm in cold weather: +3 to all HT rolls to avoid the ill effects of cold. See *Temperature* (**Exploits**, p. 70). Offers no protection against magical cold attacks.

Also a Protection and Warning spell.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Heat.

FOOD SPELLS

These spells deal with food and drink. None can turn living beings (or the undead!) directly into food, and they *certainly* can’t be used in combat. For the purposes of Food spells, a “meal” is one pound of fresh food or half a pound of dried rations.

Cook

Regular

Turns raw ingredients into a finished meal. Produces simple fare (stews, etc.), which is only as wholesome as the ingredients. No cooking-fire is necessary; the spell provides the heat.

Duration: Instantaneous. Food remains prepared until eaten or it spoils.

Cost: 1 per meal. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: **Wizardly:** Test Food and Create Fire.

Create Food

Regular

Produces edible food. Costs less energy when used to convert *existing* material into food – and the closer the starting material is to food, the tastier the end result.

Duration: Instantaneous. Food lasts one day or until eaten, whichever comes first.

Cost: 2 per meal to change organic material into food; 3 to change inorganic material into food; 4 to conjure food from thin air. Cannot be maintained.

Time to cast: 30 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Cook and Seek Food.

Item: Any vessel can be enchanted to create food from nothing. \$8,000 per meal per day (a \$24,000 version lets one person avoid the need to forage or carry rations!).

Decay

Regular

Makes food rot away and become worthless. The food can be saved if Counterspell (p. 51) or Purify Food (p. 33) is cast within one minute.

Duration: Instantaneous. Destroyed food remains destroyed.

Cost: 1 per meal destroyed. Cannot be maintained.

Prerequisites: **Wizardly:** Test Food.

Essential Food (VH)

Regular

Makes ordinary food unbelievably filling and nutritious. You must start with actual food. Each meal transformed counts as *three* meals, allowing it to last a traveler all day or feed three people.

Duration: Instantaneous. Transformation lasts one day or until food is eaten, whichever comes first.

Cost: 6 per meal transformed. Cannot be maintained.

Time to cast: 30 seconds.

Prerequisites: **Clerical:** PI 4. **Wizardly:** At least six Food spells, including Create Food.

Far-Tasting

Regular

Lets the subject taste and smell anything he or she can see (even at a great distance), or through up to two yards of solid objects. The recipient automatically succeeds at all Taste/Smell rolls, though odorless or tasteless substances remain undetected. The subject *isn't* affected by noxious stuff (e.g., poison) sensed this way!

Also a Knowledge spell.

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1 and Seek Food.

Monk's Banquet

Regular

Lets subject go without food or water for one day with no ill effects.

Duration: 24 hours.

Cost: 6. Cannot be maintained.

Prerequisites: **Clerical:** PI 4.

Speaking from Experience

*My experience has been that magic-users other than druids are liabilities on the trail. I'll escort them for a fee, but I have no illusions about getting assistance from someone who fills his backpack with heavy books and chooses campsites on the basis of portents rather than avoiding exposure. This includes many of my fellow elves, who too often waste their time on the mystical at the expense of the practical. I make an exception for experts in the magic of victuals, though – I can think of few better uses for magic than feeding trekkers. 'Tis a pity that most spell-slingers are too highfalutin to realize that **food** has more value than all the world's indiscriminate fireballs and obscure magic for fighting other magic.*

– Llandor the Gray, Scout

Poison Food

Regular

Introduces a physical poison into food. This remains indefinitely, but can be detected by Test Food. Anyone eating the poisoned food must roll vs. HT. Success indicates they merely feel sick; 2 HP of injury. Failure means they suffer painful stomach cramps: 1d+1 HP of injury, plus severe pain until all of these HP are restored; see *Irritating Conditions* (*Exploits*, pp. 65-66).

Duration: Instantaneous. Poison remains indefinitely.

Cost: 3 per meal. Cannot be maintained.

Prerequisites: **Wizardly:** Purify Food.

Prepare Game

Regular

Separates and cleans all parts of a slain creature in such a way as to best prepare them for use, destroying nothing. Despite its name, delvers mostly use this spell to take care of all the tasks under *Dead Monster Bits* (*Exploits*, p. 24) in one quick casting.

Duration: Instantaneous. Separation of various bits is permanent.

Cost: 2. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Purify Food.

Purify Food

Regular

Removes foreign objects, poisons, and decay from food, rendering it fit to eat. Works only on an edible or formerly edible item – and if the whole thing is unwholesome, the magic removes all the unwholesomeness and leaves nothing!

Duration: Instantaneous. Purification is permanent until the food is fouled again.

Cost: 1 per pound of food or drink purified. Cannot be maintained.

Prerequisites: **Clerical:** PI 2. **Druidic:** PI 2. **Wizardly:** Decay.

Seek Food

Information

Determines the direction, distance, and general nature of the nearest significant food source. Apply *Long-Distance Modifiers* (p. 14). The food found will be wholesome but not necessarily appetizing; e.g., edible insects. You may specify that you're excluding any known sources of food (such as those delicious insects) before you start casting.

Seek Food can replace mundane skills for the purpose of *Foraging* (*Exploits*, p. 18).

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Magery 0.

Test Food

Information

Identifies whether a substance is good to eat. Detects poisons, dangerous decay, or foreign objects, but *not* magical dangers – and reveals nothing about taste or nutrition.

Duration: Instantaneous.

Cost: 1 to test a meal of food, or a bottle, canteen, or wine-skin of drink; 3 to check *all* food and drink in a one-yard radius. Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Magery 0.

GATE SPELLS

These spells deal with **gates** – weird portals to other places or planes of existence – and related phenomena such as teleportation, warped space, and uncanny dimensions. This stuff is rare! Consider studying Gate magic only if rumor suggests you'll need it. As for *why* you might need it . . .

A gate is a hole in reality. It might always stand open, or it may be closed except at specific times or in response to a ritual or password. While the portal is open, anyone or anything entering it *will* be transported without warning or resistance roll. Just poking your head through to take a look means taking a trip, unless the hole's size prevents this – gates *are* of finite width, and a two-yard object can't squeeze through a one-yard opening!

A gate has no "front" or "back"; moving into it from any direction transports you, though some portals lead to *different* places depending on how you enter. Lacking Gate magic, there's no way to guess a gate's destination(s) without going through. Before you do, realize that *many* portals are one-way or temporary, and that even permanent, two-way ones can close behind you – a return trip isn't guaranteed!

Gates can look like anything – or nothing. Some shimmer or are impossibly black, others are framed like doorways, and far too many are undetectable to ordinary senses. If you suddenly find yourself elsewhere (e.g., a distant corridor, another country, or Hell), you just walked through a gate.

Even if you're aware of a gate, there's little you can do about it. It isn't physical and can't be attacked. You can't cast magic other than Gate spells on it. You can cast spells other than Information spells *through* it, but at the penalty for casting blind (usually -5), plus *another* -5 if the portal leads to another dimension. Area spells won't "spill through."

These complexities make Gate spells worthwhile. They can reveal where gates lead, choose between multiple destinations, open closed gates, help you get home after a one-way trip, warn of hidden gates, and facilitate casting spells across gates.

Blink

see p. 56

Blink Other (VH)

see p. 56

Control Gate

Regular; Resisted by the gate

Lets you open or close a gate, or choose the destination of a gate with more than one. Closing a permanent gate doesn't destroy it; closing a temporary one does.

The gate resists this spell with an effective skill level – at least 15, maybe higher. This corresponds to the magical ability

used to create it, which might be high indeed if it's the Will of a god or The Devil! If several Control Gate spells are active at once on the portal, control goes to the spell with the largest margin of victory.

Once control is relinquished, the gate reverts to its "programmed" state.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Magery 3 and Seek Gate.

Divert Teleport (VH)

Blocking; Resisted by subject ability

Cast when someone or something tries to teleport out, this spell blocks the departure. The subject's teleportation ability resists Divert Teleport. *You* roll at -1 per yard between you and the subject, as for a Regular spell. *Your subject* resists using the listed skill level for the travel ability; if that's unspecified, assume the higher of IQ or Will, plus Magery or Power Investiture if magic is involved.

If you *win*, the subject stays put and cannot try to leave that way again for minutes equal to your margin of victory!

Also a Movement spell.

Duration: Instantaneous.

Cost: 8 to block teleportation across space. *Double* cost to block time or dimension travel. Be wary if you're unsure of what you're blocking – the spell *won't* warn you, and you must pay whether you win or lose! Cannot be maintained.

Prerequisites: **Wizardly:** Magery 3 and Trace Teleport.

Phase

Blocking

Lets you avoid any one attack (even an area effect!) by phasing out of this plane of existence for an instant. You become ethereal for just long enough that the attack passes through you. You neither disappear nor lose track of your surroundings – no Body Sense roll is required.

Duration: Instantaneous.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 3 and Ethereal Body.

Phase Other (VH)

Blocking

As Phase, but usable on others.

Duration: Instantaneous.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Phase.

Sanctuary (VH)

Special

Opens a door-sized gate to a pocket dimension. The portal closes immediately after you pass through it, though others may enter first. The space beyond is a dimly lit cube of any size up to your skill level in yards on a side, with blank walls and no visible exits. When you wish to leave, simply concentrate and an exit will appear on one of the walls, leading back to the original point of departure.

The real world completely loses touch with the occupants of the pocket dimension. Seeker (p. 45) won't find them, Trace (p. 45) will lose them for the duration (but will pick them up as soon as they step out) and so on. The reverse is also true.

Long-term visits to the pocket dimension will require creation of air, food, and water, disposal of wastes, and (for comfort's sake) decent lighting. This is complicated by the fact that this dimension has low mana and sanctity, and Nature's strength is at -5; thus, spellcasting is at -5, and clerical and wizardly Recover Energy don't work.

Should the spell expire or you lose consciousness, all the room's contents reappear at the point of departure. Each occupant takes 1d HP of injury and must make a Body Sense roll or be physically stunned. This also happens to anyone foolish enough not to exit before you do!

Duration: 1 hour.

Cost: 5 to cast. 5 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 6.

Scry Gate

Regular

Cast on an open gate, this spell allows images, sounds, and smells to come through from the other side, as if you were peering through an open window. This lets you guess where the portal leads, and eliminates the penalty for casting blind through it. No corresponding "window" opens at the gate's other end.

Countermeasures that sense or block Information spells affect this spell exactly as if it were such a spell.

Duration: 1 minute.

Cost: 4 to cast. 4 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Seek Gate.

Seek Gate

Information

Reveals the *direction* and *approximate distance* of the nearest gate. You may specify that you're excluding any known gates before you start casting.

Modifiers: *Long-Distance Modifiers* (p. 14); -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.

Duration: Instantaneous.

Cost: 3. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Magery 2, Seek Magic, and at least one spell from each of 10 colleges.

Teleport Shield

see p. 65

Trace Teleport

Information; Resisted by subject ability

Cast soon after someone or something teleports in or out, this spell gives a vision of the place, time, and/or dimension the subject arrived from or vanished to. If the subject doesn't *want* you to know this, the teleportation ability resists this spell; except as noted, the traveler uses the higher of IQ or Will to resist, adding Magery or Power Investiture if the travel is magical. They greater your margin of victory, the more details the GM will share.

Modifiers: -1 per full minute elapsed between the teleport and the casting. An extra -5 if *you* didn't witness the teleport.

Also a Movement spell.

Duration: Instantaneous.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 2, IQ 13+, and at least one spell from each of 10 colleges.

HEALING SPELLS

These spells treat injury and affliction. Most are the preserve of clerics. Important exceptions are spells for managing magical energy – *especially* Recover Energy, which most casters consider essential!

Healing spells are subject to some special rules:

Critical Condition: Critical failure with a Healing spell always has some bad effect on the patient. The GM may skip the *Critical Spell Failure Table* (p. 8) and worsen the subject's condition or inflict further injury. If you have the Esoteric

Medicine skill at 15 or higher, though, critical failure counts as normal failure except when casting Minor or Major Healing more than once per day on the same subject.

One Shot, One Heal: Some Healing spells note "One try" with their cost. If such a spell fails, you can *never* recast it on that subject to cure the specific condition you were trying to treat; another caster is welcome to try. "One try per day" means you must wait a full 24 hours between castings, successful or not.

Physician, Heal Thyself! When casting on *yourself* to restore HP (implying Great Healing, Healing Slumber, Minor Healing, Major Healing, or Stop Bleeding), you have a skill penalty equal to your total injury; e.g., missing 4 HP gives you -4 to heal yourself.

Awaken

Area

Renders the subject(s) awake and alert. Instantly counters stunning. A subject with less than 1/3 of basic FP remaining may ignore the ill effects of fatigue for an hour but *loses* 1 FP at the end of that time; one with 0 or fewer FP is unaffected. Sleeping or unconscious subjects get a HT roll to awaken; apply a bonus equal to your margin of success, but also -3 if unconscious due to injury or -6 if drugged.

Duration: Instantaneous.

Base cost: 1. Cannot be maintained.

Prerequisites: **Clerical:** PI 2.

Cleansing

Regular

Cleanses the subject's flesh of harmful foreign objects – e.g., barbed or *burrowing* missiles, flesh-eating grubs, or monster spines – without the risk of a Surgery roll. You must *touch* the subject to cast Cleansing.

Duration: Instantaneous. Foreign objects stay gone.

Cost: 2 to cleanse an extremity, 4 for the torso or a limb, or 6 for the entire body. Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: **Clerical:** PI 1.

Cure Disease

Regular

Eliminates one disease from the subject's body per casting. Doesn't heal fatigue or injury the illness has inflicted – just eliminates the underlying sickness.

A successful Diagnosis roll (by you or someone else) should precede the casting. If not, the spell is at -5!

Duration: Instantaneous. The illness is gone, but the subject isn't immune forever.

Cost: 4. One try. Cannot be maintained.

Time to cast: 10 minutes.

Prerequisites: **Clerical:** PI 3. **Druidic:** PI 2.

Detect Poison

Area; Information

Reveals the presence of toxins, and gives you +2 on any subsequent Poisons roll to identify them. You may specify that you're excluding any types of poisons you wish before you start casting.

Also a Protection and Warning spell.

Duration: Instantaneous.

Base cost: 2. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1.

Final Rest

Regular

Cast on a corpse, this prevents reanimation or resurrection of the body (don't cast it on anyone you hope to restore to life!), and keeps the spirit of the deceased from being summoned or returning as a ghost. No effect on living, undead, or inanimate subjects.

Modifiers: -1 per month subject has been dead, to a maximum of -10.

Also a Necromantic spell.

Duration: Permanent.

Cost: 20. Cannot be maintained.

Time to cast: 10 minutes.

Prerequisites: **Clerical:** PI 1.



Great Healing (VH)

Regular

Restores *all* of the subject's missing HP! Won't eliminate disease or poison, or repair crippled or missing body parts, but can heal HP lost to any of these things. *Will* stabilize a mortal wound (**Exploits**, p. 60), in addition to healing.

A given subject can benefit from Great Healing *once per day*, no matter how many casters try.

Duration: Instantaneous. Restored HP remain until re-injured.

Cost: 20. One try per day. Cannot be maintained.

Time to cast: 1 minute.

Prerequisites: **Clerical:** PI 3.

Healing Slumber

Regular

Causes a *willing* subject to fall into a deep, restorative sleep, healing 1 HP per hour and recovering FP at double the normal rate. The subject wakes once fully healed or after eight hours. Any fatigue from missed sleep is also completely recovered after that time.

The subject can be awakened prematurely only by a word from you, an injury, or countermagic (e.g., Awaken, Counter-spell, or Dispel Magic).

Healing Slumber *fails automatically* on an unwilling subject.

Duration: Up to eight hours (maximum recovery of 8 HP).

Cost: 6. For a cost of 10, recovery speed is *doubled* but maximum recovery is unchanged. Cannot be maintained.

Time to cast: 30 seconds.

Prerequisites: **Clerical:** PI 2.

Instant Neutralize Poison (VH)

Regular

As Neutralize Poison (below), but faster to cast and *not* at -5 without a Poisons roll!

Duration: Instantaneous. The poison is gone for good – this time!

Cost: 8. One try per day. Cannot be maintained.

Prerequisites: **Clerical:** PI 4. **Druidic:** PI 3.

Lend Energy

Regular

Heals the subject's missing FP. Cannot increase subject's FP above their normal maximum, or recharge Energy Reserves or power items.

Also a Meta-Spell.

Duration: Instantaneous. Restored FP remain until depleted again.

Cost: Any amount! The energy you spend goes to the subject as restored FP (e.g., if you spend 5 energy, the subject regains 5 FP). High skill does *not* reduce this spell's cost! Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Magery 1.

Lend Vitality

Regular

Temporarily heals the subject's lost HP. Cannot increase subject's HP above their normal maximum. Restored HP vanish after an hour and the spell cannot be maintained, so Lend Vitality is only a stopgap measure!

Duration: 1 hour.

Cost: Any amount! The energy you spend goes to the subject as restored HP (e.g., if you spend 5 energy, the subject regains 5 HP). High skill does *not* reduce this spell's cost! Cannot be maintained.

Prerequisites: **Clerical:** PI 1.

Major Healing (VH)

Regular

Restores up to 8 HP to the subject. Won't eliminate disease or poison, but will cure injury caused by them.

Risky if used more than once per day (full 24 hours) by the *same caster* on the *same subject*. If you try, roll at -3 for the first repetition, -6 for the second, and so on.

Duration: Instantaneous. Restored HP remain until re-injured.

Cost: 1 to 4. Each energy point restores 2 HP to the subject. Cannot be maintained.

Prerequisites: **Clerical:** PI 2.

Minor Healing

Regular

Restores up to 3 HP to the subject. Otherwise, works *exactly* like Major Healing (above), including the -3 per casting on the same subject in one day. Penalties for repeated castings accrue *separately* for Minor and Major Healing, though – you could cast both on the same subject at no penalty.

Duration: Instantaneous. Restored HP remain until re-injured.

Cost: 1 to 3. Each energy point restores 1 HP to the subject. Cannot be maintained.

Prerequisites: **Clerical:** PI 1.

Neutralize Poison

Regular

Eliminates all traces of one chosen poison from the subject's body. Doesn't heal any fatigue or injury already suffered – just removes the remaining poison, avoiding *further* harm. Of no use against magic potions other than those that do direct damage.

A successful Poisons roll (by you or someone else) should precede the casting. If not, the spell is at -5!

Duration: Instantaneous. The poison is gone for good – this time!

Cost: 5. One try. Cannot be maintained.
Time to cast: 30 seconds (beware fast-acting poisons!).
Prerequisites: **Clerical:** PI 3. **Druidic:** PI 2.

Recover Energy

Special

Lets you (and only you!) quickly recover FP. At skill 15 or higher, you regain 1 FP every 5 minutes instead of every 10 minutes; at skill 20 or higher, you get 1 FP every 2 minutes. You must rest quietly to benefit. While resting, you can maintain most spells but not those that require concentration.

If you have an Energy Reserve of the same realm as this spell, it recovers at the same rate. Energy Reserves regenerate even without rest!

No ritual or dice roll is required for Recover Energy. It does *nothing* in areas with low or no sanctity (clerical) or mana (wizardly), but is especially effective in high sanctity or mana. See *Sanctity* (p. 5) and *Mana* (pp. 7-8).

Also a Meta-Spell.

Duration: Works constantly but isn't considered a spell "on."

Cost: None!

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Magery 1 and Lend Energy.

Regeneration (VH)

Regular

Regrows one *lost* limb, extremity, or eye.

Duration: Regeneration starts when the spell is cast and takes one month; this doesn't count as a spell "on." The body part won't work until a month has passed. After that, the replacement part is permanent – unless the subject loses it again!

Cost: 20. One try. Cannot be maintained.

Time to cast: 1 minute.

Prerequisites: **Clerical:** PI 4.

Relieve Paralysis

Regular

Temporarily restores subject's use of a paralyzed or crippled extremity or limb. The body part must not be completely missing (that requires Regeneration).

Duration: 1 minute.

Cost: 3 for an extremity or 5 for a limb. Same cost to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 3.

Relieve Sickness

Regular; Resisted by subject spell

Temporarily relieves subject of any sickness symptoms: fever, dizziness, rash, cough, etc. If these are magical in

nature, the spell responsible gets to resist. Cures *symptoms*, not the underlying curse, disease, or poison.

Duration: 10 minutes.

Cost: 2. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 2.

Resist Disease

Regular

Subject is *completely* immune to disease for the duration. Also a Protection and Warning spell.

Duration: 1 hour.

Cost: 4 to cast. 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 2.

Speaking from Experience

*Professional adventurers debate endlessly which magic matters most: That for winning battles? For seeking and identifying treasures? Such magic has its place and its merits – even while cloistered, I realized the battle against Evil had a price in blood and gold. But my humble suggestion is that **healing** magic is the one kind heroes truly cannot do without. With it, all other deeds remain possible; without it, Death will surely end even the noblest of quests.*

– Francesco Zombani, Cleric

Resist Poison

Regular

Subject becomes immune to all poisons for the duration. If the spell ends before a *persistent* poison would run its full course, the poison has its remaining duration. For instance, if a poison requires hourly HT rolls for three hours and Resist Poison is maintained for just two hours, the subject will have to make a HT roll after an hour.

Also a Protection and Warning spell.

Duration: 1 hour.

Cost: 4 to cast. 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 2.

Restoration (VH)

Regular

Restores the use of one *crippled* limb, extremity, or eye. Can also restore hearing, smell, speech, etc. Won't replace *lost* body parts (that requires Regeneration) – but you can reconnect an intact part amputated within the hour by rolling at -5 to skill!

Duration: Repairs start when the spell is cast and take one month; this doesn't count as a spell "on." The body part or sense won't work until a month has passed. After that, the cure is permanent – but the subject can always be reinjured.

Cost: 15. One try. Cannot be maintained.

Time to cast: 1 minute.

Prerequisites: **Clerical:** PI 3.

Restore Hearing

Regular; Resisted by subject spell

Temporarily restores subject's hearing, regardless of what caused the loss – but if the loss is magical in nature, the spell responsible gets to resist.

Duration: 1 hour.

Cost: 5 to cast. 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 2.

Restore Memory

Regular; Resisted by subject spell

Cures the subject of memory loss, regardless of its cause – but if the loss is magical in nature, the spell responsible gets to resist. Restores one forgotten fact or skill per casting, and doesn't permit the subject to recall something that was never memorized in the first place!

Duration: Instantaneous. Memory is recovered permanently.

Cost: 3. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 2.

Restore Sight

Regular; Resisted by subject spell

Temporarily restores subject's sight, regardless of what caused the loss – but if the loss is magical in nature, the spell responsible gets to resist. The eyes must not be completely missing (that requires Regeneration).

Duration: 1 hour.

Cost: 5 to cast. 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 2.

Restore Speech

Regular; Resisted by subject spell

Temporarily restores subject's speech, regardless of what caused the loss – but if the loss is magical in nature, the spell responsible gets to resist. The tongue or vocal cords cannot be completely missing (that requires Regeneration).

Duration: 1 hour.

Cost: 5 to cast. 3 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 2.

Share Energy

Regular

Makes your FP available for others' spells (not to restore their FP – use Lend Energy for that). You may cast this only on *yourself*. You must specify one or more people who can draw FP for castings started *in the next second* (nobody else may do so), and set a limit on how many FP they can draw in total, to a maximum of 5 FP. A spellcaster who has access to several Share Energy spells must choose just one to draw on.

Also a Meta-Spell.

Duration: 1 second.

Cost: If a spellcaster draws FP (up to 5 FP), cost is *twice* the amount drawn (up to 10 FP). Otherwise, cost is 1. High skill does *not* reduce this spell's cost, and only personal FP may be used to cast it! Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Lend Energy.

Share Vitality

Regular

Heals another's injuries by transferring them to *you*, costing you as many HP as the subject heals. You *do not* suffer a skill penalty for spending HP to cast this spell. Your HP loss is normal injury; you can heal it in all the usual ways.

If the subject has a crippled body part, it will remain so. This spell heals only the HP loss. The injury you receive won't cripple you, either – but unconsciousness or death is possible if you're too generous!

Duration: Instantaneous. Your wounds and the subject's healing are as "permanent" as any other injury or healing.

Cost: 1 per HP healed. Only personal HP may be used to pay this cost, and high skill does *not* reduce it! Cannot be maintained.

Time to cast: 1 second per HP transferred. High skill affects *this* as usual.

Prerequisites: **Clerical:** PI 1.

Stop Bleeding

Regular

Acts as bandaging, restoring 1d-3 HP (minimum 1 HP) and halting ongoing HP losses described as "bleeding"; see *Patching Up* (**Exploits**, p. 63). Can be cast only once per newly wounded subject, and isn't cumulative with mundane bandaging – counts as the one bandaging attempt allowed. *Is* cumulative with other Healing spells!

At 10 times normal cost, Stop Bleeding can *also* stabilize a mortal wound (**Exploits**, p. 60).

Duration: Instantaneous. Restored HP remain until reinjured.

Cost: 1 for bandaging or 10 to stabilize a mortal wound. One try. Cannot be maintained.

Prerequisites: **Clerical:** PI 1.

Stop Paralysis

Regular; Resisted by subject spell

Counters temporary paralysis, regardless of its cause – but if the paralysis is magical in nature, the spell responsible gets to resist.

Also a Body Control spell.

Duration: Instantaneous. Cure is permanent but doesn't prevent future paralysis.

Cost: 1 for a single limb or 2 for the whole body. Cannot be maintained.

Prerequisites: **Clerical:** PI 3.

Stop Spasm

Regular; Resisted by subject spell

Stops any seizure, regardless of its cause – but if the seizure is magical in nature, the spell responsible gets to resist. Works against epilepsy, vomiting fits, etc.

Also a Body Control spell.

Duration: Instantaneous. Cure is permanent until a new seizure occurs.

Cost: 1. Cannot be maintained.

Prerequisites: **Clerical:** PI 2.

Suspended Animation

Regular; Resisted by HT

Holds the subject in apparent sleep indefinitely. This pauses all progressive physical conditions, including disease, poison, the periodic HT rolls to avoid death under *Mortal Wounds* (**Exploits**, p. 60) and *Recovering from Unconsciousness* (**Exploits**, p. 62), and the countdown to death after a heart attack (**Exploits**, p. 66) or *Suffocation* (**Exploits**, p. 70). Subject requires no food, water, or air, but can still be damaged by attacks, spells, etc.

Duration: Permanent until broken by Awaken or Remove Curse; Dispel Magic won't work.

Cost: 6. Cannot be maintained.

Time to cast: 30 seconds.

Prerequisites: **Clerical:** PI 3.

ILLUSION SPELLS

These spells involve magical energy constructs, not mental hallucinations; *anybody* with the right senses can perceive them. Each illusion you have active counts as a spell "on," but spells that *modify* illusions don't count separately – read the description!

Complex Illusion

Area

As Simple Illusion (p. 42), but affects hearing as well as sight. Such an illusion *isn't* automatically dispelled by a spell or touch, but any amount of actual damage will dispel it.

Duration: 1 minute.

Base cost: 2. Half that to maintain.

Prerequisites: **Wizardly:** Simple Illusion and Sound.

Control Illusion

Regular; Resisted by subject spell

Takes control of an illusion someone else has cast. That spell resists this one. If you *win*, the illusion is yours (and counts as a spell "on"). To maintain it, *you* must pay any further energy costs.

If the subject spell resists, the illusion still belongs to its original caster. Control Illusion has no effect if cast over something that isn't an illusion. It also cannot steal an Illusion Disguise, failing if you try. In all of these cases, you *still* pay this spell's energy cost!

Duration: Instantaneous. Control is permanent until the illusion ends or someone else takes control.

Cost: 1. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Perfect Illusion.

Dispel Illusion

Regular; Resisted by subject spell

Dispels any Simple, Complex, or Perfect Illusion, Illusion Disguise, Illusion Shell, or Phantom.

Duration: Instantaneous. Dispelled illusions are gone permanently.

Cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Control Illusion.

Illusion Disguise

Regular

Disguises a living being. You must first create an illusion using Simple, Complex, or Perfect Illusion. Then cast Illusion Disguise to superimpose this in such a way that it covers and moves with the subject. The better the underlying illusion, the better and more permanent the disguise; a Perfect Illusion Disguise fools even the sense of touch.

This counts as only a single spell "on." Concentration is *not* required.

Duration: Until the illusion ends.

Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Simple Illusion.

Illusion Shell

Regular

Creates an illusion that disguises an inanimate object as something else of roughly the same size and shape. The illusion won't move about unless the underlying object moves. Damage done by the object is unaffected.

The senses affected depend on what *other* Illusion spells you know. You must know Simple Illusion (p. 42) to fool vision, Complex Illusion (p. 40) to add hearing, or Perfect Illusion (below) to deceive all senses. Roll against the *lower* of Illusion Shell and the best Illusion spell capable of the desired effects.

Example: You could cast an illusion of a horse over a wooden horse but not a wooden elephant. To make it stamp, nicker, smell, and feel like a horse, you would roll against the lower of Perfect Illusion and Illusion Shell. The resulting "horse" wouldn't walk around, and couldn't be ridden!

Illusion Shell may be disbelieved as described for Simple Illusion. It cannot otherwise be dispelled except by Dispel Magic or Dispel Illusion. Concentration is *not* required.

Duration: 1 minute.

Cost: 1 for an object small enough to be handheld, or 2 for larger objects (affected by SM as usual). Half cost to maintain.

Prerequisites: **Wizardly:** Simple Illusion.

Independence

Area

Adding this spell to any illusion you control lets you "program" the illusion to move about, speak (if it can make sounds), and even react in predetermined ways. All this happens with no further concentration on your part, and Independence *does not* count as a separate spell "on." Faced with something for which it isn't programmed, the illusion may do nothing or simply vanish, at the GM's whim.

Duration: Until the illusion ends.

Base cost: 2. Cannot be maintained.

Time to cast: As long as it takes you, the *player*, to describe the "programming" to the GM, or to read the instructions aloud if they're in writing (writing them down will avoid arguments!). *Minimum* 5 seconds.

Prerequisites: **Wizardly:** Simple Illusion.

Initiative

Area

Casting this spell on any illusion you control gives it a semblance of intelligence, allowing it to act on its own initiative. The subject is totally loyal to you, and obeys you (or anyone you order it to heed) to the best of its ability.

The base cost of Initiative depends on the capabilities you grant the subject. Illusions and Phantoms start with IQ 0 and DX 8. You may raise DX and IQ as high as your own. The subject *can* use these attributes to figure default skills, but you may also give the subject your nonmagical skills; every skill

granted is known at the same *relative* level as you (e.g., a skill you have at *your* DX+3 functions at *its* DX+3).

Once Initiative is cast, the subject acts on its own until the underlying illusion expires. If it encounters a situation that confuses it, it will attempt to return to you for clarification. Like Independence (above), Initiative doesn't count as a spell "on," and doesn't require separate maintenance.

Duration: Until the illusion ends.

Base cost: 1/3 per level of DX or IQ increase (round up), plus 1 per skill; minimum base cost of 3. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Independence and Wisdom.

Know Illusion

Information

Tells whether the subject is an illusion, and if so, what kind it is. You must be able to *see* the subject.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Simple Illusion.

Perfect Illusion

Area

As Complex Illusion (p. 40), but affects all the senses except touch – your hand will go through it. Cannot be dispelled except by Dispel Magic or Dispel Illusion. However, *any* damage temporarily disturbs the illusion, revealing it for what it is without dispelling it.

Duration: 1 minute.

Base cost: 3. Half that to maintain (round up). For *double* cost, it will even fool the sense of touch, though you cannot "really" warm yourself from an illusionary fire.

Prerequisites: **Wizardly:** Magery 1 and Complex Illusion.

Phantom (VH)

Area

Like Perfect Illusion (above), but capable of impeding movement and inflicting real damage. The first time any living creature physically contacts a Phantom, roll a Quick Contest between your effective skill with this spell and the being's IQ; *The Rule of 16 (Exploits, p. 8)* applies. If you lose or tie, treat the Phantom as a Perfect Illusion for all purposes with respect to that character.

If you *win*, the Phantom has substance and may proceed to strike, grapple, shove, and so on as if it were real. It may have any ST and DX up to your skill with this spell for the purposes of Contests, damage inflicted, and so on.

When the spell is first cast, note its margin of success. A *single attack* on the Phantom that inflicts at least this much basic damage dispels it instantly. Spells that work on illusions (Control Illusion, Dispel Illusion, Independence, etc.) also affect Phantoms.

Duration: 1 minute.

Base cost: 5. For a base cost of 9, the phantom can have twice the normal ST (DX is unchanged). Half that to maintain (round up).

Prerequisites: **Wizardly:** Magery 2, Apportation, Hinder, and Perfect Illusion.

Simple Illusion

Area

Creates a purely visual image, visible to anyone who can see the area it occupies. It may portray a single object or an

entire scene. By concentrating, you can move it to a different area (Move 5), or change its size or shape up to its maximum area.

Any IQ 6+ being can dispel a Simple Illusion by “disbelieving”: taking a Concentrate maneuver and making a successful Will roll. An attack, a hostile spell other than Control Illusion, or the *touch* of any IQ 6+ creature dispels the illusion automatically.

Duration: 1 minute.

Base cost: 1. Half that to maintain (round up).

Prerequisites: **Wizardly:** Magery 0, IQ 11+, and no Blindness.

KNOWLEDGE SPELLS

These spells provide *information*. A Knowledge spell with a duration of “instantaneous” delivers a flash of knowledge, not a continuing picture – it cannot be maintained, and never lists a cost to do so.

Meteoric iron blocks Knowledge spells. Far-Feeling, Far-Hearing, Far-Tasting, Glass Wall, Mage Sight, etc., can’t penetrate it. Seeker and similar spells can’t locate anything encased in or made of it. Casters fully enclosed by it cannot look beyond the walls.

Analyze Magic

Information

Cast on a permanent magic item, identifies one magical property per casting. The first casting reveals the enchantment

with the lowest cost (in \$), the second casting identifies the next-cheapest capability, and so forth. Each casting also tells you whether any unidentified properties remain.

Analyze Magic provides complete details for standard enchantments – those found in *Magic Items (Adventurers, pp. 116-118)* or *Enchanted Items (Exploits, pp. 77-79)*, or derived from spells in this book. For other properties, it’s more vague; e.g., “Something related to dragon-slaying.” One-of-a-kind artifacts often have this wrinkle!

Duration: Instantaneous.

Cost: 8 (for any size subject).

Time to cast: 1 hour.

Prerequisites: **Wizardly:** Identify Spell.

Astral Vision (VH)

Regular

Lets subject see insubstantial entities – notably spirits, but also anyone using Ethereal Body, Projection, or similar magic. Also a Necromantic spell.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Sense Spirit and See Invisible.

Aura

Information

Lets you see a glowing halo that reveals whether the subject has Magic Resistance or a spellcasting talent, and at what level; is supernaturally possessed or controlled; or is in the grip of violent emotions. Critical success detects “secret” traits like lycanthropy and vampirism.



All living beings have auras. Most undead have obviously death-haunted ones – but vampires keep the auras they had in life. Inanimate objects, and constructs like golems, have *no* aura. Neither do illusions, which makes Aura useful for spotting them.

Duration: Instantaneous.

Cost: 3 (for any size subject).

Prerequisites: **Clerical:** PI 1. **Wizardly:** Detect Magic.

Detect Magic

Regular

Determines whether any one object is magical. If the spell succeeds, a second casting will tell whether the magic is temporary or permanent. Critical success on either roll provides full identification equivalent to Analyze Magic or Identify Spell, as applicable.

This *isn't* the same as the ability to detect permanent magic items that comes with spellcasting talents. Detect Magic senses items, spells, magical creatures, and ongoing magical effects.

Duration: Instantaneous.

Cost: 2 (for any size subject).

Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Magery 1 or Bardic Talent 1.

Earth Vision

see p. 27

Far-Feeling

Regular

Lets the subject feel by touch anything he or she can see (even at a great distance), or through up to two yards of solid objects. No actual contact occurs – you *cannot* use Far-Feeling to deliver spells or abilities that require a touch, nor will dangers that work by touch affect you!

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1.

Far-Hearing

see p. 66

Far-Tasting

see p. 33

Find Direction

Information

Tells you which direction is north.

Duration: Instantaneous.

Cost: 2.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Magery 1 or Bardic Talent 1.

Glass Wall

Regular

Lets subject see through a single wall, floor, ceiling, or other barrier up to four feet thick (material doesn't matter).

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Either five other Knowledge spells or Earth Vision.

History

Information

Cast on any inanimate object, this reveals its recent past, user's personality, and so on – but no names! Useful for getting a sense of the general kind and number of monsters who've passed through a door, for instance.

Duration: Instantaneous.

Cost: 3 for one day's history, 5 for a week, 8 for a month, or 10 for a year (for any size subject).

Time to cast: 1 second per energy point spent.

Prerequisites: **Wizardly:** Trace.

Identify Spell

Information

Identifies what spells have been cast within the last five seconds, or are being cast at the moment, *on* or *by* the subject. One casting identifies *all* such spells and their realms. Cannot analyze permanent magic items – that requires Analyze Magic (p. 42).

Identify Spell provides names for all identified spells found in this book, allowing you – the *player* – to look up details. If the GM invents a new spell, though, you'll get only a vague description; e.g., "Some kind of physical protection."

Duration: Instantaneous.

Cost: 2 (for any size subject).

Prerequisites: **Wizardly:** Detect Magic.

Know Location

Information

Reveals your geographical location to within a couple of miles, expressed in terms of the nearest places and landmarks you know about; e.g., "You're in the Sinking Swamp, roughly 30 miles north of Hangman's Tree." Recasting this spell gives the same answer (right or wrong) as last time until you move at least one mile.

Duration: Instantaneous.

Cost: 2.

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Magery 1 or Bardic Talent 1, and Tell Position.

Mage Sight

Regular

Reveals which items and beings *in your field of vision* are magical. Each has a “glow” similar to a living being’s aura. Permanent magic items and innately magical beings glow more brightly than objects and people with temporary spells on them. Spellcasters *aren’t* “innately magical,” and stand out only if they have spells cast on them. Critical success also lets you fully identify every magic item you see!

This glow is visible through clothing, armor, or up to 1/2” of solid material. Thus, Mage Sight is valuable for spotting hidden magical traps and treasures.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Detect Magic.

Measurement

Area; Information

Provides any *one* of the following details about the subject: (a) its weight; (b) its measurements in all dimensions; (c) its area; (d) its volume. Precision equals that of the best measuring tools. Excellent for *quick* weight-based treasure assessment!

Duration: Instantaneous.

Base cost: 1.

Prerequisites: **Wizardly:** Magery 0 or Bardic Talent.

Pathfinder

Information

Reveals the direction to a certain place or the proper way to go to get there – your choice. Apply *Long-Distance Modifiers* (p. 14). The GM will add further penalties if you’ve never visited the place (*severe* ones if you aren’t even sure the place exists!).

A town, mountain pass, or *public* building counts as a “place” for this spell. A certain person’s home or workplace doesn’t, unless you’ve been there. Pathfinder cannot find people or things at all.

Duration: Instantaneous.

Cost: 4. One try per day.

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Magery 1 or Bardic Talent 1, plus IQ 12+ and at least two “Seek” spells.

Plant Vision

see p. 62

Projection

Regular

Projects your awareness away from your body to peruse your surroundings from a different viewpoint. This may be

any spot within line of sight; *Long-Distance Modifiers* (p. 14) apply. Your body is catatonic and unable to act for the duration; any attack on it breaks the spell.

Your projected self cannot move – it can only turn to look in different directions. It’s insubstantial and can only see, hear, feel, smell, and taste. Its presence is imperceptible except to Astral Vision, Sense Spirit, or similar magic. It cannot cross an Astral Block or Pentagram, and Repel Spirits resists its intrusion.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Sense Spirit and at least four Knowledge spells.

Remember Path

Regular

While this spell is active, the subject will perfectly remember any path walked. This memory allows the subject to draw an accurate map of those travels or to retrace those steps without error – even in pitch darkness or through distractions such as combat. Of course, later alterations of previously traveled terrain (e.g., a cave-in after the subject leaves a dungeon) will be unknown!

Once the spell ends, the memory begins to fade. The subject must make hourly IQ rolls, at a cumulative -1 per hour. Success means the memory remains; critical success, that it’s permanent. Failure indicates the memory fades to the level the subject would have without magical aid – but *critical* failure leaves a false memory!

Duration: 1 hour.

Cost: 3 to cast. 1 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 3.

See Secrets

Regular

Inanimate objects purposely concealed via mundane means – hidden items, doors, traps, etc. – stand out clearly in the subject’s vision. Vision rolls are still needed where the GM would normally require them, modified as usual for distance, darkness, and size. However, the spell eliminates all penalties for deliberate obscurity, and turns Quick Contests against concealment skills (e.g., Camouflage) into uncontested Vision rolls.

This spell finds things, not people – and only if they’re *hidden*, not lost. It has no special ability to penetrate *magical* concealment.

Duration: 1 minute.

Cost: 5 to cast. 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Seeker and Aura.

Seek Magic

Information

Determines the *direction* and *approximate distance* of the nearest significant magic item, active spell, or magical being (construct, demon, divine servitor, elemental, faerie, spirit, or undead – *not* a mundane spellcaster). Apply *Long-Distance Modifiers* (p. 14). You may specify that you're excluding any known magic before you start casting.

Also a Meta-Spell.

Duration: Instantaneous.

Cost: 6.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Detect Magic.

Seeker

Information

Attunes you to one *person* or *manmade object* you're looking for. Success provides a vision of the subject's whereabouts – or leads you to it, if it's within a mile.

To seek a person, you must either know the subject's real name *or* have met that individual. For instance, you cannot use this spell to solve a murder by seeking "the murderer" if you don't know who that is – but if you do, Seeker will find him.

Modifiers: *Long-Distance Modifiers* (p. 14); -5 if nothing closely associated with the subject (e.g., an article of a lost person's clothing) is available at the time of casting; +1 if you've held or are otherwise familiar with the subject.

Duration: Instantaneous.

Cost: 3. One try per week.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Magery 1 *or* Bardic Talent 1, plus IQ 12+ and at least two "Seek" spells.

Tell Position

Information

Tells you the subject's exact distance, azimuth, and altitude relative to you. You must be able to *see* the subject.

Duration: Instantaneous.

Cost: 1.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Measurement.

Test Load

Area; Information

Reveals how much weight the subject can support before breaking. Delvers use this to detect dangerous bridges, climbing ropes, etc. – especially those rigged as traps.

Duration: Instantaneous.

Base cost: 1 (minimum 2).

Prerequisites: **Wizardly:** Measurement.

Trace

Regular

May be cast on any object or living being that's in your presence *or* the subject of a successful Seeker spell. In the latter case, apply *Long-Distance Modifiers* (p. 14). For as long as you maintain Trace, you'll know where the subject is if you concentrate for a second.

Duration: 1 hour.

Cost: 3 to cast. 1 to maintain. One try per day.

Time to cast: 1 minute.

Prerequisites: **Wizardly:** Seeker.

Water Vision

see p. 71

Wizard Eye

Regular

Creates a physical eye – a 2" ball – through which you can see. This can fly with Air Move 10, moving on your turn in combat. You must concentrate to move it but not to see through it. Any vision-enhancing spells affecting you also work through the Wizard Eye.

The Wizard Eye is hard to hit (SM -7), but if struck by *any* physical attack – or a spell that would reasonably incapacitate it – it's destroyed.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Apportation and Keen Vision.

LIGHT AND DARKNESS SPELLS

These spells affect visible light *and* the infrared light many monsters see by. Those that provide illumination for or block ordinary vision do the same for creatures that see in the infrared.

Several Light and Darkness spells can produce varying light levels. When such magic is the sole source of illumination, these levels give the following Vision modifiers.

<i>Level</i>	<i>Vision Modifier</i>
Starlight	-7
Candlelight or moonlight	-5
Torchlight	-3
Daylight	0

Finally, the Bright Vision, Dark Vision, Hawk Vision, Infravision, Night Vision, and See Invisible spells enhance vision. Such magic is of value only to subjects who can see! Those with Blindness gain no benefit.

Blackout

Area

Shrouds the affected area in impenetrable blackness. No one can see into the area of effect, and no one within that area can see anything. See *Visibility (Exploits, p. 36)* and *Visibility and Defense (Exploits, p. 47)* for combat rules.

Dark Vision lets you see through a Blackout spell. Night Vision and Infravision do not.

Duration: 1 minute.

Base cost: 2. 1 to maintain.

Prerequisites: **Wizardly:** Darkness.

Blur

Regular

Makes the subject harder to see and thus hit with attacks. Each energy point gives -1 to the effective skill of any attack on the subject, to a maximum of -5.

Duration: 1 minute.

Cost: 1 to 5 to cast. Same cost to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Darkness.

Bright Vision

Regular

Grants the subject immunity to blindness, DX penalties, stunning, etc. caused by bright light.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Keen Vision or at least five Light and Darkness spells.

Colors

Regular

Changes the color of any light. Must be cast on the *source*. Multiple color-changes are possible with the same spell; each requires a Concentrate maneuver.

Can *permanently* change the color of Continual Light. This doesn't count as a separate spell "on" or require maintenance.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Light.

Continual Light

Regular

Cast on a small object (up to fist-sized or 1 lb.) or a small part of a larger one, makes that object glow with white light.

Duration: Variable. Roll 2d for number of days. Does *not* count as a spell "on."

Cost: 2 if the glow is equivalent to moonlight, 4 if torchlight, or 6 if daylight. Cannot be maintained.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Light.

Item: Any piece of gear might glow permanently. \$4,000 (moonlight), \$8,000 (torchlight – favored by dungeon explorers!), or \$12,000 (daylight).

Dark Vision

Regular

Bestows the ability to see in any level of darkness, even *total* darkness, and ignore the effects of Blackout and Darkness. The only limitation is that the subject can't see colors in the dark.

Duration: 1 minute.

Cost: 5 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Infravision or Night Vision.



Lighting the darkness is a simple, effective way for any magic-worker to aid in the battle against Evil.

– Samar Alqatil, Holy Warrior

Darkness

Area

Cloaks the affected area in pitch darkness. Those inside the area can see out normally but can see nothing else *within* the area. Those outside can see only darkness within. Thus, attacks out of darkness suffer no penalty, but attacks into darkness are at a penalty; for complete rules, see *Visibility (Exploits, p. 36)* and *Visibility and Defense (Exploits, p. 47)*.

Dark Vision lets you see through a Darkness spell. Night Vision and Infravision do not.

Duration: 1 minute.

Base cost: 2. 1 to maintain.

Prerequisites: **Wizardly:** Continual Light.

Glow

Area

Suffuses an area with a uniform glow. Extremely useful for lighting up a battlefield!

Duration: Variable. Roll 2d for number of days. Does *not* count as a spell "on."

Base cost: 1/2 for starlight, 1 for moonlight, 3/2 for torchlight, or 2 for daylight. Minimum radius 2 yards. Cannot be maintained.

Time to cast: 1 second per half-point of base cost

Prerequisites: **Clerical:** PI 2. **Wizardly:** Continual Light.

Hawk Vision

Regular

Grants the subject the ability to “zoom in” on distant objects, providing the equivalent of one or more levels of the Telescopic Vision advantage (*Adventurers*, p. 35).

Duration: 1 minute.

Cost: 2 per level of Telescopic Vision. Half that to maintain.

Time to cast: 2 seconds.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Keen Vision or at least five Light and Darkness spells.

Hide

Regular

Makes the subject harder to find. A Vision roll is necessary to see a subject in plain sight; Sense rolls to detect a subject already hidden are at -1 per energy point, to a maximum of -5. When backstabbing (*Exploits*, pp. 57-58), this *removes* -1 to -5 in Stealth penalties. These effects apply only while the subject remains still, but resume when the subject stops moving.

Duration: 1 hour.

Cost: 1 to 5 to cast. Same cost to maintain.

Time to cast: 5 seconds.

Prerequisites: **Wizardly:** Blur or Forgetfulness.

Infravision

Regular

Lets the subject see in the infrared, ignoring darkness penalties – even in total darkness! Anything that’s a different temperature from the surroundings (living beings, creatures of heat or cold, warm or cool objects, etc.) is visible. Things that are the *same* temperature are visible only if “lit” by being within two yards of something warm (including the subject’s body).

Infravision doesn’t let the viewer see colors or distinguish fine details (such as faces, or text in order to read). It also doesn’t reveal the invisible.

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Keen Vision or at least five Light and Darkness spells.

Invisibility

Regular

Subject cannot be seen (but still makes sounds, and can be tracked by scent or footprints). Extends to carried gear and anything picked up, unless subject wills it to stay visible. Infravision cannot detect an invisible person, but See Invisible can.

In combat, Invisibility is a great way to avoid being hit (*Visibility*, *Exploits*, p. 36) – but the spell ends *instantly* if the subject attacks, casts a combat spell, or does anything else more violent than moving, spying, or stealing. Thus, it

can grant a single surprise attack but not an ongoing offensive edge.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** At least six Light and Darkness spells, including Blur.

Item: Any item may be permanently invisible. An invisible full-face helmet won’t block the wearer’s view of side hexes and needn’t have eye-slits (same cost), preventing attacks on the eyes through chinks in armor. \$10,000 per 50 lbs. of weight or fraction thereof.

Light

Regular

Produces a small light like a candle-flame. Stays still unless you concentrate, which lets you move it at Move 5.

Duration: 1 minute.

Cost: 1 to cast. 1 to maintain.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Magery 0.

Light Jet

Regular

Emits a beam of bright light from one finger. This eliminates darkness penalties out to 10 yards, in a path one yard wide. Pointing it is a free action on your turn.

Can be used to blind an enemy within 10 yards, but only in relative darkness (darkness penalty of -5 or worse) and only if you attack the face (-5 to hit). *Jet Spells* (p. 12) applies. Those hit suffer -4 to combat skills on their next turn and fight at -1 for the remainder of the battle; foes with Night Vision double these penalties. Repeated hits don’t produce cumulative effects.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Continual Light.

Mirror

Regular

Creates a reflective surface. Can be cast on an object (like a shield) or be freestanding (in which case it’s two-sided). Handy when fighting monsters with gaze attacks you can reflect, or that you need a mirror to view safely!

Duration: 1 minute.

Cost: 2, multiplied by (1 + SM) for objects or freestanding mirrors larger than SM 0. Same cost to maintain.

Prerequisites: **Wizardly:** Colors.

Night Vision

Regular

Temporarily grants the subject Night Vision 9 (*Adventurers*, p. 51). In *total* darkness, the subject is still blind.

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Keen Vision *or* at least five Light and Darkness spells.

See Invisible

Regular

Subject can see anything concealed by any kind of invisibility. These things will be slightly translucent, making it possible to see through them and tell they're invisible to others.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Either Dark Vision *and* Infravision, or Invisibility.

Sunbolt

Missile

Shoots a bolt of concentrated sunlight from one fingertip. This missile has Acc 2, 1/2D 75, Max 150. Roll against Innate Attack (Projectile) to hit. The Sunbolt spell must *win* a Quick Contest against Darkness or Blackout to cross such a spell's area.

Increase a *mirrored* shield's DB against Sunbolt by 50% (round down). A successful block with such a shield – or with a mirror – allows an immediate Shield roll to redirect the bolt at anyone within its remaining range. Standard ranged combat penalties apply.

Sunbolt does burning damage, may ignite flammable targets, and counts as sunlight against creatures susceptible to

such. Anyone struck in the *face* must roll vs. HT, even if no damage penetrates armor; those hit in the *eyes* must roll at a penalty equal to any injury caused. Failure means being blinded, which counts as a crippling injury; see *Duration of Crippling (Exploits, p. 61)*.

Cost: Any amount up to your level of spellcasting talent per second, for three seconds. The bolt does 1d burning damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** At least six other Light and Darkness spells, including Sunlight.

Sunlight

Area

Illuminates the area in full daylight. The area extends skyward, stopping only when it hits some sort of ceiling. Underground, the area is a huge shaft of light extending upward to the rock. On an overcast day outdoors, sunlight appears to break through the clouds above. At night, the light seems to come from an overhead star which brightens to sun level for those inside the area.

This counts as natural sunlight for *all* purposes. Most important to delvers, monsters that suffer ill effects from sunlight experience those while in the area!

Duration: 1 minute.

Base cost: 2. 1 to maintain.

Prerequisites: **Clerical:** PI 3. **Druidic:** PI 3. **Wizardly:** Magic 1, Colors, and Glow.

MAKING AND BREAKING SPELLS

Most of these spells are for *breaking* things – a favorite delver pastime! – but the list also includes some basic “making” spells valuable on adventures. Advanced spells for manufacturing goods are the bailiwick of magically talented craftspeople.

For general rules for equipment breakage – and repair costs in town – see *Damage to Objects (Exploits, pp. 55-56)*. Consult *Entrances (Exploits, pp. 82-83)* for the DR and HP of doors and locks, and use the *Object Hit Points Table (Exploits, p. 102)* to find HP for other items. Destructive spells in this college sometimes *ignore* DR and reduce HP, so read carefully.

None of these spells can heal or harm animate beings. For that, learn Healing or Body Control magic.

Copy

Regular

Makes copies of a single page of writing. You must provide paper for these! Copies of magical writings (e.g., scrolls) *do not* have magic power.

Duration: Permanent.

Cost: 2, plus 1 per copy made. The text copied may be 10 times longer per doubling of energy cost: *double* cost for a 10-page document, *quadruple* cost for a 100-page book, and so on. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: **Wizardly:** At least five Making and Breaking spells, including Restore, and literacy in at least one language.

Fasten

Regular; Special Resistance

Binds the subject from afar. This spell *creates* nothing; it *animates* an existing length of rope or chain that's within five yards of the subject and free to move. Determine range penalties using the distance to the subject or the animated object, whichever is greater. An unwilling subject resists with DX. The bond is a normal knot, but may be turned into a Knot spell (p. 49) by spending extra energy.

Duration: Instantaneous. Subject stays bound until freed.
Cost: 3 to cast (1 extra to have a Knot in it). Cannot be maintained.

Prerequisites: **Wizardly:** Knot.

Find Weakness

Information

Senses the weakest part – if any – of an inanimate object. The GM will tell you, the *player*, the DR and HP of the subject's major components (like a door, its lock, and its hinges), so you can choose where to strike. Can be cast on part of a large object; e.g., to check a lengthy wall one yard at a time.

Duration: Instantaneous.

Cost: 1, or 1 per yard radius for a large object. Cannot be maintained.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** One spell each from the Air, Earth, Fire, and Water colleges.

Speaking from Experience

Some inside advice: Repair fees are a scam. Magic for fixing broken gear and sharpening blades can save you money – one more step toward getting rich!

– Puddin' Noddington, Thief

Knot

Regular

Ties a knot in a rope, string, ribbon, etc. This cannot be untied without magic, though it can still be *cut*. It unties when someone says the password (specified at casting) while touching any part of the rope; e.g., a rope tied at the top of a cliff will come loose when someone touching it at the bottom of the cliff says the password.

The Undo spell (p. 59) also unties a Knot spell, but the Knot spell gets to resist.

Duration: Permanent until the password is spoken – or the rope is cut or broken!

Cost: 2. Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Stiffen.

Mapmaker

Special

Cast on a scroll or other writing surface (including a previously unfinished map), this spell creates a map of what the scroll's holder perceives. You must declare the scale of 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 created is of the same quality as one drawn by someone

whose Cartography skill equals the *lower* of your effective skill with this spell and your actual Cartography skill – the benefits of Mapmaker are that the map occupies one hand, not two, and mapping is possible even while on the run!

Duration: 1 hour. The spell doesn't expire if the scroll's user moves off the edge of the map – it just fails to inscribe anything until that person moves back on. The inscriptions themselves are permanent.

Cost: 4 to cast. 2 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Copy and Measurement.

Rejoin

Regular

Fixes a broken inanimate object *temporarily*. If some small parts are missing, skill is at -3, but if the spell succeeds the object holds together without the missing parts.

Duration: 10 minutes.

Cost: 1 per 10 lbs. of subject's weight (minimum 2 energy) to cast. Half that to maintain (round up).

Time to cast: 4 seconds per 10 lbs. of subject's weight.

Prerequisites: **Wizardly:** Weaken and Restore.

Repair

Regular

Repairs a broken inanimate object *permanently*. If some small parts are missing, skill is at -5 and you must provide appropriate materials to make the missing parts. If the spell succeeds, those parts reappear. Formerly magical items *do not* regain their magic when repaired – although Repair will restore weakened magic items to full durability.

Duration: Instantaneous. Repairs last until object is damaged again.

Cost: 2 per 5 lbs. of subject's weight. Minimum cost 6 for objects with moving parts.

Time to cast: 1 second per pound (minimum 10 seconds).

Prerequisites: **Wizardly:** Magery 2 and Rejoin.

Restore

Regular

Temporarily makes a broken inanimate object *look* as good as new. Other senses won't be fooled, nor will Mage Sight.

Duration: 10 minutes.

Cost: 2 to cast. 1 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Find Weakness or Simple Illusion.

Rive (VH)

Regular

Pokes holes in inanimate objects, walls, etc. This is a *huge* *piercing* attack that must overcome DR normally. It punches a two-foot-diameter hole – or smaller, at your discretion.

Duration: Instantaneous. Injury lasts until repaired.

Cost: 1 per 1d huge piercing damage.

Prerequisites: **Wizardly:** Magery 2 and Shatter.

Sharpen

Regular

Temporarily grants cutting and impaling weapons extraordinary sharpness, giving +1 or more to basic damage. If a weapon is enchanted with Puissance, the spells don't add – only the larger bonus applies.

Duration: 1 minute.

Cost: 1 on an arrow; 2 on a knife, spear, axe, or polearm; 3 on a one-handed sword; 5 on a two-handed sword. *Double* cost for +2 damage; *triple* for +3. Half that to maintain (round up).

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Repair.

Shatter (VH)

Regular

Similar to Weaken (below), but quicker and may be cast repeatedly. If Shatter doesn't inflict enough injury to break the subject, however, the subject suffers *no* harm.

Duration: Instantaneous. Broken objects stay broken.

Cost: 1 to 3; does 1d HP of injury per energy point. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 1 and Weaken.

Shatterproof

Regular

Makes a small object – like a weapon or anything else a normal human could hold in one hand – resistant to breakage. Treat most *metal* weapons as fine quality for breakage purposes, and fine ones as very fine. Other items have their

HP doubled, and will *never* break due to being dropped or other accidents (rather than deliberate attacks). Shatterproof doesn't increase resistance to penetration, so it's no good for walls or armor.

Duration: 1 hour.

Cost: 3 to cast. 3 to maintain.

Prerequisites: **Wizardly:** Repair and Shatter.

Stiffen

Regular; Special Resistance

Temporarily stiffens a limp object; e.g., turns a rope into a pole, or a thread into a lockpick. You can use Stiffen to make improvised weapons; the GM judges their effectiveness.

This spell can also stiffen an enemy's clothes. The foe resists such a casting with ST, at +2. If it works, the victim has -1 DX per pound of clothing stiffened, and -1 Move per -4 DX.

Duration: 10 minutes.

Cost: 1 per pound of subject's weight (minimum 2 energy). Half that to maintain (round up).

Time to cast: 2 seconds per pound of weight.

Prerequisites: **Wizardly:** Rejoin.

Weaken

Regular

Inflicts injury on the weakest (lowest-HP) part of an inanimate object. Subject's DR doesn't protect! No caster may use this spell on the same subject more than once per hour.

Duration: Instantaneous. Injury lasts until repaired.

Cost: 2 to 6; does 1d HP of injury per *two* energy points. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: **Wizardly:** Find Weakness.

META-SPILLS

These spells have to do with the structure of magic itself. They directly manipulate magical forces and other spells.

Bless

Regular

A general spell of aid and protection. Must be cast on another – you cannot bless yourself. *All* of the subject's dice rolls (except rolls on tables) are modified favorably by +1 or +2. This lasts until the *first time* the subject faces peril due to a bad roll. Then Bless averts the danger as follows:

- If the *subject* rolls and gets a failure or critical failure that means injury or loss (as for an active defense roll, resistance roll, Climbing roll, or roll for weapon breakage), this is turned into success by 0.

- If the *GM* rolls and the outcome means injury or loss with no roll to avoid it, that outcome is negated; e.g., an NPC's critical hit, or *any* hit from behind, becomes a miss, while a random roll that means falling into a pit is ignored.

This immediately ends the spell! The GM should be fair but firm – Bless' great power is balanced by its temporariness. When in doubt, game out events as though Bless wasn't there. If the result is serious harm (reduction to 0 or fewer HP, unconsciousness, crippling, *death*), being put in immediate danger (stunned, knocked down, disarmed, grappled, etc.) by a dangerous foe, a permanent disadvantage, or losing \$500 or more of money or gear, it didn't happen after all and the Bless expires.

Duration: As above. Counts as a spell "on" – your gods hold you responsible for each blessing!

Cost: 10 for +1 or 50 for +2. May not be “stacked,” and +2 dispels +1. Cannot be maintained.

Time to cast: 1 minute per energy point spent.

Prerequisites: **Clerical:** PI 5.

Item: Any item can work as above *while worn*, losing its power upon averting danger. Expensive because it can be loaned out as needed and kept safe between uses: \$3,300 for +1 or \$16,500 for +2.

Counterspell

Regular; Resisted by subject spell

Nullifies one ongoing spell. Cannot counter spells that make *permanent* changes in the world (e.g., Extinguish Fire or Flesh to Stone), and cannot affect enchanted items, but *can* counter spells cast using magic items. Counterspell’s subject may be either the subject of the spell to be countered or the person who cast that spell.

Counterspell is a single spell – but to counter a given spell, you must *also* know that spell. Roll against the *lower* of your Counterspell skill or your skill with the spell being countered. You must *win* a Quick Contest with the target spell to cancel it. You can cast multiple Counterspells to negate an Area spell piece by piece.

Duration: Instantaneous. Negated spell is eliminated permanently.

Cost: Half that of the spell countered, *not* counting reductions its caster got for high skill. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: **Wizardly:** Magery 1.

Curse

Regular

Exactly the opposite of Bless (pp. 50-51). All the subject’s rolls are modified unfavorably, lasting until some notable success is rolled – GM’s decision as to what this is, but any critical success usually suffices. Then the success turns to failure and the Curse ends.

Duration: As above or until erased by Remove Curse; Dispel Magic *won’t* work. Does *not* count as a spell “on.”

Cost: 3 for -1 to subject’s rolls, 10 for -2, or 20 for -3. May not be “stacked,” and a more severe penalty dispels a lesser one. Cannot be maintained.

Time to cast: 2 seconds per -1 to subject’s rolls.

Prerequisites: **Clerical:** PI 5.

Dispel Magic

Area; Resisted by subject spells

Negates other spells within the area. Has no effect on enchanted items, *permanent* changes in the world made by temporary magic, powerful curses that aren’t spells, or spells that specify another countermeasure such as Remove Curse or Stone to Flesh. You needn’t know the spell(s) being dispelled. Each spell resists separately – Dispel Magic is *not*

selective! To nullify only one specific spell, use Counter-spell (above).

Duration: Instantaneous. Negated spells are eliminated permanently.

Base cost: 3. Cannot be maintained.

Time to cast: 1 second per energy point spent.

Prerequisites: **Clerical:** PI 4. **Druidic:** PI4. **Wizardly:** Counterspell and at least 12 other spells of any type.

Great Ward

Blocking; Resisted by subject spell

As Ward (p. 53), but if it works, protects any number of people the attacking spell would have affected.

Duration: Instantaneous.

Cost: 1 per subject protected (minimum cost 4). Cannot be maintained.

Prerequisites: **Wizardly:** Magery 2 and Ward.

Lend Energy

see p. 37

Magic Resistance

Regular; Resisted by Will + spellcasting talent

For each energy point in the spell (up to 5), the subject’s Magic Resistance (*Adventurers*, p. 51) increases by two levels if that person is willing, or by one level if the subject tried to resist. This works *exactly* like innate Magic Resistance. The subject can still cast spells, but at a penalty equal to Magic Resistance. Spells *already* affecting or cast by the subject continue unchanged.

Duration: 1 minute.

Cost: 1 to 5 to cast. Same cost to maintain.

Time to cast: 3 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Magery 1 and one or more spells from each of seven different colleges.

Pentagram

Special; Resists attempts to cross it

Produces a magical barrier which blocks hostile spells and magical creatures from passing in *either* direction. This is a star-shaped figure drawn on the ground. The magic is in the border, not in the area enclosed.

“Magical creatures” include constructs, demons, elementals, spirits, enslaved undead (e.g., zombies), and beings conjured by spells. These cannot cross the Pentagram’s border in either direction, or cast spells or move physical objects across it; e.g., a golem couldn’t throw a rock into or out of the Pentagram. Such an entity may attempt to force its way through the Pentagram: Roll a Quick Contest of its (ST + Will)/2 against your effective Pentagram skill. If the creature wins, it destroys the Pentagram! Otherwise, it cannot try again for 24 hours.

Everyone else – including mundane spellcasters, creatures merely twisted by magic, free-willed undead, and Elder Things – can cross and move objects across the Pentagram unhindered. They still cannot cast spells across its border in either direction, or use spells of transport (e.g., Flight) to cross the Pentagram for hostile purposes.

If part of the Pentagram is cut or erased, its power is lost until you rejoin it – all this requires is a piece of chalk and time (usually just a second) to redraw the line. No magic spell can injure the Pentagram, but physical attacks – like walking up and scuffing out a line with your shoe – can succeed if made by *nonmagical* beings. A demon couldn't do this; an ordinary person could.

Duration: Permanent until broken.

Cost: 1 per square foot protected (minimum 10 energy). Cannot be maintained.

Time to cast: One second per square foot. This time is spent tracing the line, and is necessary no matter how well you know the spell.

Prerequisites: **Clerical:** PI 5. **Wizardly:** Spell Shield.

Protection from Evil

see p. 64

Recover Energy

see p. 38

Reflect

Blocking; Resisted by subject spell

This is an improved version of Ward (p. 53), and works like that spell. The difference is that it reflects rather than negates another spell. If Reflect succeeds, the opposed spell targets its original caster as if it had been cast on him to begin with! If that spell is an Area spell, a successful Reflect protects its subject and affects the enemy caster as though that caster were in the area being attacked; otherwise, the area is still attacked normally.

Duration: Instantaneous.

Cost: 4 to defend yourself, 6 to defend someone you can see. You cannot protect someone you cannot see. Cannot be maintained.

Prerequisites: **Wizardly:** Ward.

Remove Curse

Regular; Resisted by subject curse

Ends any curse (*Curses 101*, **Exploits**, pp. 23-24), curse-like disease (*Disease*, **Exploits**, pp. 66-67), or possession caused by supernatural forces that transcend spells. Also undoes spells that specifically require it rather than Dispel Magic; e.g., Curse, Flesh to Stone, and Suspended Animation. This is the *only* spell that can undo the work of demigods and ancient artifacts that permanently turn people into frogs, place them in stasis, and so on!

The hostile effect resists with its effective skill level. This is spell level, where known – but use Will for a malevolent entity, or whatever number the GM assigns for a random dungeon curse.

Duration: Instantaneous. Removed curses are negated permanently.

Cost: 20. Cannot be maintained.

Time to cast: 1 hour.

Prerequisites: **Clerical:** PI 5.

Speaking from Experience

When exploring magical places, bring people who can sense magic, defend against it, and dispel it. In my experience, it is wisest to share the load – say, by having one person specialize in preventive measures, another in canceling spells, and a third in removing serious curses. I find it hard to trust a caster who is completely clueless about all this.

– Uncle Seamus, Wizard

Scryguard

Regular; Resists any Information spells

Any Information spell cast on the subject must *win* a Quick Contest with Scryguard to “see” that person. Identify Spell still detects that Scryguard is present.

Wizardly bad guys use this spell to keep delvers from finding them – but adventurers going up against such foes also find it useful.

Duration: 10 hours.

Cost: 3 to cast. 1 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Wizardly:** Magery 1.

Seek Magic

see p. 45

Sense Evil

see p. 26

Share Energy

see p. 39

Spell Shield

Area; Resists all spells cast through it

Resists any spell cast through it, using your effective Spell Shield skill level at the time of casting. This includes Information spells – everyone and everything inside the area is effectively protected by Scryguard (above). *Exception:* Doesn't affect Missile spells at all!

If Spell Shield fails to resist an opposed spell, letting it through, the Spell Shield isn't destroyed. Its effective skill level is simply reduced by 1. When effective skill reaches 0, it dissipates and cannot be maintained.

Duration: 1 minute.

Base cost: 3. 2 to maintain.

Prerequisites: **Wizardly:** Magery 2, Magic Resistance, and Scryguard.

Ward

Blocking; Resisted by subject spell

Cast immediately after a spell is cast on its subject, Ward can prevent that spell from working. Each Ward works against only a single spell – and if that spell affects several people,

each Ward can save only one subject. Doesn't protect against Missile spells.

You may only Ward against a spell you know at skill 12 or higher – but if you know (for instance) Sleep, you may also defend one subject against Mass Sleep. Roll against the *lower* of your Ward skill or your skill in the spell being warded. You must announce you're using Ward before the opposed spell's subject tries a resistance roll. If it turns out the spell being cast isn't one you can Ward against, your casting is wasted.

Duration: Instantaneous.

Cost: 2 to defend yourself, or 3 to defend someone you can see. You cannot protect someone you cannot see. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 1.

MIND CONTROL SPELLS

Mind Control spells affect only subjects with IQ 6+ and free will. That excludes most animals and plants, and supernatural servitors (e.g., constructs, and lesser undead such as zombies). Some other beings – notably many demons! – are explicitly immune to mind control.

Area spells in this college affect subjects in the area *at the moment of casting*. They don't create persistent effects on the ground. They run for the listed duration on affected subjects who leave the area *instead of* affecting people who enter the area during that time.

For Loyalty and Charm, bards must sing only to cast the spell, but may opt to conceal later instructions in song. To understand these, eavesdroppers must *win* a Quick Contest: IQ or Musical Composition vs. the bard's Singing.

Duration: 1 hour.

Base cost: 2. Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Fear.

Charm

Regular; Resisted by Will

Subject becomes your faithful slave until the spell expires, following any orders, however dangerous. There's no mental link; you must issue commands verbally or in writing. However, the subject will protect you without orders.

In all other respects, the subject is mentally normal and alert. The subject is unable to explain – and unwilling to discuss or even think about – his or her loyalty to you!

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1, Loyalty, and seven other Mind Control spells.

Alertness (VH)

Regular

Gives +1 to *all* the subject's Sense rolls for every *two* energy points spent.

Duration: 10 minutes.

Cost: 2 per +1 to Sense rolls (maximum +5). Half that to maintain.

Prerequisites: **Wizardly:** Any two Keen (Sense) spells.

Bravery

Area; Resisted by Will-1

Makes its subjects fearless! They're Unfazeable (*Adventurers*, p. 53) and therefore immune to Fright Checks (including Terror), but must roll vs. IQ to avoid being brave, should caution be called for.

Bravery resists later Fear and Panic spells on the subject. Fear and Panic resist a later Bravery spell. The newer spell must *win* to take effect – and if it does, the older spell is dispelled on that subject.

Command

Blocking; Resisted by Will

Gives the subject one *immediate* command – a word and a gesture, or at most two words – which must be obeyed. If the subject cannot fulfill the command immediately or on his or her next turn, the spell has no effect.

Examples:

“Drop it!” – subject drops whatever is in hand.

“Look!” – subject looks in the direction you indicate.

“Wait!” – subject takes the Wait maneuver next turn.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Magery 2 or Bardic Talent 2, and Forgetfulness.

Daze

Regular; Resisted by HT

Subject looks and acts normal, but doesn't notice what's going on nearby or remember it later. A dazed guard stands quietly while a thief walks past! Any injury, or successful resistance to a spell, causes the subject to snap out of the daze and return to full alert status.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Foolishness.

Drunkenness

Regular; Resisted by Will

Subject is temporarily intoxicated: loud, cheerful, and badly coordinated. Both IQ and DX are at -1 per energy point spent. When the spell ends, it does so instantly – no hangover!

Duration: 1 minute.

Cost: 1 to 5. Half that to maintain (round up).

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Foolishness and Clumsiness.

Dull (Sense)

Regular; Resisted by HT

This is several different spells: *Dull Hearing*, *Dull Taste and Smell*, *Dull Touch*, and *Dull Vision*. Each gives the subject -2 to Sense rolls of the appropriate type for every energy point spent.

Duration: 30 minutes.

Cost: 1 per -2 to Sense rolls (maximum -6). Half that to maintain (round up).

Prerequisites: **Wizardly:** Magery 0 or Bardic Talent.

Dullness (VH)

Regular; Resisted by HT

Gives -1 to *all* the subject's Sense rolls for every *two* energy points spent.

Duration: 10 minutes.

Cost: 2 per -1 to Sense rolls (maximum -5). Half that to maintain.

Prerequisites: **Wizardly:** Any two Dull (Sense) spells.

Fascinate

Regular or Blocking; Resisted by Will

Holds subject motionless and unaware of the passage of time as long you maintain eye contact and concentration. Darkness breaks eye contact! Normally takes one second to cast, but may be cast as a Blocking spell as someone enters close combat with you.

If you know Fascinate at level 15 or higher, you may step while concentrating on the subject. Each yard moved *away*

from the subject allows another resistance roll to break the spell. Any physical or magical attack on the subject also breaks the spell.

Duration: Indefinite.

Cost: 4.

Prerequisites: **Wizardly:** Daze.

Fear

Area; Resisted by Will

Those in the area feel fright. You get +3 to reaction and Influence rolls in situations where threats would be effective (notably, anywhere Intimidation would work!), but -3 on such rolls if the GM feels that terrorizing NPCs would be counterproductive.

Duration: 10 minutes.

Base cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Sense Emotion.

Foolishness

Regular; Resisted by Will

Subject suffers -1 to IQ and IQ-based skills (including spells) for every energy point in the spell. *Does not* lower Will or Per; see Weaken Will (p. 56) and Dullness (above) for that.

Duration: 1 minute.

Cost: 1 to 5. Half that to maintain (round up).

Prerequisites: **Wizardly:** Magery 0 or Bardic Talent, and IQ 12+.

Forgetfulness

Regular; Resisted by Will or skill

Causes subject to forget one fact, skill, or spell temporarily. For a skill or spell, the subject resists with the *better* of Will or that ability – but failure to resist means the skill or spell cannot be used until Forgetfulness ends. If a forgotten spell is a prerequisite for other spells, the other spells *can* be used, but at -2.

Duration: 1 hour.

Cost: 3 to cast. 3 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1, and Foolishness.

Keen (Sense)

Regular

This is several different spells: *Keen Hearing*, *Keen Taste and Smell*, *Keen Touch*, and *Keen Vision*. Each gives the subject +1 to Sense rolls of the appropriate type for every energy point spent. Cannot improve a faculty that doesn't exist; e.g., Keen Vision won't restore sight to the blind, even temporarily.

Keen Hearing is also a Sound spell.

Duration: 30 minutes.

Cost: 1 per +1 to Sense rolls (maximum +5). Half that to maintain (round up).

Prerequisites: **Wizardly:** Magery 0 or Bardic Talent.

Duration: 1 minute.

Base cost: 4. 2 to maintain.

Prerequisites: **Wizardly:** Fear.



Some expert advice: Cast Hide Thoughts or Strengthen Will on your, um, less-bright allies before going anywhere near an enemy who can control minds.

– Jag Fairchild, Bard

Loyalty

Regular; Resisted by Will

Makes the subject loyal to you. The subject follows any direct order you give – or, in the absence of orders, acts in your interests as that person understands them. The spell is immediately broken if you attack the subject. Orders that are very hazardous or against the subject's normal code of behavior (GM's decision) grant the subject an uncontested IQ roll to break the spell.

Duration: 1 hour.

Cost: 2 to cast. 2 to maintain. *Double* cost if subject doesn't know you, or *triple* if subject is your foe!

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Bravery and two other Mind Control spells.

Mass Daze

Area; Resisted by HT

As Daze (p. 54), but cast over an area.

Duration: 1 minute.

Base cost: 2. 1 to maintain. Minimum radius 2 yards.

Time to cast: 1 second per energy point spent.

Prerequisites: **Wizardly:** Daze and IQ 13+.

Mass Sleep

Area; Resisted by HT

As Sleep (below), but cast over an area.

Duration: Instantaneous. Sleep lasts eight hours if not interrupted.

Base cost: 3. Minimum radius 2 yards. Cannot be maintained.

Time to cast: 1 second per energy point spent.

Prerequisites: **Wizardly:** Sleep and IQ 13+.

Panic

Area; Resisted by Will

Those in the area flee from you in mindless fear for the spell's duration! A subject who cannot escape can turn and take the All-Out Defense maneuver.

Sickness

Regular; Resisted by HT

Subject feel sick and nauseated (dizzy, vomiting, etc.). Victim may run if necessary, at half Move, but can do nothing else except maintain existing spells and give very simple answers. When the spell wears off, the sickness vanishes instantly.

Also a Body Control spell.

Duration: 1 minute.

Cost: 3 to cast. 3 to maintain.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Drunkenness.

Sleep

Regular; Resisted by HT

Subject falls asleep. A standing subject collapses but does not wake up as a result. A blow, loud noise, etc., can awaken the subject, who will be mentally stunned (**Exploits**, p. 27). The Awaken spell (p. 36) will rouse the subject instantly without mental stun. If not awakened, the subject will sleep for eight hours and wake normally.

Duration: Instantaneous. Sleep is nonmagical and endures as explained above.

Cost: 4. Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Daze.

Strengthen Will

Regular

Temporarily increases subject's Will.

Duration: 1 minute.

Cost: 1 per +1 to Will (maximum +5). Half that to maintain (round up).

Prerequisites: **Clerical:** PI 3. **Wizardly:** Magery 1 or Bardic Talent 1, and at least six Mind Control spells.

Item: Any kind of item might raise the wearer's Will while worn. \$20,000 per +1 to Will, maximum +5.

Terror

Area; Resisted by Will

Those in the area must make an immediate Fright Check at -3.

Duration: Instantaneous. Fright Check results endure as usual.

Base cost: 4. Cannot be maintained.

Prerequisites: **Wizardly:** Fear.

Vigil (VH)

Regular

Lets subject skip a night's sleep without ill effects. Each successive night's casting on the same subject is at a cumulative -3 to skill.

Duration: 1 night.

Cost: 8. Cannot be maintained.

Prerequisites: **Clerical:** PI 4.

Weaken Will

Regular; Resisted by Will

Gives -1 to subject's Will for every *two* energy points spent. This *does* affect resistance rolls against later spells!

Duration: 1 minute.

Cost: 2 per -1 to Will (maximum -5). Half that to maintain.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1, and Foolishness.

Wisdom

Regular

Temporarily raises subject's IQ, affecting Will and Per as well as IQ rolls and IQ-based skills – but *not* spells! Subject's IQ cannot become higher than yours.

Duration: 1 minute.

Cost: 4 for every +1 to IQ (maximum +5). Same cost to maintain.

Prerequisites: **Clerical:** PI 3. **Wizardly:** At least six other Mind Control spells.

Item: Any kind of item might raise the wearer's IQ for *all* purposes while worn. \$60,000 per +1 to IQ, maximum +5.

MOVEMENT SPELLS

These spells physically manipulate the subject or affect movement abilities. Several (Apportation, Levitation, and Flight) allow a fighter to hover or fly *above* the battlefield – overhead clearance permitting! This gives a combat advantage over ground-bound foes; see *Combat at Different Levels (Exploits, p. 47)* and *Elevation (Exploits, p. 43)*.

Apportation

Regular; Resisted by ST or Will

Moves physical objects or beings without touching them. *Living* subjects may resist with ST or Will.

The subject floats horizontally or vertically at Move 1 – too slow to cause damage. Movement is under *your* control, and requires concentration unless you're also the subject; leaving the subject suspended in midair requires no concentration. You can use DX-based skills normally while levitating; other subjects are at -3.

Duration: 1 minute.

Cost: 1 for an object that weighs less than 1 lb., 2 for up to 10 lbs., 3 for up to 50 lbs., 4 for up to 200 lbs., and +4 per additional 100 lbs. Same cost to maintain.

Prerequisites: **Wizardly:** Magery 1.

Blink

Blocking

Lets you avoid an attack by teleporting instantly out of its way. You may Blink to any open spot within three yards, in any direction. A hex isn't "open" if someone is standing in it or it's filled with an obstruction that would block movement. If there are no open spots within three yards, the spell fails.

For combat purposes, Blink is a dodge that succeeds automatically if the spell works. Your facing remains unchanged. Roll against Body Sense (*Adventurers, p. 73*) to act next turn.

Also a Gate spell.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Magery 3, IQ 13+, and at least one spell from each of 10 colleges.

Blink Other (VH)

Blocking

As Blink (above), but usable on others. Also a Gate spell.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Blink.

Deflect Missile

Blocking

Deflects *one* missile – including any Missile spell – about to hit the subject. Counts as a parry for combat purposes. If you aren't the subject, apply distance modifiers as for a Regular spell. A deflected attack may still strike a target *beyond* the subject.

Also a Protection and Warning spell.

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Apportation.

Divert Teleport (VH)

see p. 34

Ethereal Body (VH)

Regular

Renders the subject ethereal, able to move through solid objects and creatures as if they weren't there. Everything carried save for DR 0 clothing (maximum 6 lbs.) drops to the ground. While ethereal, the subject can be seen (but appears translucent), and can be heard when speaking, but cannot wield weapons or move things about, and doesn't need to breathe, eat, or drink.

Physical attacks and most magic cannot affect the subject. However, Communication and Empathy and Mind Control spells – and Necromantic spells that affect the mind or soul – work normally on an ethereal person, and are resisted at -2!

Ethereal individuals can use magic, but at -5. Ethereal bodies can interpenetrate, and cannot harm each other except with spells, as above.

Duration: 10 seconds.

Cost: 8 to cast. 4 to maintain.

Time to cast: 30 seconds.

Prerequisites: **Wizardly:** Magery 3 and six Movement spells.

Flight (VH)

Regular

Lets subject fly at Air Move 10, reduced normally by encumbrance. The *subject* controls this movement and thus has no penalty to combat skills.

Duration: 1 minute.

Cost: 5 to cast. 3 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Magery 2 and Levitation.

Glue

Area; Resisted by ST

Makes a surface extremely sticky. Anyone standing in or walking into the area must resist with ST or be trapped exactly as if by Rooted Feet (p. 22). Successfully resisting or breaking free means being able to act normally – but entering another Glue hex requires a new resistance roll, and so on until the victim leaves the area.

Duration: 10 minutes.

Base cost: 3. Same cost to maintain.

Prerequisites: **Wizardly:** Haste.

Grease

Area

Makes a surface extremely slippery. This cannot be seen by normal means!

On a horizontal surface, the area is bad footing (*Exploits*, p. 35): -2 to attacks and DX-based skill rolls, and -1 to active defenses. Walking across it – even a step – requires a DX or DX-based Skiing roll, at -2. Success allows movement at a cost of +1 movement point per hex. Failure means falling down;

roll against DX at -4 to stand up, but not for other posture changes. Critical failure adds 1d-3 HP of injury to a random limb. Hobnails, crampons, etc. are ineffectual against this.

On a vertical surface, Grease makes climbing impossible.

Grease and Glue resist each other. The newer spell must *win* to take effect – and if it does, the older spell is dispelled.

Duration: 10 minutes.

Base cost: 3. Same cost to maintain.

Prerequisites: **Wizardly:** Haste.

Great Haste (VH)

Regular

Speeds up the subject *a lot*. On each turn in combat, the subject may perform *two* maneuvers, one immediately after the other. The second maneuver determines active defenses allowed between turns.

Duration: 10 seconds.

Cost: 5. Cannot be maintained. At the spell's *end*, the *subject* also loses 5 FP (unless you were the subject).

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1, IQ 12+, and Haste.

Haste

Regular

Temporarily increases subject's Move and Dodge scores.

Duration: 1 minute.

Cost: 2 for every +1 to Move and Dodge (maximum +3). Half that to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Magery 0.

Hinder

see p. 21

Levitation

Regular; Resisted by ST or Will

As Apportation (p. 56), but more energy-efficient, works only on *living* subjects, and gives Move 3 instead of Move 1.

Duration: 1 minute.

Cost: 1 per 80 pounds (minimum 2 energy) to cast. Half that to maintain (round up).

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Apportation.

Light Tread

Regular

Subject can walk lightly over any surface that would bear the weight – even barely. Enemy Tracking attempts are at -8 if there's vegetation on the surface, or impossible if there isn't. Also prevents subject from triggering pressure-plate traps and the like.

Duration: 10 minutes.

Cost: 4 to cast. 1 to maintain. If you also know Hide Path (p. 62), an extra energy point to cast and maintain will make Tracking impossible even over vegetation.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Apportation and Shape Earth.



Lighten Burden

Regular

Reduces the weight of any equipment the subject is carrying.

Duration: 10 minutes.

Cost: 3 for 25% reduction; 5 for 50% reduction. Half that to maintain (round up).

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Apportation.

Lockmaster

Regular; Resisted by Magelock

Opens a lock magically. If the lock's difficulty would penalize Lockpicking skill, the same penalty applies to this spell. The Magelock spell (p. 64) resists Lockmaster.

Duration: Instantaneous. Once opened, a lock stays open until closed.

Cost: 3. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Either Magery 2 and Apportation, or Locksmith.

Locksmith

Regular

Allows subject to manipulate small parts (e.g., the inside of a lock) without touching them. If normal tools are available,

this gives +5 to Lockpicking skill. A subject *without* tools may attempt to open a lock without the usual penalty for lack of equipment. The GM may allow similar benefits to other skills, such as Traps, when tiny parts are involved.

Duration: 1 minute.

Cost: 2 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Apportation.

Manipulate

Regular

Lets you manipulate objects larger than the Locksmith spell allows. You can untie knots, turn doorknobs, pull levers, etc. without having to touch the subject. If the activity would require a penalized DX roll, the same penalty applies to this spell.

Duration: 1 minute. (This allows untying the average knot.)

Cost: 4 to cast and 3 to maintain per 10 lbs. manipulated.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Locksmith.

Quick March

Regular

Doubles subject's long-distance travel speed on foot, allowing one day's march to count as two; see *Getting There Quickly* (**Exploits**, p. 17). If enemies interrupt travel, *double* the missing FP assessed under *Travel* (**Exploits**, p. 64). No effect on Move in combat.

Duration: 1 day's march.

Cost: 4. Cannot be maintained.

Time to cast: 1 minute.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Magery 1 and Haste.

Slow

Regular; Resisted by HT

Subject gets a turn only every *two* seconds in combat. Subject's last maneuver is considered to be in effect when attacked between turns.

Duration: 10 seconds.

Cost: 5 to cast. 4 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1, Haste, and Hinder.

Slow Fall

Regular

Limits subject's falling speed to one yard per second. Subject suffers *no* damage upon landing on a normal surface. Spikes inflict half damage for a one-yard fall; see *Falling* (**Exploits**, pp. 67-68).

Normally a precautionary spell, but can be cast on a falling subject *if* there's a second to cast it (GM's decision). Falls of further than five yards take longer than a second, so you could cast at -5 for distance a second after a friend falls, or at no penalty just before someone falling from *above* you goes splat.

Duration: 1 minute.

Cost: 1 per 50 lbs. of weight. Half that to maintain (round up).

Prerequisites: **Wizardly:** Apportation.

Swim

see p. 70

Trace Teleport

see p. 35

Undo

Regular; Special Resistance

Unties knots or fasteners (*not* locks) of any kind that could normally be undone by hand. Will unstring bows, unbuckle

sword belts, etc. Critical success would even reduce mail armor to its component links!

Duration: Instantaneous. Once untied, a fastener stays that way until refastened.

Cost: 3 for one fastener, +1 per added fastener within a yard; 6 undoes everything in a one-yard radius, but *people* in that area resist with Will. This assumes something a ST 10 person could undo. If a higher minimum ST is required, multiply cost accordingly; e.g., double cost for ST 20. Cannot be maintained.

Prerequisites: **Wizardly:** Locksmith.

Wallwalker

Regular

Lets subject walk on walls or ceilings exactly as if they had the martial artist's Spider Climb ability (*Adventurers*, p. 31). Subject must keep at least one hand or foot in contact with the surface, or the spell is broken.

Duration: 1 minute.

Cost: 1 per 50 lbs. of weight (minimum 2 energy). Half that to maintain (round up).

Prerequisites: **Wizardly:** Apportation.

NECROMANTIC SPELLS

These spells deal with death and spirits. Those that target spirits affect *all* intangible spirits – and those that interact with dead or undead bodies work on *all* formerly living beings – unless a race or monster's description states otherwise.

Rituals for creating or *becoming* undead exist, but no reputable temple or guild teaches them.

Affect Spirits

Regular

Allows a tangible subject to interact with incorporeal spirits as if they were solid. Effects depend on the subject. A person can punch, grapple, and otherwise physically attack spirits, but does so as if unequipped – gear isn't affected. A weapon becomes capable of harming spirits. Armor provides its DR against ghostly attacks that would otherwise bypass it.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 3.

Astral Block

Area

No spirit or incorporeal being may cross the spell's boundaries for the duration. In addition, insubstantial creatures in the area cannot become substantial, or vice versa. Thus, a spellcaster couldn't cast Ethereal Body there, while a ghost

with the power to solidify couldn't use it – or become insubstantial if *already* tangible!

Duration: 10 minutes.

Base cost: 4. Half that to maintain.

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 4. **Wizardly:** Repel Spirits and Summon Spirit.

Astral Vision (VH)

see p. 42

Banish

Regular; Resisted by Will

Sends an extradimensional visitor – demon, elemental, etc., but *not* an Elder Thing – back to its plane of origin. Only works if *you* are in your home dimension and *the subject* isn't. You cannot banish yourself home from another plane (though a native could banish you!) or banish a creature that's already in its home dimension.

Modifiers: +4 if you know the entity's "true name"; -5 if you don't know its plane of origin – and an extra -1 if you *believe* you know but are wrong!

A subject that fails to resist cannot return for one month. Anything it brought with it when it appeared (e.g., weapons) vanishes with it. Other things it may be carrying (e.g., screaming victims) stay behind.

Certain powerful creatures are resistant or immune to Banish.

Duration: Instantaneous. Creature is banished for one month.

Cost: Minimum 10, but 20 or more for a “boss” monster; see *Balancing Encounters (Exploits, pp. 85-86)*. You will *not* know in advance how much energy you need, and may go to negative FP, falling unconscious and injuring yourself, in the casting. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: **Clerical:** PI 4. **Wizardly:** Magery 1 and at least one spell from each of 10 colleges.

Command (Spirit)

Regular; Resisted by Will

A separate spell for each class of spirits the GM includes in the game; e.g., Command Flaming Skulls or Command Ghosts. Ask *before* learning this spell! No version exists for demons, elementals, or Elder Things.

Command (Spirit) functions like Charm (p. 53) on entities of that class. However, a spirit may pervert your orders, acting on their *letter* while doing its best to twist the *spirit* – and causing any incidental harm it can, unless you specifically tell it not to.

Duration: 1 minute.

Cost: 5 for any spirit the GM considers “fodder,” 10 for a “worthy” monster, or 20 or more for a “boss”; see *Balancing Encounters (Exploits, pp. 85-86)*. Half that to maintain (round up).

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Summon Spirit and Turn Spirit.

Death Vision

Regular

Causes a living subject to see a vivid apparition of his or her death! This comes from one *possible* future, and may reveal potentially deadly hazards; the GM decides what information to share. The vision is always *chilling*, however – the subject is mentally stunned (*Exploits, p. 27*), and must make the usual IQ rolls to shake this off.

Duration: 1 second. Stun lasts until subject recovers.

Cost: 2. Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1.

Entrap Spirit

Special

Seals a spirit within a container or chamber for the duration. This prison can be any size – from a bottle to a dungeon – but it must be fully, tightly closed (watertight is good enough), and you must touch it during the casting.

The spirit cannot resist, but casting cost is directly proportional to its power. There’s also the question of getting the

spirit into the trap in the first place! This usually requires Command Spirit (p. 60), but trickery may work.

A trapped spirit cannot leave or use its powers to help it escape in any way. Likewise, it cannot damage the container or affect anything outside of it. It *can* communicate in the normal fashion with anyone within a yard of its prison.

Duration: 5 minutes.

Cost: Spirit’s (ST + IQ) divided by 5, rounded up. Half cost to maintain (round up). If multiple spirits are in the container, add *half* the others’ ST and IQ to the *full* ST and IQ of the most powerful spirit before calculating cost. You’ll learn the casting cost just before you roll the dice, and if you cannot meet it, the spell fails – but you may opt to pay half cost (round up) to imprison the spirit for *one second*, which may be better than nothing.

Prerequisites: **Clerical:** PI 5. **Wizardly:** Magery 1, and seven Necromantic spells, including Turn Spirit.

Final Rest

see p. 36

Repel Spirits

Area

Repels spirits from an area. Resists attempts by spirits – as well as other insubstantial beings, such as someone using Ethereal Body – to enter it or stay in it. Each spirit may try to enter the area once per hour, rolling a Regular Contest between its Will and your effective skill (each Contest lasts a second). Once inside, the invader resists normally with Will, and is expelled from the area on its first failure.

Duration: 1 hour.

Base cost: 4. Half that to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 3. **Wizardly:** Banish and Turn Spirit.

Sense Spirit

Information; Area

Finds any demons, spirits, or undead in the area. A good roll also gives a general impression of the kinds of beings present. You may limit the spell to a specific type of entity, or specify that you’re excluding a given type, before you start casting.

Duration: Instantaneous.

Base cost: 1/2 (minimum 1). Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Either Magery 1 and Sense Life, or Death Vision.

Summon Spirit

Information; Resisted by spirit’s Will

Lets you talk with the spirit of a dead person. A *friend’s* spirit resists at -5. If the spell works, the spirit will answer one question – to the best of the subject’s knowledge as of the time of death – per minute the spell endures.

If the spell fails, *you* may not summon that spirit again for one year. Critical failure summons a malign spirit that lies deliberately – or worse, at the GM’s whim!

Modifiers: -5 if you don’t know the subject’s full name. -1 if more than a week has passed since subject’s death, -2 if more than a month, -3 if more than a year, -4 if more than 10 years, -5 if more than 50 years, or -6 if more than 500 years.

Duration: 1 minute.

Cost: 20 to cast. 10 to maintain. *Halve* costs if casting at the death site *or* over the corpse of the person being contacted; *quarter* costs (round up) if *both* conditions are met.

Time to cast: 5 minutes.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Magery 2 and Death Vision.

Turn Spirit

Regular; Resisted by Will

Causes a single subject in spirit form to retreat from you. You must be able to see the subject. The subject moves away from you at its current maximum Move until the spell ends or you lose sight of it, and cannot attack you in any way

during this time (this includes the use of special powers and spells).

If the spirit possesses a living entity, Turn Spirit won’t force the spirit out of its host – the spirit will simply flee using the host’s body!

Duration: 10 seconds.

Cost: 4 to cast. 2 to maintain. Every extra point of casting energy gives -1 to the spirit’s resistance.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Fear and Sense Spirit.

Turn Zombie

Area

Inflicts 1d HP of injury on any zombie, skeleton, or similar reanimated undead servitor in the area; DR doesn’t protect. Also roll 1d for each being affected. On a 1, it turns and flees from you.

Duration: Instantaneous. Undead that flee will avoid you for one day.

Base cost: 2. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisites: **Clerical:** PI 2.

PLANT SPELLS

These *druidic* spells detect, modify, control, and communicate with plants. Unless noted otherwise, the subject plants gain no special powers.

Arboreal Immurement

Regular; Resisted by HT

The nearest tree of suitable size instantly swallows the subject. The victim remains in Suspended Animation (p. 40), in a tiny cylindrical chamber inside the tree, until rescued by chopping through the tree or the reverse of this spell. If you cast this spell on *yourself*, you may opt to stay awake – unwise unless you have some means of breathing!

Modifiers: Apply *Long-Distance Modifiers* (p. 14) for the distance from the subject to the nearest tree large enough to hold that person.

Duration: Permanent unless the victim is rescued.

Cost: 8 (but only 5 to *reverse* an immurement). Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: **Druidic:** PI 5.

Conceal

Area

Causes existing vegetation to grow quickly over objects in the area. Small objects are screened from sight; large ones are

camouflaged as grass- or moss-covered hills. Anyone looking into the area must *win* a Quick Contest of Vision vs. your effective skill to notice what’s concealed there.

Duration: 1 hour.

Base cost: 1 in jungle, swampland, or woodlands; 2 in plains; or 3 in sparser terrain. Same cost to maintain.

Time to cast: 4 seconds.

Prerequisites: **Druidic:** PI 3.

Create Plant

Area

Brings forth vegetation where nothing grew before, letting you use *other* Plant spells that work only in areas with plant life. Slow and costly, but useful when making camp in the dungeon!

Duration: Instantaneous. Created plants are nonmagical and as permanent as the area can sustain.

Base cost: 4 for grasses, 8 for bushes, or 15 for trees. Cannot be maintained.

Time to cast: 1 second per energy point.

Prerequisites: **Druidic:** PI 3.

Forest Warning

Area

As Nightingale (p. 64), but works only in areas with plants.

Duration: 10 hours.
Base cost: 1/2 (minimum 2). Same cost to maintain.
Prerequisites: **Druidic:** PI 3.

Hide Path

Regular

Lets you and *either* your mount *or* up to five man-sized companions pass through or over vegetation without leaving any sign. Enemy Tracking attempts are at -8!

Duration: 1 minute.
Cost: 2 to cast. 1 to maintain.
Prerequisites: **Druidic:** PI 2.

Identify Plant

Information

Determines the type of any one plant. Gives you +3 on any Esoteric Medicine, Herb Lore, Naturalist, Pharmacy, or Poisons roll to assess whether that plant is edible, toxic, etc., or to determine its medicinal or supernatural properties.

Duration: Instantaneous.
Cost: 2. Cannot be maintained.
Prerequisites: **Druidic:** PI 1.

Plant Control

Regular; Resisted by Will

Controls the actions of one large plant (any size) or a group of smaller ones (up to 100 lbs.). Concentration is required! Remember that subjects larger than Size Modifier 0 increase casting cost.

A key spell for “green druids” – knowing it lets you use Beast Possession, Rider, Rider Within, and similar Animal spells on plant-class monsters! However, Plant Control won’t work on IQ 6+ plants; they require Body Control, Communication and Empathy, or Mind Control spells.

Duration: 1 minute.
Cost: 3 to cast. 2 to maintain.
Prerequisites: **Druidic:** PI 3.

Plant Sense

Regular; Resisted by Hide Path

Subject sees and hears minute details known by the surrounding plants – particularly disturbances caused by passing or hiding creatures. In thick growth (jungle, woodlands, etc.), this gives +4 to Tracking, +2 to all Sense rolls, and the ability to detect invisible or magically concealed creatures on an unmodified Perception roll. In sparser growth, halve the bonuses and remove the ability to sense invisible or magically hidden beings. If there are *no* plants, the spell does nothing.

Duration: 1 minute.
Cost: 3 to cast. 2 to maintain.
Prerequisites: **Druidic:** PI 3.

Plant Speech

Regular

Lets you communicate with plants – you speak aloud, they reply telepathically. Each minute allows one question and answer. The older the plant, the more useful this is. Grass could tell only that it had been stepped on recently (about a day), while an ancient oak could recall details of mounts, dress, aroma . . . An IQ 6+ plant could discuss nearly anything.

Duration: 1 minute.
Cost: 3 to cast. 2 to maintain.
Prerequisites: **Druidic:** PI 3.

Plant Vision

Regular

Subject can see through vegetation to spot overgrown buildings, lurking enemies, etc. Natural plant growth is transparent to Plant Vision. Magical plant growth, dead wood, and wooden constructions aren’t.

Also a Knowledge spell.

Duration: 30 seconds.
Cost: 1 per 10 yards of range to cast (100 yards maximum). Same cost to maintain.
Prerequisites: **Druidic:** PI 2.

Pollen Cloud

Area; Resisted by HT

Conjures a cloud of unnaturally allergenic pollen. This is a *contact* agent – breathing isn’t required to be affected! *Living* beings within the area must resist with HT each turn or suffer itching and weeping: -2 to DX and Vision until the spell dissipates or they leave the area, and then for 3d seconds afterward.

Duration: 5 minutes indoors, *far* less outdoors (GM’s judgment, but as little as 10 seconds if there’s wind).
Base cost: 1. Cannot be maintained.
Prerequisites: **Druidic:** PI 2.

Purify Earth

see p. 28

Seek Plant

Information

Reveals the *direction* and *approximate distance* of the nearest growth of plants, or of one specific plant type. Apply *Long-Distance Modifiers* (p. 14). You may specify that you’re excluding any known plants before you start casting.

Duration: Instantaneous.
Cost: 2. Cannot be maintained.
Prerequisites: **Druidic:** PI 1.

Shape Plant

Regular

Lets subject shape plant matter using bare hands. Wooden obstacles can be removed at 2d HP per second. Enemies' wooden weapons lose 2d HP per successful barehanded strike. Consult *Damage to Objects (Exploits, pp. 55-56)*, *Entrances (Exploits, pp. 82-83)*, and the *Object Hit Points Table (Exploits, p. 102)* for typical item HP.

Duration: 1 minute.
Cost: 6 to cast. 2 to maintain.
Time to cast: 10 seconds.
Prerequisites: **Druidic:** PI 2.

Tangle Growth

Area

Ground plants (e.g., grass) in the area grow into bad footing (*Exploits, p. 35*): -2 to attack rolls, -1 to defense rolls, and +1 movement point cost per hex. Bushes and low trees become obstacles that must be hacked through to pass; *each hex* has DR 3, HP 33. Anyone in the area when the spell is cast may move normally on their next turn; they'll be caught only if they fail to leave.

Duration: 1 minute.
Base cost: 1 for grass, or 2 for bushes and trees. Half that to maintain.
Time to cast: 2 seconds.
Prerequisites: **Druidic:** PI 3.

Walk Through Plants

Regular

Subject can pass through any vegetation – however heavy – unhindered (at normal Move), traveling as if the terrain were

open. Plants move aside to let the subject pass, and then resume their previous positions! Against Tangle Growth, roll a Quick Contest every second; Walk Through Plants must *win* to work.

This spell penalizes enemy Tracking if there's any plant life at all: -8 in jungle, swampland, or woodlands; -4 in plains; or -2 in sparser terrain.

Duration: 1 minute.
Cost: 3 to cast. 1 to maintain.
Prerequisites: **Druidic:** PI 3.

Walk Through Wood

Regular

Works similarly to Walk Through Earth (p. 29), but lets the subject pass through solid wood (dead or alive) instead of mineral matter. However, knowing Earth to Air *won't* let you breathe!

Duration: 1 second.
Cost: 3 to cast. 2 to maintain.
Prerequisites: **Druidic:** PI 3.

Wither Plant

Area; Resisted by HT

Causes plants in the area to wither and die. You can choose to affect only one type of plant, or everything *but* one type, if you wish. Effectively a death spell on plant-class monsters, which resist with HT.

Duration: Instantaneous. Withering is permanent.
Base cost: 2 on natural plants. On a plant-class monster, treat as a Regular spell with cost 6. Cannot be maintained.
Time to cast: 10 seconds.
Prerequisites: **Druidic:** PI 4.

PROTECTION AND WARNING SPELLS

Some of these spells protect one subject against danger – but successful delvers won't overlook those useful for fortifying an entire camp!

Armor

Regular

Increases a living subject's Damage Resistance. This DR is treated like armor DR for all purposes, and cumulative with that from actual armor.



Defensive magic in a world of magical foes? No warrior would object. Buff me up!

–Masha Deathfoot, Martial Artist

Duration: 1 minute.
Cost: Twice the DR given to the subject, to a maximum DR of 5 (cost 10). Half that to maintain.
Prerequisites: **Clerical:** PI 1. **Wizardly:** Shield.

Bladeturning

Regular

Turns *cutting* weapons attacking the subject. For each bladed attack, roll a Quick Contest between the attacker's DX and your effective Bladeturning skill. Unless the attacker *wins*, the weapon does only crushing damage and becomes unready! No effect on non-cutting weapons or natural weaponry (claws, teeth, etc.).

Duration: 1 minute.
Cost: 2. Same cost to maintain.
Prerequisites: **Wizardly:** Shield.

Coolness

see p. 68

Deflect Missile

see p. 56

Detect Poison

see p. 36

Iron Arm

Blocking

Stops a blow – anything a sword could parry – with only an arm. Success parries the attack without any risk to you. Failure means you're parrying unarmed; see *What Am I Parrying With?* (*Exploits*, pp. 48-49). Counts as a parry for combat purposes.

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

Prerequisites: **Wizardly:** Resist Pain and DX 11+.

Magelock

Regular; Resists Lockmaster spell

Locks a door magically. The door won't open unless the spell is removed (Counterspell and Lockmaster will both counter it) or the door itself is destroyed.

Duration: 6 hours.

Cost: 3 to cast. 2 to maintain.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Magery 1.

Missile Shield

Regular

Turns physical projectiles and all Missile spells harmlessly aside by the tiniest fraction needed to ensure they miss the subject. On the battle map, they continue in a straight line past the subject. Works on missile weapons, thrown weapons, falling rocks, and Missile spells, but has no effect on diffuse streams (like jet spells and dragon's breath), or on ranged attacks targeting the ground or area rather than the subject.

Duration: 1 minute.

Cost: 5 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Apportation or Shield.

Mystic Mist

Area

Produces a dense, opalescent fog that confuses anyone entering it. Figures more than two yards away cannot be seen except using Mage Sight (p. 44). Interlopers must roll vs. (IQ + Magic Resistance) every second – or use Mage Sight – to avoid

losing their way and walking in randomly chosen directions, unless they have a guide or possess Absolute Direction.

Intruders must make a Fright Check on first entering the mist, and every five minutes thereafter. Anyone failing the first Fright Check will be very reluctant to enter! Dangerous animals simply avoid the mist, but suffer normal effects if for some reason they must enter it.

Those within the Mystic Mist when it's cast can sense it as a dim shimmering but are immune to the above effects. Moreover, these "natives" have +1 to their defense rolls when attacked by interlopers, while interlopers have -1 to defenses against them.

Mystic Mist is an excellent defense for a party camping in dangerous territory. You must cast it in an area centered on yourself.

Duration: 10 hours.

Base cost: 1. 1 to maintain.

Time to cast: 5 minutes.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Magery 1, and Watchdog or Shield.

Nightingale

Area

Makes a door or horizontal surface "noisy." A door squeaks loudly when opened, while a patch of ground becomes full of snapping sticks – or a floor creaks – when someone walks over it. This automatically alerts or wakes you if you're within hearing range, and probably alerts others nearby (make an IQ roll if there's other noise around).

Duration: 10 hours.

Base cost: 2. 2 to maintain.

Prerequisites: **Wizardly:** Sense Danger.

Protect Animal

see p. 19

Protection from Evil

Regular

Protects as Armor (p. 63) and Magic Resistance (p. 51), but only against *direct* attacks and spells from creatures of pure Evil: demons, undead-by-choice (never zombie slaves or ghosts cursed to haunt, however hostile), and anything else the GM agrees qualifies. Indirect nastiness – e.g., the traps, golems, and mindless monsters in a lich's lair – never counts, even if it's The Devil's work. Each energy point (up to 5) grants +1 DR and +2 Magic Resistance. Subject *must* be willing or the spell simply fails.

Bards have special dispensation to learn this spell, despite it falling outside the usual colleges.

Also a Meta-Spell.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain (round up).

Prerequisites: **Clerical:** PI 2. **Druidic:** PI 2. **Wizardly:** Magery 3 or Bardic Talent 3, and Sense Evil.

Reflect Gaze (VH)

Blocking; Resists gaze attacks

Resists one gaze attack – including a Fascinate spell or a power that requires eye contact – about to affect the subject. Victory averts the attack from the subject; victory by 10+, or a critical success, reflects it back at the attacker! Otherwise, the gaze affects the subject normally. Counts as a parry for combat purposes. If you aren't the subject, apply distance modifiers as for a Regular spell.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Wizardly:** Mirror.

Resist Acid

see p. 70

Resist Disease

see p. 38

Resist Lightning

see p. 72

Resist Poison

see p. 38

Resist Sound

see p. 67

Resist Water

see p. 70

Sense Danger

Information

Warns if danger is nearby, or about to come close and strike. Gives the general nature of danger that's no more than a minute away: "trap," "monster," etc. Danger within five minutes produces a sense of foreboding, but no details except on a critical success. Even less immediate danger is undetectable.

Duration: Instantaneous.

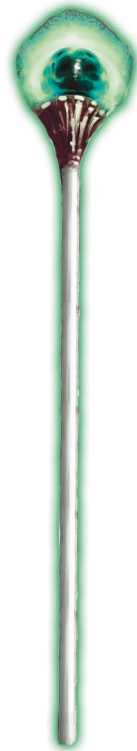
Cost: 3. Cannot be maintained.

Prerequisites: **Wizardly:** Sense Foes.

Shield

Regular

Conjures an invisible shield of magical force that moves to protect the subject from *frontal* attacks. This grants a Defense Bonus that's cumulative with that from an actual shield. *Does not* allow a subject without a shield to block.



Duration: 1 minute.

Cost: Twice the DB given to the subject, to a maximum DB of 4 (cost 8). Half that to maintain.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Magery 2.

Teleport Shield

Area

Gives -5 to any attempt to use teleportation – or time or dimensional travel – to enter or leave the area. This usually means monsters' innate abilities, but the Blink and Blink Other spells are also affected. Failed attempts to teleport *in* have their normal effects. Failed attempts to teleport *out* leave the would-be traveler in place, physically stunned, and having spent any energy cost for the attempt!

Also a Gate spell.

Duration: 1 hour.

Base cost: 1/3. Minimum radius 3 yards. Same cost to maintain. *Double* cost to make the penalty -10; *triple* for -15!

Time to cast: 10 seconds.

Prerequisites: **Wizardly:** Spell Shield and Watchdog.

Umbrella

see p. 70

Warmth

see p. 32

Watchdog

Area

Cast around an area, this spell warns you of anyone or anything crossing with hostile intent. If you're asleep, you wake instantly without being stunned. The spell *does not* end if triggered – it lasts until its natural expiration.

Duration: 10 hours.

Base cost: 1. 1 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 1. **Wizardly:** Sense Danger.

Weather Dome

Area

Creates a shimmering dome that repels bad weather of all types – up to and including Windstorm spells, volcanic ash, and rains of frogs – as well as flying insects! Floods, landslides, and similar catastrophes destroy the dome. Inside the dome, the air remains fresh and you never have to worry about *Temperature* (**Exploits**, p. 70).

Also a Weather spell.

Duration: 6 hours.

Base cost: 3. 2 to maintain.

Prerequisites: **Druidic:** PI 2.

SOUND SPELLS

For spells that produce sound, the “subject” is the spot from which the sound comes. A bard may play a musical instrument *instead of* singing when casting such a spell; if so, the effect emanates from the instrument and must be cast on the bard (Concussion and Sound Jet count, as they’re normally cast on the bard’s hand!) or centered on the bard’s hex.

Concussion

see p. 15

Delayed Message

Area

Creates an oral message that can be delayed to go off until a certain person, specified at casting, arrives in the area. The recipient hears it clearly, regardless of other noise; nobody else does. Detect Magic cast in the area reveals that it contains a Delayed Message, but only critical success learns more. Critical success reveals one of the following (roll randomly): the sender, the intended recipient, or the words (not any hidden meanings) of the message.

Duration: Until the specified person arrives. Does *not* count as a spell “on.”

Base cost: 3 per simple sentence – one idea per sentence. Cannot be maintained.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1, and Sense Life and Voices.

Far-Hearing

Regular

Lets the subject hear anyone or anything he or she can see (even at a great distance), or through up to two yards of solid objects. This includes conversations! The recipient automatically makes all Hearing rolls. Doesn’t work on deaf subjects or those with the Hard of Hearing disadvantage.

Also a Knowledge spell.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Magery 1 or Bardic Talent 1, and at least four other Sound spells.

Garble

Regular; Resisted by Will

Renders a living being incapable of making meaningful sounds – any attempt comes out completely garbled. The subject cannot cast spells that require speech or song (this includes *any* bardic casting!).

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Voices.

Great Voice

Regular

Subject can be heard clearly and distinctly by everyone he or she can see, even at a great distance – or by only a few chosen targets, if that’s specified before speaking (those within ordinary earshot will hear regardless, of course!). Makes the Leadership and Tactics rolls under “*Onward to Victory!*” (*Exploits*, p. 57) possible even for distant allies or over battlefield racket, the Noise spell, etc. The sound may be irritatingly loud, but won’t deafen or cause harm.

Duration: 1 minute.

Cost: 3 to cast. 1 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Thunderclap and Voices.



Hold the center! HOLD THE CENTER! . . . Ye gods, that was loud.
– Sir Yvor Gryffyn, Knight

Hush

Regular; Resisted by Will

Subject (object or living being) can make no sounds, accidentally or on purpose. Gives +3 to subject’s Stealth skill or -5 to the Hearing roll of anyone listening for the subject, and makes it impossible to cast spells that require speech or song (including *any* bardic casting!).

Duration: 10 seconds if subject attempted to resist, 1 minute otherwise.

Cost: 2 to cast. 1 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Silence.

Keen Hearing

see p. 54

Mage-Stealth

Regular

Subject can move quietly, breathe without sound, etc., but can still talk (and cast spells) when necessary. Other benefits are as for Hush (above).

Duration: 1 minute.
Cost: 3 to cast. 2 to maintain.
Time to cast: 3 seconds.
Prerequisites: **Wizardly:** Hush.

Message

Regular; Resisted by spells that block sound

Sends subject a spoken message, which travels at 50 mph (Move 25). The recipient hears the message clearly and distinctly over any normal noise; nobody else does. Noise, Silence, and Wall of Silence will resist the incoming message.

Modifiers: *Long-Distance Modifiers* (p. 14); -2 if you don't know the subject; -5 if you don't know the subject's whereabouts (a successful Seeker spell will eliminate this); +5 with a successful Trace spell.

Also a Communication and Empathy spell.

Duration: Time for message to reach subject.
Cost: 1 per 15 seconds of message duration. *Double* this to double speed of sending to 100 mph (Move 50).

Time to cast: Equal to time needed to speak message.
Prerequisites: **Wizardly:** Great Voice and Seeker.

Noise

Area

Fills an area with meaningless, continuous, very loud noise. No one within the area can have a conversation or hear other sounds. Use of any IQ-based skill is distracted (e.g., spells), at -3, or both – GM's choice. A Wall of Silence (p. 68) surrounds the affected area. Resists and is resisted by Silence; if the newer spell *wins*, it takes effect and dispels the older one.

Duration: 5 seconds.
Base cost: 4. 2 to maintain.
Prerequisites: **Wizardly:** Wall of Silence.

Resist Sound

Regular

Subject (person, creature, or object) and anything carried become immune to the effects of sound: Sound Jet and Thunderclap have no effect, loud noises won't stun or deafen, and so on. Noise may still *distract*, however.

Also a Protection and Warning spell.

Duration: 1 minute.
Cost: 2 to cast. 1 to maintain.
Prerequisites: **Wizardly:** At least four Sound spells.

Silence

Area

Creates an area of quiet. No one within this area can hear anything, and nothing that happens there makes any sound.

Prevents spoken spells – and all bardic magic – from working! The area is affected, *not* those in it; anyone moving out will be able to speak.

Duration: 1 minute.
Base cost: 2. 1 to maintain.
Prerequisites: **Clerical:** PI 1. **Wizardly:** Sound.

Silver Tongue

Regular

Grants subject the Voice advantage (*Adventurers*, p. 54). No effect on beings that already have the advantage.

Duration: 1 minute.
Cost: 3 to cast. 2 to maintain.
Prerequisites: **Clerical:** PI 3. **Wizardly:** Voices and at least five Mind Control spells.

Sound

Regular

Produces any sort of meaningless sound you like – the drone of an insect, the distant babble of voices, the clatter of something falling, or anything similar. Cannot produce *loud* noise. Requires no concentration once the spell is cast.

Duration and cost: 1 energy point to create 5 seconds of sound – or 2 energy points to create a sound that lasts for a full minute, and 1 per minute to maintain.
Prerequisites: **Wizardly:** Magery 0 or Bardic Talent.

Sound Jet

Regular

Shoots a thin beam of shrill sound from a fingertip; see *Jet Spells* (p. 12). A hit does no damage, but the victim must roll vs. HT – at -1 per energy point in the spell, but +1 per five full points of DR – to avoid physical stun (*Exploits*, p. 60). Those stunned may make a HT roll each turn to recover, also at -1 per energy point. Range in yards equals energy points in the spell.

Duration: 1 second.
Cost: 1 to 4. Same cost to maintain.
Prerequisites: **Wizardly:** Great Voice.

Thunderclap

Regular

Produces a single loud sound, like a crash of thunder. The “subject” is the spot you choose as the spell's center. Outdoors, anyone within three yards of this place must make a HT roll or be deafened; those deafened may roll vs. HT every hour to recover. In an enclosed area – less than 10 yards in any dimension – increase this distance to six yards! *You* roll at +2 to HT.

Duration: Instantaneous. Deafness lasts until victims recover.

Cost: 2. Cannot be maintained.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Sound.

Voices

Regular

Produces a meaningful sound – voices, music, etc. – of normal speaking volume. Requires constant concentration.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Prerequisites: **Wizardly:** Sound.

Wall of Silence

Area

Surrounds an area with a wall through which sound cannot pass. Those inside cannot hear outside sounds, or be heard by those outside – useful when you must do something noisy and want to avoid attracting monsters! Spellcasting is unaffected, but the commands some Mind Control spells require can't cross the boundary.

Duration: 1 minute.

Base cost: 2. 1 to maintain.

Prerequisites: **Wizardly:** Silence.

WATER SPELLS

These spells deal with the traditional magical “element” of water. For this college’s purposes, liquid water weighs 8.3 lbs. per gallon, ice weighs 7.5 lbs. per gallon, and there are 8 gallons to the cubic foot. Except as noted, these spells cannot affect the water in a living or animate subject’s body.

Breathe Water

Regular

Subject can breathe water as though it were air, and doesn't lose the ability to breathe ordinary air. Also an Air spell.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: **Clerical:** PI 3. **Druidic:** PI 3. **Wizardly:** Create Air and Destroy Water.

Coolness

Regular

Subject remains comfortably cool in warm weather: +3 to all HT rolls to avoid the ill effects of heat or dehydration. See *Temperature (Exploits, p. 70)*. Offers no protection against fire attacks.

Also a Protection and Warning spell.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain.

Time to cast: 10 seconds.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Cold.

Create Water

Regular

Creates pure water out of nothing. This may appear within a container, as a globe in midair (it falls immediately), or as a dense mist of droplets (each gallon will extinguish all fire in one hex). Water cannot be created *inside* a foe!

Duration: Instantaneous. Water lasts one day or until consumed, whichever comes first.

Cost: 2 per gallon. Cannot be maintained.

Prerequisites: **Clerical:** PI 2. **Wizardly:** Purify Water.

Dehydrate

Regular; Resisted by HT

Removes water from the subject’s body, causing injury to living beings and creatures of water. Cast from a distance, it affects the whole victim; cast by touch, harm is limited to the part touched. Armor doesn't protect!

Duration: Instantaneous. Injury is permanent until healed.

Cost: 1 per 1d-1 HP injury inflicted, up to 3d-3.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** At least five Water spells, including Destroy Water.

Destroy Water

Area

Causes water (in any form) to vanish. If more water is all around, it will rush in to fill the hole. Good for drying things out, saving a drowning victim, etc. *Cannot* be used as a “dehydrating” attack!

Duration: Instantaneous. Destroyed water stays gone.

Base cost: 3. In deep water, the area is only *two* yards in height/depth. Cannot be maintained.

Prerequisites: **Wizardly:** Create Water.

Fog

see p. 71

Freeze

Regular

Turns water into solid ice. The ice retains the shape of its container; in open water, the affected volume freezes as a sphere or cube (your choice). You may cast Shape Water to form the water before it's frozen, or to alter the ice's shape afterward.

Duration: Instantaneous. Ice lasts until it melts naturally.

Cost: 2 for an object up to the size of a fist, 4 for up to a cubic foot, 6 for a cubic yard, +3 per additional cubic yard. Cannot normally be maintained – but in temperatures above freezing, you may maintain Freeze by paying the same cost every 10 minutes, in which case it counts as a spell “on.”

Time to cast: 10 seconds.

Prerequisites: **Druidic:** PI 3. **Wizardly:** Shape Water.

Frostbite

Regular; Resisted by HT

Lowers the temperature of the subject’s body, causing injury to living beings and any entity that can freeze (e.g., water elementals) or needs warmth (creatures of fire qualify). Cast from a distance, it affects the whole victim; cast by touch, harm is limited to the part touched. Armor doesn’t protect!

Duration: Instantaneous. Injury is permanent until healed.

Cost: 1 per 1d HP of injury inflicted, up to 3d.

Time to cast: 3 seconds.

Prerequisites: **Druidic:** PI 4. **Wizardly:** Cold and Freeze.

Geyser (VH)

Area

Causes a geyser of scalding-hot water to gush forth from the ground within the area of effect. The geyser must always spring from the earth – the spell wouldn’t work on a rooftop.

All those within the area suffer 3d burning damage as *Large-Area Injury (Exploits, p. 53)*. They’re automatically pushed out of the area, and must make a DX roll at -5 or fall down!

Two seconds after the geyser starts, the water begins to fall back as spray. It affects an area with twice the radius of the original geyser. Anyone within the *added* area suffers 1d burning damage per second.

Example: A two-yard-radius geyser causes 3d burn to everyone within its radius. Two seconds later, all those within four yards – but *not* within two yards – suffer 1d burn.

If you’re in the area of your own geyser, *you* take damage as well. If you’re in the spray area, you’re unharmed.

Duration: 1 second.

Base cost: 5. 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: **Druidic:** PI 6.

Hail

see p. 71

Ice Dagger

Missile

Creates a razor-sharp icicle. This missile has Acc 3, 1/2D 30, Max 60. Roll against Innate Attack (Projectile) to hit. Won’t extinguish fires and has no extra effect on creatures of flame.

Cost: Any amount up to your level of spellcasting talent per second, for three seconds. The dagger does 1d-1 impaling damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Ice Sphere or Water Jet.

Ice Sphere

Missile

Creates a ball of ice in one hand. This missile has Acc 2, 1/2D 40, Max 80. Roll against Innate Attack (Projectile) to hit. When it strikes something, it vanishes in a gout of water. Even a 1d sphere will extinguish fire in a one-yard radius around its point of impact.

Cost: Any amount up to your level of spellcasting talent per second, for three seconds. The sphere does 1d crushing damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Shape Water.

Speaking from Experience

Speaking as an expert on, um, urban operations, a word on fire: It attracts attention, spreads everywhere, and burns up loot. Yet none of this stops wizards from being freakin’ pyromaniacs. I don’t know why more of those guys don’t use ice magic: It kills quietly, leaves no evidence but a little water, and doesn’t turn everything into worthless freakin’ ashes.

– Hap Badapple, Thief

Icy Missiles

Regular

Allows a missile weapon to shoot icy projectiles. It becomes cold to the touch but won’t harm the wielder, and its missiles inflict an extra 2 points of injury on the target if they penetrate DR; see *Follow-Ups (Exploits, p. 56)*. Projectiles shatter on hitting a target or after 10 seconds, whichever comes first.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Icy Weapon.

Icy Weapon

Regular

Causes a melee weapon to become freezing cold. Doesn’t harm the user *or* weapon, but the weapon inflicts an extra 2 points of injury on the target if it penetrates DR; see *Follow-Ups (Exploits, p. 56)*.

Duration: 1 minute.
Cost: 3 to cast. 1 to maintain.
Time to cast: 3 seconds.
Prerequisites: **Wizardly:** Create Water.

Purify Water

Special

Removes all impurities from water. You must pour the water through a hoop or ring (or, in a pinch, your own fingers) into a container. Only one skill roll is required, as long as the flow continues.

Duration: Instantaneous. Water remains purified until re-contaminated.

Cost: 1 per gallon. Cannot be maintained.

Time to cast: 5 to 10 seconds per gallon, unless a large container and ring are used.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Seek Water.

Resist Acid

Regular

Subject (person, creature, or object) and anything carried become immune to the effects of acid. Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain. *Triple* cost if subject must resist *alkahest*.

Prerequisites: **Clerical:** PI 2.

Resist Water

Regular

Subject (person, creature, or object) and anything carried become immune to the effects of dampness due to water and water-like substances, remaining dry even when completely submerged. *Does not* protect against damage caused by scalding or freezing water, or by the impact of ice – just against the moisture – but *does* give DR 2 against acid.

Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Prerequisites: **Wizardly:** Either Shape Water and Destroy Water, or Umbrella.

Seek Water

Information

Reveals the *direction*, *distance*, and *general nature* of the nearest significant source of water. Apply *Long-Distance Modifiers* (p. 14). You may specify that you're excluding any known water sources before you start casting.

Duration: Instantaneous.

Cost: 2. Cannot be maintained.

Prerequisites: **Druidic:** PI 1. **Wizardly:** Magery 0.

Shape Water

Regular

Sculpts water (including ice or steam) into any form and moves it about. Once given a shape, the water holds it without further concentration until the spell ends. A useful shape is a wall of water to stop fiery attacks; 20 gallons make a wall two yards high by one yard wide, which will stop Fireball spells and ordinary fire.

Duration: 1 minute.

Cost: 1 per 20 gallons shaped. Same cost to maintain.

Time to cast: 2 seconds.

Prerequisites: **Druidic:** PI 2. **Wizardly:** Create Water.

Speaking from Experience

Everybody saying barbarians hate magic don't get it. Barbarians don't hate all magic, just magic for cheating in fight. Barbarians love magic for outdoors fun. Argua come from steamy hot jungle full of fever swamps, so Argua like spells to keep cool, an' find safe water, an' swim real good, an' not get soggy from rain. Argua just love druids who can do all that stuff – she give 'em big hug and kiss!

– Argua the Barbarian

Swim

Regular

Lets subject move through water at normal Move, reduced as usual by encumbrance. The *subject* controls this movement, and can act and fight without penalties for being underwater. Subject automatically succeeds at all Swimming rolls, too, unless dragged totally under the water. This spell *does not* provide for the subject's breathing needs!

Also a Movement spell.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: **Druidic:** PI 3. **Wizardly:** Levitation and Shape Water.

Umbrella

Regular

Protects subject and anything carried from ordinary precipitation: rain, snow, etc. Doesn't work against water attacks, or rains of anything but water (frogs, stones, etc.). Also a Protection and Warning spell.

Duration: 10 minutes.

Cost: 1. Same cost to maintain.

Time to cast: 2 seconds.

Prerequisites: **Clerical:** PI 1. **Druidic:** PI 1. **Wizardly:** Shape Water or Shield.

Walk on Water

Regular

Lets subject walk on the surface of any liquid at normal ground Move, just as if on solid ground. Doesn't protect against damage caused by contact with the liquid, though – someone traversing lava or boiling acid will still take damage!

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Time to cast: 4 seconds.

Prerequisites: **Wizardly:** Shape Water.

Water Jet

Regular

Shoots a thin jet of water from one finger; see *Jet Spells* (p. 12). Against most foes, a hit does 1d damage for *knockback purposes only* (**Exploits**, p. 53) – not actual injury – per energy

point in the spell, and a hit to the *face* means next turn, combat skills are at -3 per energy point. On swarms and creatures of flame, the jet inflicts actual crushing damage. Even a 1d jet can extinguish one hex of normal fire per second. Range in yards equals the number of dice in the attack.

Duration: 1 second.

Cost: 1 to 3. Same cost to maintain.

Prerequisites: **Wizardly:** Shape Water.

Water Vision

Information

Lets subject see through up to 200 yards of water, snow, and ice to find sunken treasure, lurking monsters, etc. Also a Knowledge spell.

Duration: 30 seconds.

Cost: 1 per 20 yards of depth to cast. Same cost to maintain.

Prerequisites: **Druidic:** PI 3. **Wizardly:** Shape Water.

WEATHER SPELLS

This is magic that interacts with the weather or emulates its effects, notably *lightning*. Spells that control large-scale phenomena – clouds, rain, winds, etc. – also exist but are of little value to delvers.

Explosive Lightning

Missile

Creates a lightning bolt that explodes on impact. This has Acc 3, 1/2D 50, Max 100. Roll against Innate Attack (Projectile) to hit. Can be thrown at a wall, floor, etc. (+4 to hit) to catch foes in the blast – see *Attacking an Area* (**Exploits**, p. 45). Damage treats metal armor as DR 1, and injury stuns as explained for Lightning (below).

Also an Air spell.

Cost: Any amount up to *twice* your level of spellcasting talent per second, for three seconds. For every *two* energy points in the spell, the bolt does 1d-1 burning explosive damage. See *Explosions* (**Exploits**, p. 46) for rules for rules for explosive damage.

Time to cast: 1 to 3 seconds.

Prerequisites: **Wizardly:** Lightning.

Fog

Area

Creates an area of dense fog. Even one yard of fog blocks vision. Flaming weapons and missiles lose their extra power in fog. A Fireball loses 1 point of damage per yard of fog it traverses (e.g., a 3d Fireball that crosses five yards of fog inflicts 3d-5 damage), while victims of an Explosive Fireball count each yard of fog as *two* yards of distance from the blast. No amount of fog will extinguish a fire, however.

Also a Water spell.

Hail

Area

Pelts the area with huge, damaging hail. This counts as a distraction for anyone taking a Concentrate maneuver (e.g., to cast a spell), and inflicts 1d-2 crushing damage per second as *Large-Area Injury* (**Exploits**, p. 53).

Also a Water spell.

Duration: 1 minute.

Base cost: 1. Same cost to maintain.

Prerequisites: **Druidic:** PI 4.

Lightning

Missile

Creates a lightning bolt in one hand. This missile has Acc 3, 1/2D 50, Max 100. Roll against Innate Attack (Projectile) to hit.

Treat any *metal* armor as DR 1 against this spell! A target who takes any injury at all must make a HT roll, at -1 per 2 HP suffered, or be physically stunned. The victim may attempt a HT roll each turn thereafter to recover.

Also an Air spell.

Cost: Any amount up to your level of spellcasting talent per second, for three seconds. The bolt does 1d-1 burning damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: **Druidic:** PI 4. **Wizardly:** Magery 1 and at least six other Air spells.

Lightning Missiles

Regular

Empowers a missile weapon to shoot electrified projectiles. It acquires a crackling halo, and its missiles become charged with lightning, inflicting an extra 2 points of injury on the target if they penetrate DR; see *Follow-Ups (Exploits, p. 56)*. The projectiles' wooden parts turn to ash on hitting a target or after 10 seconds, whichever comes first.

Also an Air spell.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain. *Double* cost if projectiles to be fired are nonmetallic.

Time to cast: 3 seconds.

Prerequisites: **Wizardly:** Lightning Weapon.

Lightning Weapon

Regular

Charges a melee weapon – which *must* be at least partly metallic – with spitting, sparking lightning. Doesn't harm the user, but the weapon inflicts an extra 2 points of injury on the target if it penetrates DR; see *Follow-Ups (Exploits, p. 56)*. Against metallic armor, it always inflicts at least 1 point of injury on a hit.

Also an Air spell.

Duration: 1 minute.

Cost: 4 to cast. 1 to maintain.

Time to cast: 2 seconds.

Prerequisites: **Wizardly:** Magery 2 and Lightning.

Resist Lightning

Regular

Subject (person, creature, or object) and anything carried become immune to the effects of lightning and electricity. Also an Air spell *and* a Protection and Warning spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Prerequisites: **Clerical:** PI 2. **Druidic:** PI 3. **Wizardly:** At least six Air spells.

Shocking Touch

Melee

Your hand or magic staff zaps the first target it strikes! Hit location is irrelevant. The recipient suffers 1d+1 burning damage per energy point in the spell. *Armor* DR doesn't protect; *natural* DR does.

Also an Air spell.

Duration: Instantaneous. Injury lasts until healed, of course!

Cost: 1 to 3. Cannot be maintained.

Prerequisites: **Wizardly:** Lightning.

Spark Cloud

Area

Creates a ground-level cloud of electrical sparks. Doesn't block vision, but inflicts burning damage on all within it. Creatures in the cloud take damage on their turn; *halve* this (round down) for those who spend less than an entire turn there. This is considered *Large-Area Injury (Exploits, p. 53)*, treating any *metal* armor as DR 1.

Also an Air spell.

Duration: 10 seconds.

Base cost: 1 to 5; the cloud inflicts 1 point of burning damage *per second* for every energy point of base cost. Same cost to maintain.

Time to cast: Seconds equal to base cost.

Prerequisites: **Wizardly:** Lightning and Shape Air.

Spark Storm

Area

Creates a Windstorm (p. 17), with a dangerous addition: Every turn, Lightning (p. 71) strikes one random victim in the area! Resolve the bolt's attack by rolling against your effective Spark Storm skill, ignoring ranged combat modifiers. The victim gets an active defense, as usual.

Also an Air spell.

Duration: 1 minute after reaching full strength.

Base cost: 2 (1d-1 Lightning), 4 (2d-2 Lightning), or 6 (3d-3 Lightning). Half that to maintain.

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

Prerequisites: **Druidic:** PI 5. **Wizardly:** Lightning and Windstorm.

Wall of Lightning

Area

Creates a crackling curtain of lightning around an area. Every turn, anyone crossing or touching the wall suffers burning damage. As well, Vision and Hearing rolls across it are at -1.

As for all Area spells, the affected area extends four yards upward. You may increase height by spending proportionately more energy; e.g., double base cost for an area *eight* yards high.

Also an Air spell.

Duration: 1 minute.

Base cost: 2 to 6; the wall inflicts 1d-1 burning damage *per second* for every *two* energy points of base cost. Same cost to maintain.

Prerequisites: **Wizardly:** Lightning.

Weather Dome

see p. 65

SPELL TABLE

Spell: Spell's name. A dagger (†) means this is *several* spells – choose a specialty. Most spells are IQ/Hard skills; those marked “VH” are IQ/Very Hard.

College(s): College(s) to which the spell belongs, which can matter for prerequisites. Abbreviations:

Body: Body Control

C&E: Communication and Empathy

Know.: Knowledge

L&D: Light and Darkness

M&B: Making and Breaking

Meta: Meta-Spells

Mind: Mind Control

Move.: Movement

Necro.: Necromantic

P&W: Protection and Warning

Prerequisites: Spells and other abilities required to learn the spell. Abbreviations:

C: Clerical.

D: Druidic.

W: Wizardly. An asterisk (*) indicates the spell is available to bards who can meet its prerequisites. Spells in colleges allowed to bards sometimes have prerequisites that fall outside such colleges; these are still marked because elven and half-elven bards with Magery 0 could learn those prerequisites!

BT: Bardic Talent, with level.

M: Magery, with level.

PI: Power Investiture or Power Investiture (Druidic), as the case may be, with level.

Page: Where to find the spell in this book.

Spell	College(s)	Prerequisites	Page
Affect Spirits	Necro.	C: PI3	59
Agonize	Body	W: M2, Sensitize	20
Air Jet	Air	W: Shape Air	15
Alertness (VH)	Mind	W*: 2 Keen Sense spells	53
Ambidexterity	Body	W: Grace	20
Analyze Magic	Know.	W*: Identify Spell	42
Animal Control†	Animal	D: PI2	17
Apportation	Move.	W: M1	56
Arboreal	Plant	D: PI5	61
Immurement			
Armor	P&W	C: PI1 • W: Shield	63
Astral Block	Necro.	C: PI4 • W: Repel Spirits, Summon Spirit	59

Spell	College(s)	Prerequisites	Page
Astral Vision (VH)	Know./Necro.	C: PI3 • W*: Sense Spirit, See Invisible	42
Aura	Know.	C: PI1 • W*: Detect Magic	42
Awaken	Healing	C: PI2	36
Balance	Body	W: Grace	20
Banish	Necro.	C: PI4 • W: M1, 1 spell from 10 colleges	59
Beast Link	Animal	D: PI2	18
Beast Possession	Animal	D: PI4	18
Beast-Rouser	Animal	D: PI1	18
Beast Seeker	Animal	D: PI2	18
Beast-Soother	Animal	D: PI1	18
Beast Speech	Animal	D: PI2	18
Beast Summoning	Animal	D: PI3	18
Blackout	L&D	W: Darkness	46
Bladeturning	P&W	W: Shield	63
Bless	Meta	C: PI5	50
Blink	Gate/Move.	W: M3, IQ 13+, 1 spell from 10 colleges	56
Blink Other (VH)	Gate/Move.	W: Blink	56
Blur	L&D	W: Darkness	46
Borrow Language	C&E	W*: Lend Language	24
Borrow Skill	C&E	W*: Lend Skill	24
Bravery	Mind	C: PI1 • W*: Fear	53
Breathe Water	Air/Water	C: PI3 • D: PI3 • W: Create Air, Destroy Water	68
Bright Vision	L&D	W: Keen Vision or 5 L&D spells	46
Burning Touch	Fire	W: M2, 6 Fire spells including Heat	29
Charm	Mind	W*: M1/BT1, Loyalty, 7 other Mind Control spells	53
Cleansing	Healing	C: PI1	36
Climbing	Body	W: M0	20
Clumsiness	Body	W: Spasm	20
Cold	Fire	W: Heat	29
Colors	L&D	W: Light	46
Command	Mind	C: PI2 • W*: M2/BT2, Forgetfulness	53

Spell	College(s)	Prerequisites	Page
Command Spirit†	Necro.	C: PI3 • W: Summon Spirit, Turn Spirit	60
Compel Truth	C&E	C: PI2 • W*: M2/BT2, Truthsayer	24
Complex Illusion	Illusion	W: Simple Illusion, Sound	40
Conceal	Plant	D: PI3	61
Concussion	Air/Sound	W*: Shape Air, Thunderclap	15
Continual Light	L&D	C: PI2 • W: Light	46
Control Gate	Gate	W: M3, Seek Gate	34
Control Illusion	Illusion	W: Perfect Illusion	40
Control Person	C&E	W*: Soul Rider <i>or</i> Telepathy	24
Cook	Food	W: Test Food, Create Fire	32
Coolness	P&W/ Water	C: PI1 • D: PI1 • W: Cold	68
Copy	M&B	W: 5 M&B spells including Restore, no Illiteracy	48
Counterspell	Meta	W: M1	51
Create Air	Air	W: Purify Air	16
Create Animal	Animal	D: PI4	19
Create Earth	Earth	W: Earth to Stone	27
Create Fire	Fire	W: Ignite Fire <i>or</i> Seek Fire	29
Create Food	Food	C: PI3 • W: Cook, Seek Food	32
Create Plant	Plant	D: PI3	61
Create Water	Water	C: PI2 • W: Purify Water	68
Cure Disease	Healing	C: PI3 • D: PI2	36
Curse	Meta	C: PI5	51
Dark Vision	L&D	W: Infravision <i>or</i> Night Vision	46
Darkness	L&D	W: Continual Light	46
Daze	Mind	W*: Foolishness	54
Death Vision	Necro.	W: M1	60
Deathtouch	Body	W: Wither Limb	20
Debility	Body	W: M0	20
Decay	Food	W: Test Food	32
Deflect Energy	Fire	W: M1, Shape Fire	29
Deflect Missile	Move./P&W	W: Apportation	56
Dehydrate	Water	W: 5 Water spells including Destroy Water	68
Delayed Message	Sound	W*: M1/BT1, Sense Life, Voices	66
Destroy Air	Air	W: Create Air	16
Destroy Water	Water	W: Create Water	68

Spell	College(s)	Prerequisites	Page
Detect Magic	Know.	C: PI1 • D: PI1 • W*: M1/BT1	43
Detect Poison	Healing/ P&W	C: PI1 • D: PI1	36
Dispel Illusion	Illusion	W: Control Illusion	40
Dispel Magic	Meta	C: PI4 • D: PI4 • W: Counterspell, any 12 other spells	51
Dispel Possession	C&E	C: PI3	24
Divert Teleport (VH)	Gate/Move.	W: M3, Trace Teleport	34
Drunkenness	Mind	W*: Foolishness, Clumsiness	54
Dull Sense†	Mind	W*: M0/BT1	54
Dullness (VH)	Mind	W*: 2 Dull Sense spells	54
Earth to Air	Air/Earth	W: Create Air, Shape Earth	16
Earth to Stone	Earth	W: M1, Shape Earth	27
Earth Vision	Earth/ Know.	D: PI3 • W*: Shape Earth	27
Earthquake	Earth	C: PI5 • D: PI6	27
Entombment	Earth	D: PI5 • W: M2, 5 Earth spells	27
Entrap Spirit	Necro.	C: PI5 • W: M1, 7 Necromantic spells including Turn Spirit	60
Essential Food (VH)	Food	C: PI4 • W: 6 Food spells including Create Food	32
Ethereal Body (VH)	Move.	W: M3, 6 Movement spells	57
Explosive Fireball	Fire	W: Fireball	29
Explosive Lightning	Air/ Weather	W: Lightning	71
Extinguish Fire	Fire	D: PI1 • W: Ignite Fire	30
Far-Feeling	Know.	W*: M1/BT1	43
Far-Hearing	Know./ Sound	W*: M1/BT1, 4 Sound spells	66
Far-Tasting	Food/ Know.	W*: M1, Seek Food	33
Fascinate	Mind	W*: Daze	54
Fasten	M&B	W: Knot	48
Fear	Mind	W*: Sense Emotion	54
Final Rest	Healing/ Necro.	C: PI1	36
Find Direction	Know.	D: PI1 • W*: M1/BT1	43
Find Weakness	M&B	W: 1 Air, 1 Earth, 1 Fire, 1 Water spell	49

<i>Spell</i>	<i>College(s)</i>	<i>Prerequisites</i>	<i>Page</i>
Fire Cloud	Fire	W: Fireball, Shape Air	30
Fireball	Fire	W: M1, Create Fire, Shape Fire	30
Fireproof	Fire	D: PI2 • W: Extinguish Fire	30
Flame Jet	Fire	W: Create Fire, Shape Fire	30
Flaming Missiles	Fire	W: Flaming Weapon	30
Flaming Weapon	Fire	C: PI3 • W: M2, Heat	31
Flesh to Stone	Earth	W: Earth to Stone	27
Flight (VH)	Move.	W: M2, Levitation	57
Fog	Water/ Weather	D: PI2	71
Foolishness	Mind	W*: M0/BT1, IQ 12+	54
Forest Warning	Plant	D: PI3	61
Forgetfulness	Mind	W*: M1/BT1, Foolishness	54
Frailty	Body	W: Lend Energy	21
Freeze	Water	D: PI3 • W: Shape Water	68
Frostbite	Water	D: PI4 • W: Cold, Freeze	69
Garble	Sound	W*: Voices	66
Geyser (VH)	Water	D: PI6	69
Gift of Letters (VH)	C&E	C: PI4 • W*: Borrow Language, 3 written languages	24
Gift of Tongues (VH)	C&E	C: PI4 • W*: Borrow Language, 3 spoken languages	24
Glass Wall	Know.	W*: 5 Knowledge spells <i>or</i> Earth Vision	43
Glow	L&D	C: PI2 • W: Continual Light	46
Glue	Move.	W: Haste	57
Grace	Body	W: Clumsiness	21
Grease	Move.	W: Haste	57
Great Haste (VH)	Move.	W: M1, IQ 12+, Haste	57
Great Healing (VH)	Healing	C: PI3	37
Great Voice	Sound	C: PI2 • W*: Thunder-clap, Voices	66
Great Ward	Meta	W: M2, Ward	51
Hail	Water/ Weather	D: PI4	71
Haste	Move.	W: M0	57
Hawk Vision	L&D	D: PI1 • W: Keen Vision <i>or</i> 5 L&D spells	47

MAGIC RITUALS

Base skill level affects casting time and energy cost:

<i>Base Skill</i>	<i>Casting Time</i>	<i>Energy Cost</i>
9 or less	x2	Unaffected
10-14	Unaffected	Unaffected
15-19	Unaffected	-1
20-24	x1/2 (round up)	-2
Each +5	<i>Another</i> x1/2	<i>Another</i> -1

<i>Spell</i>	<i>College(s)</i>	<i>Prerequisites</i>	<i>Page</i>
Healing Slumber	Healing	C: PI2	37
Heat	Fire	W: Create Fire, Shape Fire	31
Hide	L&D	W: Blur <i>or</i> Forgetfulness	47
Hide Emotion	C&E	W*: Sense Emotion	24
Hide Path	Plant	D: PI2	62
Hide Thoughts	C&E	C: PI2 • W*: Truth-sayer <i>or</i> Hide Emotion	25
Hinder	Body/ Move.	W: Clumsiness <i>or</i> Haste	21
History	Know.	W*: Trace	43
Hold Breath	Body	W: M1, Vigor	21
Hush	Sound	W*: Silence	66
Hybrid Control (VH)	Animal	D: PI3	19
Ice Dagger	Water	W: Ice Sphere <i>or</i> Water Jet	69
Ice Sphere	Water	W: Shape Water	69
Icy Missiles	Water	W: Icy Weapon	69
Icy Weapon	Water	W: Create Water	69
Identify Plant	Plant	D: PI1	62
Identify Spell	Know.	W*: Detect Magic	43
Ignite Fire	Fire	W: M0	31
Illusion Disguise	Illusion	W: Simple Illusion	40
Illusion Shell	Illusion	W: Simple Illusion	41
Independence	Illusion	W: Simple Illusion	41
Infravision	L&D	W: Keen Vision <i>or</i> 5 L&D spells	47
Initiative	Illusion	W: Independence, Wisdom	41
Instant Neutralize Poison (VH)	Healing	C: PI4 • D: PI3	37
Invisibility	L&D	W: 6 L&D spells including Blur	47
Iron Arm	P&W	W: Resist Pain, DX 11+	64
Itch	Body	W: M0	21
Keen Hearing	Sound	W*: M0/BT1	54

<i>Spell</i>	<i>College(s)</i>	<i>Prerequisites</i>	<i>Page</i>
Keen Sense†	Mind	W* : M0/BT1	54
Knot	M&B	W : Stiffen	49
Know Illusion	Illusion	W : Simple Illusion	41
Know Location	Know.	D : PI2 • W* : M1/ BT1, Tell Position	43
Lend Energy	Healing/ Meta	C : PI1 • W : M1	37
Lend Language	C&E	W* : 3 C&E spells	25
Lend Skill	C&E	W* : Mind-Sending, IQ 11+	25
Lend Vitality	Healing	C : PI1	37
Levitation	Move.	W : Apportation	57
Light	L&D	C : PI1 • W : M0	47
Light Jet	L&D	C : PI2 • W : Contin- ual Light	47
Light Tread	Move.	D : PI2 • W : Apporta- tion, Shape Earth	57
Lighten Burden	Move.	W : Apportation	58
Lightning	Air/ Weather	D : PI4 • W : M1, 6 Air spells	71
Lightning Missiles	Air/ Weather	W : Lightning Weapon	72
Lightning Weapon	Air/ Weather	W : M2, Lightning	72
Lockmaster	Move.	W : Either M2, Apportation <i>or</i> Locksmith	58
Locksmith	Move.	W : Apportation	58
Loyalty	Mind	W* : Bravery, 2 Mind Control spells	55
Mage Sight	Know.	W* : Detect Magic	44
Mage-Stealth	Sound	W* : Hush	66
Magelock	P&W	W : M1	64
Magic Resistance	Meta	C : PI3 • W : M1, 1 spell from 7 different colleges	51
Major Healing (VH)	Healing	C : PI2	37
Manipulate	Move.	W : Locksmith	58
Mapmaker	M&B	W : Copy, Measurement	49
Mass Daze	Mind	W* : Daze, IQ 13+	55
Mass Sleep	Mind	W* : Sleep, IQ 13+	55
Master	Animal	D : PI1	19
Measurement	Know.	W* : M0/BT1	44
Message	C&E/ Sound	W* : Great Voice, Seeker	67
Might	Body	C : PI1 • W : Lend Energy	21
Mind-Reading	C&E	W* : Truthsayer <i>or</i> Borrow Language	25
Mind-Search (VH)	C&E	W* : Mind-Reading	25

<i>Spell</i>	<i>College(s)</i>	<i>Prerequisites</i>	<i>Page</i>
Mind-Sending	C&E	W* : Mind-Reading	25
Minor Healing	Healing	C : PI1	37
Mirror	L&D	W : Colors	47
Missile Shield	P&W	W : Apportation <i>or</i> Shield	64
Monk's Banquet	Food	C : PI4	33
Mystic Mist	P&W	D : PI2 • W : M1, Watchdog <i>or</i> Shield	64
Nauseate	Body	W : 5 Body Control spells	21
Neutralize Poison	Healing	C : PI3 • D : PI2	37
Night Vision	L&D	W : Keen Vision <i>or</i> 5 L&D spells	47
Nightingale	P&W	W : Sense Danger	64
No-Smell	Air	D : PI1 • W : Purify Air	16
Noise	Sound	W* : Wall of Silence	67
Pain	Body	W : Spasm	21
Panic	Mind	W* : Fear	55
Paralyze Limb	Body	W : M1, 5 Body Control spells including Clumsiness	21
Pathfinder	Know.	D : PI2 • W* : M1/ BT1, IQ 12+, 2 "Seek" spells	44
Pentagram	Meta	C : PI5 • W : Spell Shield	51
Perfect Illusion	Illusion	W : M1, Complex Illusion	41
Persuasion	C&E	C : PI2 • W* : Sense Emotion	25
Phantom (VH)	Illusion	W : M2, Apportation, Hinder, Perfect Illusion	41
Phase	Gate	W : M3, Ethereal Body	34
Phase Other (VH)	Gate	W : Phase	34
Plant Control	Plant	D : PI3	62
Plant Sense	Plant	D : PI3	62
Plant Speech	Plant	D : PI3	62
Plant Vision	Know./ Plant	D : PI2	62
Poison Food	Food	W : Purify Food	33
Pollen Cloud	Plant	D : PI2	62
Possession (VH)	C&E	W* : M1/BT1, Control Person	25
Prepare Game	Food	W : Purify Food	33
Projection	Know.	W* : Sense Spirit, 4 Knowledge spells	44
Protect Animal	Animal/ P&W	D : PI3	19

Spell	College(s)	Prerequisites	Page
Protection from Evil	Meta/P&W	C: PI2 • D: PI2 • W*: M3/BT3, Sense Evil	64
Purify Air	Air	C: PI1 • D: PI1 • W: M0	16
Purify Earth	Earth/Plant	D: PI1 • W: 6 Earth spells including Create Earth	28
Purify Food	Food	C: PI2 • D: PI2 • W: Decay	33
Purify Water	Water	C: PI1 • D: PI1 • W: Seek Water	70
Quick March	Move.	D: PI1 • W: M1, Haste	58
Recover Energy	Healing/ Meta	C: PI1 • D: PI1 • W: M1, Lend Energy	38
Reflect	Meta	W: Ward	52
Reflect Gaze (VH)	P&W	W: Mirror	65
Reflexes	Body	W: Grace, Haste	22
Regeneration (VH)	Healing	C: PI4	38
Rejoin	M&B	W: Weaken, Restore	49
Relieve Paralysis	Healing	C: PI3	38
Relieve Sickness	Healing	C: PI2	38
Remember Path	Know.	D: PI3	44
Remove Curse	Meta	C: PI5	52
Repair	M&B	W: M2, Rejoin	49
Repel Animal†	Animal	D: PI2	19
Repel Hybrids (VH)	Animal	D: PI3	19
Repel Spirits	Necro.	C: PI3 • W: Banish, Turn Spirit	60
Resist Acid	P&W/ Water	C: PI2	70
Resist Cold	Fire	C: PI2 • D: PI3 • W: Heat	31
Resist Disease	P&W/ Healing	C: PI2	38
Resist Fire	Fire	C: PI2 • W: Fireproof	31
Resist Lightning	Air/P&W/ Weather	C: PI2 • D: PI3 • W: 6 Air spells	72
Resist Pain	Body	C: PI2 • W: M2, Pain	22

Speaking from Experience

Some philosophers say that effect, not cause, defines a magical act – that the ends justify the means. I disagree. When I shield someone from Evil or flames, I know I am calling upon Good, not invoking Hellish powers used for self-defense in demonic infighting. Wizards cannot make that claim.

– Sister Miriam Suntemple, Cleric

Spell	College(s)	Prerequisites	Page
Resist Poison	Healing/ P&W	C: PI2	38
Resist Sound	P&W/ Sound	W*: 4 Sound spells	67
Resist Water	P&W/ Water	W: Umbrella, or Shape Water, Destroy Water	70
Restoration (VH)	Healing	C: PI3	38
Restore	M&B	W: Find Weakness <i>or</i> Simple Illusion	49
Restore Hearing	Healing	C: PI2	39
Restore Memory	Healing	C: PI2	39
Restore Sight	Healing	C: PI2	39
Restore Speech	Healing	C: PI2	39
Retch	Body	W: Nauseate, Spasm	22
Rider	Animal	D: PI2	19
Rider Within	Animal	D: PI2	20
Rive (VH)	M&B	W: M2, Shatter	49
Rooted Feet	Body	W: Hinder	22
Roundabout	Body	W: Tanglefoot	22
Sanctuary (VH)	Gate	C: PI6	35
Sandstorm	Air/Earth	D: PI4 • W: Create Earth, Windstorm	16
Scry Gate	Gate	W: Seek Gate	35
Scryguard	Meta	W: M1	52
See Invisible	L&D	W: Invisibility, <i>or</i> Dark Vision, Infravision	48
See Secrets	Know.	C: PI3 • W*: Seeker, Aura	44
Seek Earth	Earth	D: PI1 • W: M0	28
Seek Fire	Fire	W: M0	31
Seek Food	Food	D: PI1 • W: M0	33
Seek Gate	Gate	W: M2, Seek Magic, 1 spell from 10 colleges	35
Seek Magic	Know./ Meta	W*: Detect Magic	45
Seek Plant	Plant	D: PI1	62
Seek Water	Water	D: PI1 • W: M0	70
Seeker	Know.	C: PI2 • W*: M1/ BT1, IQ 12+, 2 “Seek” spells	45
Sense Danger	P&W	W: Sense Foes	65
Sense Emotion	C&E	W*: Sense Foes	26
Sense Evil	C&E/Meta	C: PI1 • D: PI1 • W*: M2/BT2	26
Sense Foes	C&E	W*: M0/BT1	26
Sense Life	C&E	C: PI1 • D: PI1 • W*: M0/BT1	26
Sense Spirit	Necro.	C: PI1 • W: Death Vision, <i>or</i> M1, Sense Life	60

<i>Spell</i>	<i>College(s)</i>	<i>Prerequisites</i>	<i>Page</i>
Sensitize	Body	W: M1, Stun	22
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