

TERRINOTH SETTING
COMPATIBLE

TIMMORRAN'S TOME

An Extensive Compendium of Spells



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FANTASY RULES SUPPLEMENT



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obsession in writing all of these supplements).*

*Special thanks also to Scott Zumwalt, who granted permission to refer to his wonderful work,
[Zynnythryx's Guide to Magic](#) and reference those spells within. It is definitely an essential product to
use in tandem with this product.*

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INTRODUCTION

This product is a supplement for the **REALMS OF TERRINOTH** setting. Though the supplement explores the world of Mennara, it can be converted for use in your own world. The **GENESYS CORE RULEBOOK (CRB)**, **REALMS OF TERRINOTH** setting (RoT), **EXPANDED PLAYERS GUIDE (EPG)**, and either Genesys Dice or the Genesys Dice App are required to use this product. This work also references spells included in **Scott Zumwalt's ZYNNYTHRYX'S GUIDE TO MAGIC (ZGtM)** so those wishing to use these spells should pick up this tome. The spell names herein from this tome are used with Scott's permission. Spells from **ZYNNYTHRYX'S GUIDE TO MAGIC** will be included in the spell lists, but casters will need to consult that tome for the details.

SYNOPSIS

While the free-form magic system is great for many players and GMs, there are some who desire a more structured magic system. In addition, this structure can also be used to form a bridge between using the structured system for magic and going into more free-form uses of the art. For this reason, this tome is provided, as well as the optional spell level system. If not desired, ignoring the leveling system is simple enough, though a GM may need to adjust the difficulty of a given spell.

ORGANIZATION

The spells in this tome are organized by action type. They are then listed alphabetically by spell name and give the relevant information. An index in the back, can be used to quickly find a given spell's page number, and spell lists show which casters can cast which spells by level.

ABOUT THIS TOME

Working at the university library in Greyhaven can be a rather boring occupation. However, I will never forget the day I found it...a dusty tome, hidden under piles of scrolls in a long unused alcove...the tome with Timmorran's seal on the front! At long last...Timmorran's Lost Tome...his personal spellbook!— Miurella Stormwind



A NOTE ABOUT LORE

There are many references in this product that pull from lore previously published in **DESCENT** and **RUNEBOUND**. The setting of Terrinoth has existed for many years, and there are numerous products published prior to the **REALMS OF TERRINOTH** sourcebook. In all of my works, I often take inspiration from these in an effort to offer new creatures and references for the GM. In addition though, this work also references different previous fantasy RPGs for spell inspirations; the kinds of spells familiar to longtime RPG players, but adapted for the **GENESYS** system.

CONTENTS

Spells are grouped by action type. Some spells fall under more than one action type. For those exceptions, they will be listed under both types, but the second mention of it will reference the first, detailed entry.

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*** New spell action added in this tome.

OVERVIEW

This book provides players and GMs with an easy reference for over 330 new spell customizations (and over 70 references to existing spells) and shows how such spells can be used in any setting such as **REALMS OF TERRINOTH** (RoT) where magic is used. These spells are largely built using only the effects and spells available in the **GENESYS CORE RULEBOOK** (CRB), but also include the new spell types of Mask, Predict, and Transform in the **EXPANDED PLAYERS GUIDE** (EPG), and Mind and Move spell types from **ZYNNYTHRYX'S GUIDE TO MAGIC** (ZGtM). It is assumed the player and GM have read the optional Magic Rules section (page 210 of the CRB) and have access to the EPG. In some cases, some rules may be repeated or restated to provide clarity in this tome.

(OPTIONAL) SPELL LEVELS

This product introduces a new, optional mechanic: **Spell Levels**. The idea is simple, a spellcaster can cast a spell where the spell level is equal to the ranks the caster has in the appropriate magic skill, at the difficulty listed. For spells lower in level than the caster's current rank in the skill, the difficulty is one step easier; for spells higher in level than the caster's current rank, the difficulty is one step more difficult.

Of course, as mentioned, this new mechanic is completely optional. It is designed to provide structure for those who desire it such as veteran players of other RPGs, who may be more familiar with such restrictions. An optional, additional variant for this for high fantasy settings such as Terrinoth, is for spells of a level lower than the caster's skill ranks, to only cost one strain, whereas higher ones would cost an additional point of strain.

Example: A caster with 3 ranks in the Arcana skill can cast a level 3 spell at the spell's given difficulty. Likewise, he can cast level 1 and level 2 spells as if one step easier in difficulty. Likewise, if the same caster wanted to cast a level 4 or 5 spell, it would be one step more difficult. The caster could still add additional effects as normal, and with the additional increases in difficulty, and use talents and implements to affect the difficulty as normal.

If using the additional, optional variant, for the above caster, level 1 and level 2 spells would cost only 1 strain, but level 4 and level 5 spells would cost 3 strain.

SPELL LISTINGS

Each spell is given a name to describe its basic narrative function. **Level** indicates the level using the optional level system. Ignoring this optional rule does not change the spell listing in any way. **Skills** list the appropriate magic skills which can be used to cast a particular spell (for example, all casters can cast Utility spells, but only some skills can be used to cast Augment). The **Difficulty** for each spell is also given. **Qualities** are given for Attack spells only, and reflect any Item Qualities available for the attack. **Additional Effects** lists any Additional Effects used to construct the spell as listed. New Additional Effects are in *bold italics*, and are also described in the **Appendix**. Finally, each spell is given a narrative **Description** to help describe how the spell functions, what it looks like, and other needed details.

Special Note: Some spells have a difficulty higher than **Formidable** (◆◆◆◆◆). The only way to make these spells possible is with the use of a magical implement or talent.



ATTACK

Attack spells are used when a caster wishes to do any amount of damage to the target. This type of spell requires the target to be specifically at **Short** range and follows the normal rules for a combat check (**Defense** and **Adversary** ranks apply).

Qualities must be triggered by the appropriate amount of **A** and follow the normal rules for Item Qualities. Rules for this are on page 86 of the **GENESYS CORE RULEBOOK**.

Increase Range: The range of an Attack spell can be extended by one range band by increasing the difficulty of the attack by ♦ per added range band.

Close Combat: An Attack spell can be used against targets at **Engaged** range by likewise increasing the difficulty of the attack by ♦.

Additional Effects: These can be found in **Table III.2-5** on page 215 of the **GENESYS CORE RULEBOOK**. New ones indicated in *bold italics*.

Timmorran learned spells from many sources: Orc Shamans in the Broken Lands, Hexicar Priests in Zanaga, and as indicated by some entries, even an ancient, Golden Dragon in the Molten Heath! - Miurella Stormwind

A THOUSAND BITES

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

ACID SNARE

Level: 3

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

AXE OF PERUN

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

BANISHMENT

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Primal, Runes

Qualities: Pierce equal to ranks in Knowledge (Lore)

Additional Effects: *Banishment* (see below)

Description: This spell is designed to both damage and send an extraplanar creature back to its home plane, such as sending a Demon back to the Ynfarnael. If the spell is successful, the (extraplanar only) target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. The target must then make a **Hard** (♦♦♦♦)

Discipline skill check or be sent to its home plane. This includes elementals. The damage applies even if not banished. Banishment is until the next sunrise.



BASILISK BITE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

BASMU'S STRIKE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

BLOOD CURSE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

CHAINS OF SIN

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

CLAIMED BY NATURE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

CONTAGION

Level: 5

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Primal, Runes

Qualities: Blast equal to ranks in Knowledge (Lore)

Additional Effects: Blast, Poisonous (Same effect, but disease)

Description: This spell inflicts a horrible disease on the target and the blast area. If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★.

DIE

Level: 5

Difficulty: ◆◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Vicious equal to ranks in Knowledge (Lore)

Additional Effects: Deadly, Empowered

Description: The caster utters an Elder word of power intended to kill the target. If the spell is successful, the target suffers damage equal to twice the caster's spell skill base characteristic plus 1 for each ★. In addition, the attack has a Critical rating of 2 and the Vicious quality.

DISC OF ANNIHILATION

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 5

EARTHQUAKE

Level: 5

Difficulty: ◆◆◆◆◆

Skills: Divine, Primal, Psychic, Runes

Qualities: Blast, Breach, Disorient, Pierce

Additional Effects: Blast, Destructive, Impact

Description: The caster creates a mini-earthquake in the affected area, dealing damage equal to the caster's spell skill base characteristic plus 1 for each ★. GMs should take careful note of the qualities and additional effects of this spell.

ENERGY CHAIN

Level: 4

Difficulty: ◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Auto-fire

Additional Effects: Either Fire or Ice or Lightning or Impact, or if combining any of these, add ◆ for each added effect.

Description: This spell fires an energy ray (fire, ice, lightning, or sonic) that hits the target, doing damage. If Auto-fire is triggered, the ray arcs to another target within Short range of the first target hit and this additional hit affects this second target. More Auto-fires triggered can mean it arcs to added targets. Damage is equal to the caster's spell skill base characteristic plus 1 for each ★.

ENERGY CLOUD

Level: 4

Difficulty: ◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Blast

Additional Effects: Blast, either Fire or Ice or Lightning or Impact, or if combining any of these, add ◆ for each added effect.

Description: This spell creates a cloud burst does either Fire or Ice or Lightning or Impact damage equal to the caster's spell skill base characteristic plus 1 for each ★.

ENERGY SPHERE

Level: 3

Difficulty: ◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: None

Additional Effects: Either Fire or Ice or Lightning or Impact, or if combining any of these, add ◆ for each added effect.

Description: This spell fires an energy ball (fire, ice, lightning, or sonic) that hits the target, doing damage. If the spell is successful, damage is equal to the caster's spell skill base characteristic plus 1 for each ★.

ENERGY STORM

Level: 5

Difficulty: ◆◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Auto-fire, Blast

Additional Effects: Blast, either Fire or Ice or Lightning or Impact, or if combining any of these, add ◆ for each added effect.

Description: This spell creates an energy storm (fire, ice, lightning, or sonic) that hits the target, doing damage. If Auto-fire is triggered, the ray arcs to another target within Short range of the first target hit and this additional hit affects this second target. More Auto-fires triggered can mean it arcs to added targets. Damage is equal to the caster's spell skill base characteristic plus 1 for each ★.

EVOKE FIRE (MAJOR)

Level: 4

Difficulty: ◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Blast, Burn, Concussive

Additional Effects: Fire

Description: An explosion of fire erupts from the target affecting all in the blast area, dealing damage equal to the caster's spell skill base characteristic plus 1 for each ★.

EVOKE FIRE (MINOR)

Level: 2

Difficulty: ◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Burn, Concussive

Additional Effects: Fire

Description: A plume of fire erupts under the target, dealing damage equal to the caster's spell skill base characteristic plus 1 for each ★.

FLYING DAGGERS

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 5

FOCUS FIRE

Level: 2

Difficulty: ♦♦

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Burn

Additional Effects: Fire

Description: (from the Conjurer of the **CHAINS THAT RUST** expansion for **DESCENT**). This spell gives a melee weapon the Burn additional effect. Typically cast on an ally's weapon during an attack.

FREEZE!

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

FURY OF CATHBHADH

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

GRASPING VINES

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 9

HOLD CREATURE

Level: 3

Difficulty: ♦

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Ensnare, Stun

Additional Effects: None

Description: This spell seeks to Immobilize the target (Ensnare rating is equal to the caster's Knowledge (Lore)) with the additional quality of Stun. (Strain damage equal to the caster's spell skill base characteristic). Note the caster must still spend enough **A** to trigger Quality effects.

HOLD UNDEAD

Level: 2

Difficulty: ♦

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Ensnare

Additional Effects: None

Description: This spell seeks to Immobilize an Undead target (Ensnare rating is equal to the caster's Knowledge (Lore)). Note the caster must still spend enough **A** to trigger the Ensnare effect.

IMPRISON / FREEDOM

Level: 5

Difficulty: ♦♦♦♦

Skills: Arcana

Qualities: None

Additional Effects: Manipulative (Special)

Description: This spell is designed to imprison a foe in an extra-dimensional prison for a number of days equal to the caster's spell skill base characteristic plus 1 for each **★**. The target can make a **Daunting** (♦♦♦♦)

Knowledge (Lore) skill check once per day to try to escape (reappearing where he vanished). The reverse of the spell simply releases one so imprisoned.

LAVA STORM

Level: 4

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

LIGHTNING

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

MAGIC ARROW

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 5

MAGIC MISSILE (MAJOR)

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana

Qualities: None

Additional Effects: Empowered, Impact

Description: This spell fires a missile of magical force that hits the target, doing damage. If the spell is successful, damage is equal to twice the caster's spell skill base characteristic plus 1 for each **★**.

MAGIC MISSILE (MINOR)

Level: 1

Difficulty: ♦♦

Skills: Arcana

Qualities: None

Additional Effects: Impact

Description: This spell fires a missile of magical force that hits the target, doing damage. If the spell is successful, damage is equal to the caster's spell skill base characteristic plus 1 for each **★**.

MILK OF THE POPPY

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 9

MURDER OF CROWS

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 9

NECROMANTIC TOUCH

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Stun

Additional Effects: *Leech* (see below)

Description: A tendril of necromantic energy rushes to the target. If the spell is successful, strain inflicted is equal to the caster's spell skill base characteristic plus 1 for each ☆. In addition, the caster regains strain equal to 1 strain for every ☆☆ (*Leech* effect). The *Leech* effect adds ◆◆ to a spell's difficulty. Requires AA for Stun quality.

OVERPOWER

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

POISON

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: None

Additional Effects: Poisonous

Description: This launches a poison bolt at the target. If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ☆.

PRISMATIC ASSAULT

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Divine, Primal, Psychic, Runes

Qualities: Auto-Fire, Disorient (rating equal to Lore ranks)

Additional Effects: Fire, Ice (or Lightning)

Description: This spell fires a spread of 3 different rays (red, yellow, and blue) at one target or up to 3 targets. The red ray is Fire, the yellow ray is a Disorienting bright light, and the blue ray is Ice (or Lightning) as desired. If the spell is successful, each target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ☆. (if all 3 (or 2) hit 1 target, the damage is the same, but quality and effects stack)

RAZOR WIRES

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

RIGHTEOUS SWORD

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

RUNE TRAP

Level: 2

Difficulty: ◆◆

Skills: Runes

Qualities: Blast equal to ranks in Knowledge (Lore)

Additional Effects: Blast, *Delay* (see below)

Description: The caster inscribes a rune on a target surface (the rune fades from view, but can be seen with a Hard (◆◆◆) skill check). When anyone enters within Engaged range of the rune, it flares up and triggers doing damage equal to the caster's spell skill base characteristic plus 1 for each ☆. The rune lasts for the scene or until detonated. (*Delay* effect). This effect adds ◆ to difficulty.

SMITE

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

SPHERE OF DESTRUCTION

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 7

SPONTANEOUS COMBUSTION

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

SPORE CLOUD

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

TEMPEST

Level: 2

Difficulty: ◆◆

Skills: Primal, Psychic, Runes

Qualities: Disorient (rating equal to Lore ranks)

Additional Effects: Impact

Description: A small dust devil envelops the target. If the spell is successful, the target is buffeted by the wind for damage equal to the caster's spell skill base characteristic plus 1 for each ☆.

THE CALL OF THOR

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

THE FIST OF ZYNNYTHRYX

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

THE HANDS OF HEL

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

TIMMORRAN'S TOME
Terrinoth Supplement

THE OPEN PALM OF ZYNNYTHRYX

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 6

THORNS OF GAIA

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 9

VENGEANCE OF MJOLNIR

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8

WHIRLWIND

Level: 3

Difficulty: ♦♦♦

Skills: Primal, Psychic, Runes

Qualities: Blast, Disorient (values equal to Lore ranks)

Additional Effects: Blast, Impact

Description: A large whirlwind envelops the blast area. If the spell is successful, those within are buffeted by the wind for damage equal to the caster's spell skill base characteristic plus 1 for each ★.

WRATH

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 8



AUGMENT

Augment spells are used when a caster wishes to improve a target. The caster can either choose themselves or a someone at **Engaged** range. Augment spells last until the end of the caster's next turn, meaning the spell will last for at least two turns if the caster takes no further steps. However, the caster can perform the **Concentration** maneuver before the spell expires, to extend the spell until after their next turn after performing the maneuver.

A character can only be affected by **one** Augment spell at a time.

Increase Range: The range of an Augment spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: An Augment spell can affect one additional target by increasing the difficulty of the spell by ♦♦. However, the caster may also spend △ to affect one additional target for each △ spent.

Additional Effects: These can be found in **Table III.2-6** on page 216 of the **GENESYS CORE RULEBOOK**. New ones indicated in *bold italics*.

Though Timmorran eventually learned all magics, it is clear from his notes that using Primal and Divine magic was far different than what he was typically used to. While he eventually overcame the differences, it is clear he used it very rarely. - Miurella Stormwind

ALL-SEEING

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Divine, Primal, Psychic

Additional Effects: *Specified Boost*

Description: If the spell is successful, the target adds ♦ to all skill checks they make until the end of their next turn, as their eyes can better see that which is hidden. In addition, the target adds □□ to any Perception or Vigilance skill checks for the spell's duration (*Specified Boost*, adds ♦ to difficulty (if keeping ♦ bonus, adds □□ to thematic skill checks for the spell (up to 2 skills)).

ARMOR OF FAITH

Level: 1

Difficulty: ♦♦♦

Skills: Divine

Additional Effects: *Fortitude*

Description: Instead of adding ♦ to target's skill checks, add 1 to Soak value for each ★★ for the spell duration. (*Fortitude* adds ♦ to difficulty) (doesn't work with armor).



ATONEMENT

Level: 2

Difficulty: ♦♦

Skills: Arcana, Divine, Primal, Runes

Additional Effects: *Specified Boost*

Description: If successful, this narrative spell removes the burden of evil acts or misdeeds according to one's faith. Instead of adding ♦ to skill checks, it adds □□ to social interactions with those of the same faith for the Encounter.

AUGURY

Level: 1

Difficulty: ♦♦

Skills: Divine, Primal

Additional Effects: *Narrative*

Description: Instead of adding ♦ to target's skill checks, the caster can ask their deity whether a certain action will bring: weal (good results), woe (bad results), weal and woe, or nothing. If the spell fails, the result is "nothing". It is up to the GM how the deity answers. (*Narrative* does not add to difficulty but removes the ♦ bonus or add ♦ to keep the bonus).

BATTLE VISION

Level: 1

Difficulty: ◆◆◆

Skills: All

Additional Effects: *Specified Boost*

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, as their eyes focus on battle. In addition, the target adds □□ to any Melee or Ranged skill checks for the spell's duration (**DESCENT TROLLFENS** expansion).

BLESS

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

BLESSED STRIKE

Level: 1

Difficulty: ◆◆◆

Skills: Divine

Additional Effects: *Healing Strike*

Description: Instead of adding ◆ to target's skill checks, add ◆ to Melee skills (only) until the end of target's next turn. If you successfully hit an enemy, heal one wound for each ★ you can spend (*Healing Strike* adds ◆ to difficulty) (**DESCENT** base game).

BLESSING OF EIR

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

BOOTS OF MERCURY

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

CLAIRAUDIENCE

Level: 1

Difficulty: ◆◆

Skills: All

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the caster can hear anything within Medium range as if he or she were standing nearby, lasts for the Encounter. (includes beyond walls, doors, etc.)

CLAIRVOYANCE

Level: 1

Difficulty: ◆◆

Skills: All

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the caster can see anything within Long range as if he or she were standing nearby, lasts for the Encounter. (includes beyond walls, doors, etc.) (**DESCENT LOST LEGENDS** expansion).

CLAWS

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 11

CLOAK OF HERMES

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 10

CONSECRATE / DESECRATE

Level: 3

Difficulty: ◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the spell consecrates an area in a Blast radius equal to Lore ranks. Any undead entering the area suffer a ✖ to all skill checks until the end of the caster's next turn. The reverse, Desecrate, means the living in the area suffer the same penalty instead.

CUNNING

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Attribute Boost*

Description: Instead of adding ◆ to target's skill checks, the target's Cunning is temporarily increased by 1. (*Attribute Boost* adds ◆).

DIVINE FAVOR

Level: 3

Difficulty: ◆◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Specified Boost, Healing Strike*

Description: Instead of adding ◆ to target's skill checks, add ◆ to Melee skills (only) until the end of target's next turn, from this blessing. In addition, the target adds □□ to any Melee skill checks and If you successfully hit an enemy, heal one wound for each ★ you can spend.

ENDURE THE ELEMENTS

Level: 1

Difficulty: ◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the target is comfortable in extreme heat (not to exceed 120 degrees F) or cold temperatures (not to go below 20 degrees below zero F) for the Encounter.

ENLARGE CREATURE

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Growth*

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn. In addition, the target's Silhouette increases by 1 for the duration of the spell, and +1 to soak for each increase. (Growth, add ◆ for each increase in Silhouette).

FORBIDDEN ARTS

Level: 3

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: Divine Health

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, in addition, target increases their wound threshold by a value equal to the caster's Lore ranks (**DESCENT LOST LEGENDS** expansion).

DIVINE FURY

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Divine Fury*

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, in addition, target also adds damage equal to caster's ranks in Lore to melee combat checks (*Divine Fury*) (**DESCENT** base game).

DIVINE POWER

Level: 5

Difficulty: ◆◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Divine Fury*, *Healing Strike*

Description: Instead of adding ◆ to target's skill checks, add ◆ to Melee skills (only) until the end of target's next turn. If you successfully hit an enemy, heal one wound for each ★ you can spend. Target also adds damage equal to caster's ranks in Lore to melee combat checks.

ENDURANCE

Level: 2

Difficulty: ◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the target cannot be exhausted during the encounter. Whether it's running at full speed, swimming in a strong current, or holding something up, etc. No penalties of this nature should be applied while under the effects of this spell.

GALVANIZE

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: Haste, *Narrative*

Description: Instead of adding ◆ to target's skill checks, for the duration of the spell the target may reroll any one die (per dice pool check) once (and take either result). In addition, the target is hasted per the added effect. (**DESCENT LOST LEGENDS** expansion).

GRACE

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Attribute Boost*

Description: Instead of adding ◆ to target's skill checks, the target's Agility is temporarily increased by 1. (*Attribute Boost* adds ◆).

IRONSKIN

Level: 4

Difficulty: ◆◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Fortitude*, *Defensive*

Description: Instead of adding ◆ to target's skill checks, add 1 to Soak value for each ★★ for the spell duration. This spell also increases Defense by +2 (*Defensive*).

LIFELINE

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal

Additional Effects: Divine Health, *Narrative*

Description: Instead of adding ◆ to target's skill checks, this spell can be used to heal a character who has exceeded their wound threshold. If this healing does not restore enough wounds to bring the character to at least one wound, the spell fails. It must be done quickly following the "death" to have a chance at working. (**DESCENT TROLLFENS** expansion).

MAGIC FANG

Level: 1

Difficulty: ◆◆

Skills: Divine, Primal

Additional Effects: Primal Fury

Description: This spell can only be cast on natural animals (see the list in Appendix 2). Instead of adding ◆ to target's skill checks, this spell gives the target the Primal Fury abilities. (add damage equal to caster's lore ranks).

MAJOR HASTE

Level: 4

Difficulty: ♦♦

Skills: Divine, Primal, Runes, Verse

Additional Effects: Haste, *Celerity*

Description: Instead of adding ♦ to target's skill checks, the target can take one additional attack action. (*Celerity*, this adds +♦♦ to the difficulty). In addition, the target gains the Haste additional effect (an extra maneuver)

MINDBLANK

Level: 3

Difficulty: ♦♦♦

Skills: All

Additional Effects: *Specified Boost*

Description: If the spell is successful, the target adds ♦ to all skill checks they make until the end of their next turn. In addition, anyone attacking the target with the Psychic magic skill (or item resembling this ability) suffers ■■ to any psychic attack roll.

MINOR HASTE

Level: 2

Difficulty: ♦♦

Skills: Divine, Primal, Runes, Verse

Additional Effects: Haste

Description: If the spell is successful, the target adds ♦ to all skill checks they make until the end of their next turn, in addition, the target also gains the Haste additional effect.

MIRACLE

Level: 5

Difficulty: ♦♦♦♦♦ (Special)

Skills: Divine, Primal

Additional Effects: Special

Description: Miracle is a ritual where the caster calls on his or her deity or the primal spirits to intervene and lend the caster the power to do a task typically beyond the magic of normal spells. Miracles must be carefully adjudicated by the GM. Of course, the caster needs to be held in high esteem by the patron deity or primal spirits, for it to be successful. Such magic always uses any remaining strain the caster has and the caster is incapacitated after such a ritual. A caster can only attempt a miracle spell once a year unless the GM rules otherwise.

MONKEY LEAP

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 11

NATURE'S GUIDANCE

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 11

NIGHTVISION

Level: 2

Difficulty: ♦♦

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Specified Boost*

Description: If the spell is successful, the target adds ♦ to all skill checks they make until the end of their next turn. In addition, the target can ignore up to ■■ in penalties due to darkness, as its eyes appear reflective in the dark.

PUMA'S GRACE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 11

RIGHTEOUS

Level: 2

Difficulty: ♦♦

Skills: Divine

Additional Effects: *Narrative*

Description: When a character defeats a monster (while under the effects of this spell), that character regains 1 strain. (DESCENT LOST LEGENDS expansion).

RUNIC WEAVE

Level: 2

Difficulty: ♦♦♦

Skills: Runes

Additional Effects: *Runic Health*

Description: The caster of this spell must have at least one Runebound Shard equipped. If the spell is successful, the target adds ♦ to all skill checks they make until the end of their next turn, in addition, the target increases their wound threshold by a value equal to the number of Runes possessed (up to the difficulty rating used to cast this spell) as their body is lit with glowing runes. (*Runic Health*) (DESCENT CHAINS THAT RUST expansion).

SEE INVISIBLE

Level: 2

Difficulty: ♦♦♦

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Specified Boost, Narrative*

Description: If the spell is successful, the target adds ♦ to all skill checks they make until the end of their next turn, in addition, the target adds ■■ to any checks made to see through illusions such as those created by Mask spells.

SPIRIT OF THE WOLF

Level: 4

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 11

SPLENDOR

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Attribute Boost*

Description: Instead of adding ◆ to target's skill checks, the target's Presence is temporarily increased by 1. (*Attribute Boost* adds ◆).

STONE TELL

Level: 3

Difficulty: ◆◆

Skills: Divine, Primal

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the target can speak with stones for the duration of the spell. Stones aren't the brightest in the world, so communication is basic and limited to more yes or no answers, treat as Intellect of 1.

STRENGTH

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Attribute Boost*

Description: Instead of adding ◆ to target's skill checks, the target's Brawn is temporarily increased by 1. (*Attribute Boost* adds ◆).

TIME OF NEED

Level: 2

Difficulty: ◆◆◆◆

Skills: Divine

Additional Effects: Haste, Swift

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, in addition, the target also gains the Haste and Swift additional effect. (DESCENT base game).



TRAILBLAZER

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: Swift

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, in addition, the target also gains the Swift additional effect (DESCENT CHAINS THAT RUST).

WALK ON WALLS

Level: 2

Difficulty: ◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Narrative*

Description: Instead of adding ◆ to target's skill checks, the target can walk on walls as if they were normal terrain for the duration of the spell.

WAYFARER

Level: 3

Difficulty: ◆◆◆◆

Skills: Verse

Additional Effects: Divine Health*, Haste

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, in addition, the target also gains the Haste and the Divine Health (even though normally only for Divine casters) additional effect (DESCENT SHADOWS OF NEREKHALL).

WISDOM

Level: 2

Difficulty: ◆◆◆

Skills: Divine, Primal, Runes, Verse

Additional Effects: *Attribute Boost*

Description: Instead of adding ◆ to target's skill checks, the target's Willpower is temporarily increased by 1. (*Attribute Boost* adds ◆).

ZEALOUS AURA

Level: 1

Difficulty: ◆◆◆

Skills: Divine

Additional Effects: Divine Health, *Narrative*

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn, in addition, any ally which defeats a monster within Engaged range of the target is affected by the Divine Health additional effect of the spell (DESCENT LOST LEGENDS).

BARRIER

Barrier spells are used when a caster wishes to protect themselves or allies from physical or magical harm. The caster can either choose themselves or a someone at **Engaged** range. Barrier spells last until the end of the caster's next turn, meaning the spell will last for at least two turns if the caster takes no further steps. However, the caster can perform the **Concentration** maneuver before the spell expires, to extend the spell until after their next turn after performing the maneuver.

Increase Range: The range of a Barrier spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: A Barrier spell can affect one additional target by increasing the difficulty of the spell by ♦. However, the caster may also spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in **Table III.2-7** on page 216 of the **GENESYS CORE RULEBOOK**.

From Timmorran's battlefield notes, it appears he was quite a fan of using Barrier spells in war. Many of his commanders were protected by such spells before charging into the fray. - Miurella Stormwind



BARKSKIN

Level: 1

Difficulty: ♦♦

Skills: Divine, Primal (exception)

Additional Effects: *Defensive*

Description: If the spell is successful, the target's skin takes on a bark-like texture that reduces the damage of all hits by one, and further reduces it by 1 for every uncanceled ★★ beyond the first. In addition, this spell adds 1 to Melee and Ranged defense values until the end of the target's next turn (*Defensive*, adds ♦ to difficulty).

CHANT OF THE NINE HANDS SEAL

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 12

CIRCLE OF SALT

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 13

CROWN OF SOTERIA

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 13

DIMENSIONAL BAN

Level: 4

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Specified Protection*

Description: Instead of the normal effect, this spell extends out to Short range, and any within that range of the target cannot use any kind of Move spell on themselves or others, as long as they are in the area of effect until the end of the target's next turn. (*Specified Protection* adds ♦ to difficulty).

ENERGY SHIELD

Level: 2

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Specified Protection*

Description: Instead of the normal effect, this spell protects the target from one type of energy-based attacks (either fire, cold, electricity, or sonic energy, chosen at the time of casting) until the end of the target's next turn.

ETHEREAL ARMOR

Level: 2

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Defensive* (special)

Description: If the spell is successful, the target (other than the caster) gains invisible armor that reduces the damage of all hits by one, and further reduces it by 1 for every uncanceled ★★ beyond the first. Additionally, If the target is hit, the caster gains the *Defensive* additional effect until the end of the spell. (DESCENT LOST LEGENDS)

FORBIDDANCE

Level: 4

Difficulty: ♦♦♦

Skills: Arcana (exception), Divine

Additional Effects: Sanctuary

Description: Instead of the normal effect, this spell prevents a specific type of creature from physically entering any closer than Medium range to the target, until the end of the target's next turn.

HIDE OF THE DRAGON

Level: 4

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 12

MAGIC ARMOR

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 12

MAGIC CIRCLE (MINOR)

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Preparation*, *Specified Protection*

Description: Instead of the normal effect, this spell requires a maneuver spent to draw a magic circle (Short range from the center of the circle) on the ground (*Preparation*), which then protects those within the circle from physical contact from a specified type of being (chosen during the casting) (*Specified Protection*).

MAGIC CIRCLE (MAJOR)

Level: 3

Difficulty: ♦♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Preparation*, *Specified Protection*

Description: Same effect as the Minor Magic Circle, except the size of the circle extends to Medium range instead.

MAGIC SHIELD

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 12

MAJOR SHIELD

Level: 3

Difficulty: ♦♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Specified Protection*

Description: If the spell is successful, an invisible shield forms around the target that reduces the damage of all hits by one, and further reduces it by 1 for every uncanceled ★★ beyond the first. In addition, any allies within Short range are protected in the same way.

MINOR SHIELD

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Specified Protection*

Description: If the spell is successful, an invisible shield forms around the target that reduces the damage of all hits by one, and further reduces it by 1 for every uncanceled ★★ beyond the first. In addition, any allies within Extended range are protected in the same way.

PRISMATIC SPHERE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 12

STONESKIN

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic, Runes

Additional Effects: *Defensive*

Description: If the spell is successful, the target's skin takes on a stony texture that reduces the damage of all hits by one, and further reduces it by 1 for every uncanceled ★★ beyond the first. In addition, this spell adds 1 to Melee and Ranged defense values until the end of the target's next turn (*Defensive*, adds ♦ to difficulty). (DESCENT base game)

THE CLOTH OF ZYNNYTHRYX

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 12

THE EMRACE OF DURGA

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 13

CONJURE

Conjure spells are used when a caster wishes to summon, create, or animate objects or allies. Nearly anything can be conjured, subject to GM approval, within Engaged range of the caster. Conjure spells last until the end of the caster's next turn, meaning the spell will last for at least two turns if the caster takes no further steps. However, the caster can perform the **Concentration** maneuver before the spell expires, to extend the spell until after their next turn after performing the maneuver.

Increase Range: The range of a Conjure spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Summon: A Conjure spell can summon multiples of the desired item or creature by increasing the difficulty of the spell by ♦ to gain one additional item or creature. However, the caster may also spend △△ to summon one more item or creature for each △△ spent. If minions are summoned with Additional Summon, they behave as if they are in a minion group.

Additional Effects: These can be found in **Table III.2-8** on page 217 of the **GENESYS CORE RULEBOOK**.

From Timmorran's musings, he felt the conjuring of creatures to be highly immoral, Though in reality such creatures are merely formed by magic, he couldn't help but wonder if they vanished to some other realm, or worse, came from there... - Miurella Stormwind



AND MY AXE

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 14

AND MY BOW

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 14

ANIMATE ROPE

Level: 1

Difficulty: ♦

Skills: Arcana, Primal

Additional Effects: None

Description: This spell enchants a rope to snake out, climb, tie knots, etc. within the limit of the length of the rope.

ANIMATE THE DEAD (MAJOR)

Level: 5

Difficulty: ♦♦♦

Skills: Arcana, Primal

Additional Effects: Summon Ally, **Great Summon**

Description: This spell animates the spectral force of a corpse of a body no larger than Silhouette 1 for the spell duration. The spectre has the statistics of a **Wraith** (REALMS OF TERRINOTH page 167). If no actual body is

present to animate, the summoning is more difficult (add ♦). **Great Summon** (character may summon a rival up to Silhouette 2).

ANIMATE THE DEAD (MINOR)

Level: 3

Difficulty: ♦♦

Skills: Arcana, Primal

Additional Effects: Summon Ally

Description: This spell animates a dead corpse of a body no larger than Silhouette 1 for the spell duration. The walking corpse has the statistics of a **Reanimate** (REALMS OF TERRINOTH page 167). If no actual body is present to animate, the summoning is more difficult (add ♦).

CONTINUAL FIRE

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Primal

Additional Effects: **Longevity**, **Conjured Energy**

Description: This spell conjures a continual flame that burns from a selected object. The flame does not consume the object, no matter what it is. The flame has all the properties of normal fire. (**Longevity**, the fire lasts one day per rank of Lore possessed by the caster, costs ♦♦). It is unable to be spread.

CONTROL WEATHER (MAJOR)

Level: 5

Difficulty: ◆◆◆◆

Skills: Arcana, Primal

Additional Effects: *Preparation*, Range

Description: This spell causes a desired weather effect (rain starts/stops, lightning starts/stops, wind starts/stops, temperature rises/falls) within Long range. Each ▲ or ★ spent allows the caster to cause one additional weather effect. For each turn using Concentration, the conditions can be amped up or lowered in intensity by a step. (*Preparation*, it takes a maneuver and an action's worth of time reciting the incantation).

CONTROL WEATHER (MINOR)

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: *Preparation*, Range

Description: This spell causes a desired weather effect (rain starts/stops, lightning starts/stops, wind starts/stops, temperature rises/falls) within Medium range. Each uncanceled ★ spent allows the caster to cause one additional weather effect. For each turn using Concentration, the conditions can be amped up or lowered in intensity by a step.

ENERGY WALL

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Primal

Additional Effects: Range, *Conjured Energy*

Description: A wall is conjured made of one type of energy (fire, cold, electricity, sonic). The energy type chosen works the same as these effects in the Magic Attack Additional Effects table: fire = **Fire**, cold = **Ice**, electricity = **Lightning**, sonic = **Impact**). (*Conjured Energy* adds ◆ to the difficulty).

FIREWORKS

Level: 1

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: Range

Description: This spell makes a simple fireworks display either as entertainment, a distraction, etc. within Short range (though many extend it a range further). It is real, not an illusion, but can cause no damage or fire.

FOREST GUARDIAN

Level: 5

Difficulty: ◆◆◆◆

Skills: Primal

Additional Effects: *Great Summon*, Summon Ally

Description: Contrary to the name of this spell, it actually summons an **Aymhelin Scion** (REALMS OF TERRINOTH page 178), not a Forest Guardian. However, this creature is still a powerful ally!

GLITTERING CLOUD

Level: 1

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: Range

Description: This spell creates a glittering cloud that showers down a sticky, glitter-like substance on everything within Short range. Its primary use is to make invisible creatures easier to detect and visible, but there are other uses as well.

HIDEY HOLE

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: *Extra-Dimensional*

Description: This spell conjures an extra-dimensional space roughly 3 feet (1m) x Lore ranks by 3 feet (1m) x Lore ranks, so a 3rd rank caster could create a 6' (2m) x 6' (2m) space. This space can be opened or closed only by the caster (though anyone inside can always opt to step out). There is no air here, so one shouldn't stay for long. It is often used for storage and with the *Longevity* effect by more advanced casters.

INSECT SWARM

Level: 2

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: *Great Summon*

Description: This spell summons a swarm (Silhouette 2 in size) of insects. Casters often add the Range additional effect to affect another caster. Simply put, it is almost impossible to Concentrate to maintain a spell, while the swarm is Engaged with a target. Any such checks add ◆ to difficulty and suffer ■■ in addition, while engaged with the swarm.

INVISIBLE SERVANT

Level: 2

Difficulty: ◆

Skills: Arcana, Primal

Additional Effects: None

Description: This spell summons an invisible humanoid shape to perform small, uncomplicated tasks for the caster (nothing that would require more than a Simple skill check, and performed at the caster's ability). Often used to cook, clean, etc. for the caster.

MAGIC MOUNT

Level: 1

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: *Great Summoning*

Description: This spell summons a normal animal steed (up to Silhouette 2) that is common in the area (so Horse, Camel, etc.) see Appendix 2. Though the spell can be extended with the use of Concentrate, many experienced casters often opt to add *Longevity* instead in case they get distracted.

MAJOR ANIMATE OBJECT

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: Grand Summon

Description: The caster can animate an object of up to Silhouette 3 in size. If such objects attack, typically treat them as using the caster's melee attack skill, doing damage as a War Hammer (**REALMS OF TERRINOTH** page 94), but add 1 to damage for each Silhouette above 1.

MAJOR CONJURE OBJECT

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Primal

Additional Effects: Medium Summon, Grand Summon

Description: The caster can conjure an object of up to Silhouette 3 in size, and with moving parts (such as a catapult or ballista). It does not however, allow a caster to conjure a cannon (unless of course separate conjure spells are used to conjure the powder, and then the shot...)

MAJOR GUST

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: Knockdown (special), Range

Description: This spell creates a gust of wind from the caster that is 10mph (16km) per hour, per Lore rank of the caster (so rank 3 would equal a 30mph (48kph) gust). This wind has the Knockdown ability of an Attack spell, and makes arrows and other small projectiles that would be affected by such a gust, go awry, and often snuff out fires.

MANY FRIENDS

Level: 1

Difficulty: ◆

Skills: Arcana, Primal

Additional Effects: None

Description: This odd spell is used in conjunction with the *Mirror Image* spell. It is typically used by the Conjurer career from (**DESCENT SHADOWS OF NEREKHALL**). When used with Mirror Image, each image that is Engaged with the caster, adds +1 to Melee and Ranged defense per image so Engaged (up to +4).

MINOR ANIMATE OBJECT

Level: 1

Difficulty: ◆

Skills: Arcana, Primal

Additional Effects: None

Description: The caster can animate an object of up to Silhouette 1 in size. If such objects attack, typically treat them as using the caster's melee attack skill, doing damage as a War Hammer (**REALMS OF TERRINOTH** page 94).

MINOR CONJURE OBJECT

Level: 1

Difficulty: ◆

Skills: Arcana, Primal

Additional Effects: None

Description: The caster can conjure a simple (no moving parts) object of up to Silhouette 1 in size. If conjuring a weapon, only one-handed melee weapons can be conjured (though adding the Medium Summon effect can allow two-handed weapons).

MINOR GUST

Level: ?

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: Range

Description: This spell creates a gust of wind from the caster that is 1mph (1.6km) per hour, per Lore rank of the caster (so rank 3 would equal a 3mph (4.8kph) gust). This wind has the ability to blow out candles, help spread a fire, and possibly blow out torches (at 4 or higher).

SUMMON CREATURE

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 14

SUMMON FOG

Level: 1

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: Great Summon

Description: This spell creates a small fog bank of at most Silhouette 2 (though Grand Summon can be used to make a larger one). Anyone in the fog has difficulty seeing anyone not in Engaged range (■ ■ to such checks).

SUMMON GRAND CREATURE

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 14

SUMMON GREATER CREATURE

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 14

WALL OF FORCE

Level: 4

Difficulty: ◆◆◆◆◆

Skills: Arcana, Primal

Additional Effects: Grand Summon, *Reinforced*

Description: This spell creates an invisible wall of force up to Silhouette 3 in size. Treat the wall as if trying to defeat a vehicle with 4 Armor and 40 Hull Trauma.

TIMMORRAN'S TOME
Terrinoth Supplement

WALL OF ICE

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: Grand Summon

Description: This spell creates a wall of ice up to Silhouette 3 in size. It can be seen through, though a bit distorted. Treat the wall as if trying to defeat a vehicle with 3 Armor and 30 Hull Trauma.

WALL OF IRON

Level: 5

Difficulty: ◆◆◆◆◆

Skills: Arcana, Primal

Additional Effects: Grand Summon, *Reinforced*

Description: This spell creates a wall of iron up to Silhouette 3 in size. It cannot be seen through. Treat the wall as if trying to defeat a vehicle with 5 Armor and 50 Hull Trauma.

WALL OF STONE

Level: 4

Difficulty: ◆

Skills: Arcana, Primal

Additional Effects: Grand Summon, *Reinforced*

Description: This spell creates a wall of stone up to Silhouette 3 in size. It cannot be seen through. Treat the wall as if trying to defeat a vehicle with 4 Armor and 40 Hull Trauma.

WALL OF THORNS

Level: 2

Difficulty: ◆◆◆

Skills: Primal

Additional Effects: Grand Summon

Description: This spell creates a wall of iron up to Silhouette 3 in size. It cannot be seen through. Treat the wall as if trying to defeat a vehicle with 2 Armor and 20 Hull Trauma.

WALL OF WIND

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: Grand Summon

Description: This spell creates a wall of wind up to Silhouette 3 in size. It can be seen through, though a bit distorted. Treat the wall similar to the *Gust of Wind* spell, but covering an area instead. One can move through it, though it is similar to moving through two range bands.



CURSE

Curse spells are used when a caster wishes to harm a target in a way that does not cause direct damage. The caster can choose a target at **Short** or **Engaged** range. Curse spells last until the end of the caster's next turn, meaning the spell will last for at least two turns if the caster takes no further steps. However, the caster can perform the **Concentration** maneuver before the spell expires, to extend the spell until after their next turn after performing the maneuver. **Note:** While **Verse** casters cannot generally cast Curse spells, there are several bardic songs which fit this spell action, so these are included here for some spells (if permitted by your GM).

Increase Range: The range of a Curse spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: A Curse spell can affect one additional target by increasing the difficulty of the spell by ♦. However, the caster may also spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in **Table III.2-9** on page 217 of the **GENESYS CORE RULEBOOK**.

Timmorran seemed to view curses as low magic, the magic of shamans and hedge wizards. Not that he didn't have respect for it, he simply seemed to view it as beneath a sufficiently skilled practitioner to employ- Miurella Stormwind



Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn.

ACCURSED ARMS

Level: 3

Difficulty: ♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: Misfortune

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn. In addition, after the target makes a check, caster can change one ■ to a face displaying an ✕.
(DESCENT LABYRINTH OF RUIN).

AFFLICTION

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Runes

Additional Effects: None

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as he or she feels ill with fever.

ALTER MORALE

Level: 2

Difficulty: ♦♦♦

Skills: All

Additional Effects: Enervate

ANCESTOR SPIRITS

Level: 3

Difficulty: ♦♦♦

Skills: Arcana, Divine, Primal, Runes

Additional Effects: Enervate

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as he or she feels ill with poison. In addition, if the target suffers strain for any reason, they suffer 1 additional strain (DESCENT base game).

BAD LUCK

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 15

BEFUDDLE

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 15

BLIGHT

Level: 3

Difficulty: ♦♦

Skills: Arcana, Divine, Runes, Verse

Additional Effects: Enervate, *Limitation*

Description: This spell withers a plant creature of up to Silhouette 1, dealing Strain equal to the caster's ranks in Lore. In addition, the target suffers from the additional ability of Enervate. If the creature does not have Strain, then deal half of this amount (rounded up) in Wounds instead.

BLINDING LIGHT

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Flash Blindness*

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as a bright light makes them see flashes in their field of view. In addition, the target suffers ■ to all skills requiring sight, until the end of the target's next turn. (*Flash Blindness* adds ♦ to difficulty) (DESCENT CHAINS THAT RUST).

CADECLUS OF IRIS

Level: 4

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 16

CAUSE BLINDNESS

Level: 3

Difficulty: ♦♦♦♦

Skills: Divine, Primal, Mind

Additional Effects: *Blindness*

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as their vision goes black. In addition, the target suffers ■■ to all skills requiring sight, until the end of the target's next turn. (*Blindness* adds ♦♦ to difficulty).

CAUSE DEAFNESS

Level: 2

Difficulty: ♦♦♦

Skills: Divine, Primal, Mind

Additional Effects: *Deafness*

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as they are struck deaf. In addition, the target suffers ■■ to all skills requiring sound, until the end of the target's next turn. (*Deafness* adds ♦ to difficulty).

CONFUSION

Level: 3

Difficulty: ♦♦♦♦

Skills: All

Additional Effects: Doom (though any can add this)

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as they are confused. In addition, target suffers from the Doom additional effect)

CRIPPLING CURSE

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Hamper*

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as their legs are wracked with pain. In addition, the target must spend an extra maneuver to advance range bands due to this pain (*Hamper* adds ♦ to difficulty) (DESCENT LABYRINTH OF RUIN).

CURSED SOUL

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Marked*

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as their soul is marked. In addition, any melee attacks that hit this target do one additional damage. (*Marked* adds ♦ to difficulty) (DESCENT LOST LEGENDS).

DEATH SIPHON

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: Despair (though any can add this)

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as their energy is leeches. In addition, the target's Strain and Wound thresholds are reduced by an amount equal to the caster's ranks in Lore. The caster regains 1 lost Strain and restores 1 Wound if this occurs. (DESCENT CHAINS THAT RUST).

DISRUPTION

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Limitation*, Paralyzed

Description: This spell is only useful against Undead (*Limitation* reduces difficulty by 1). If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as radiant goodness works at the magics holding the undead together. In addition, the target suffers the Paralyzed effect (even if normally immune, as this is due to that energy unbinding them).

DRAIN TONALLI

Level: 3

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 16

ENFEEBLING HEX

Level: 1

Difficulty: ◆

Skills: Arcana, Divine, Primal, Runes

Additional Effects: *Limitation*

Description: If the spell is successful, the target loses one ◆ to any Brawn-based skill checks made until the end of the target's next turn as they are enfeebled (**DESCENT LABYRINTH OF RUIN**).

EVIL EYE

Level: 3

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 15

EXHAUSTION

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 15

FEL COMMAND

Level: 2

Difficulty: ◆◆◆◆

Skills: Arcana, Divine, Runes

Additional Effects: *Limitation*

Description: This spell works in tandem with a target who was previously *Marked*. (*Limitation*). This works as a very limited *Dominant* effect where the caster can direct the actions of the *Marked* being for the target's next attack action. (see Mind spells) (**DESCENT LABYRINTH OF RUIN**).

HYPNOTIZE

Level: 1

Difficulty: ◆

Skills: Arcana, Divine, Psychic, Runes, Verse

Additional Effects: *Limitation*

Description: If the spell is successful, the target loses one ◆ to any Presence-based skill checks made until the end of the target's next turn as they are in a mild trance.

INTERNAL ROT

Level: 2

Difficulty: ◆

Skills: Arcana, Divine, Primal, Runes

Additional Effects: *Limitation*

Description: This spell works in tandem with a target who was previously *Marked*. (*Limitation*). Any weapon used against the spell's target gains the Pierce 2 quality for the duration of the spell, as the target's internal organs get softer. (**DESCENT LABYRINTH OF RUIN**).

LOCUSTS

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 16

LULLABY

Level: 1

Difficulty: ◆

Skills: Verse

Additional Effects: *Limitation*

Description: If the spell is successful, the target loses one ◆ to any Agility-based skill checks made until the end of the target's next turn as they are drowsy.

MAJOR MAGIC TOUCH

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Divine, Runes

Additional Effects: *Alternate Penalty*

Description: This spell requires a successful Brawl attack, but if successful, the target gains an automatic ☹ on an attack action against the same target the following turn.

Alternate Penalty adds ◆◆ to the spell difficulty.

MASS CHARM

Level: 4

Difficulty: ◆◆◆◆◆◆ (Special)

Skills: All

Additional Effects: Additional Target, *Alternate Penalty*

Description: The caster guides the targets to view the caster in a more favorable light, and as a friend. It does not mean the targets would put themselves in danger for the caster, but the degree of this friendship is determined by the roll results.

MASS SLEEP

Level: 4

Difficulty: ◆◆◆◆◆◆ (Special)

Skills: All

Additional Effects: Additional Target, *Alternate Penalty*

Description: The caster lulls the targets to go to sleep (assuming there is no other, immediate threat). Note: any damage immediately awakens a sleeper.

MASS SUGGESTION

Level: 4

Difficulty: ◆◆◆◆◆◆ (Special)

Skills: All

Additional Effects: Additional Target, *Alternate Penalty*

Description: The caster is able to move others to see that a certain idea is a good one. Many factors could affect this roll, so GM adjudication is advised here to take all of these factors into account (assuming there is no other, immediate threat).

MINOR MAGIC TOUCH

Level: 1

Difficulty: ◆◆◆

Skills: Arcana, Divine, Runes

Additional Effects: *Alternate Penalty*

Description: This spell requires a successful Brawl attack, but if successful, the target gains an automatic ★ on an attack action against the same target the following turn.

PAIN OF BABALU-AYE

Level: 3

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 16

PAIN (MAJOR)

Level: 3

Difficulty: ♦♦♦♦

Skills: All

Additional Effects: Despair

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn due to intense pain. In addition, the target suffers the Despair additional effect of strain and wound reduction (equal to Lore ranks of the caster).

PAIN (MINOR)

Level: 1

Difficulty: ♦♦♦

Skills: All

Additional Effects: None

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn due to intense pain.

PLAGUE SPASM

Level: 1

Difficulty: ♦

Skills: Arcana, Divine, Runes

Additional Effects: *Limitation*

Description: This spell works in tandem with a target who was previously *Marked*. (*Limitation*). If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn due to coughing fits (DESCENT LABYRINTH OF RUIN).

PRAYER OF PEACE

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Alternate Penalty*

Description: This curse works more like an Augment spell, but it does actually effect foes that come within Engaged range of the target. Foes within this range must make a Hard (♦♦♦) Discipline skill check to actually attack the spell target (DESCENT base game).

REVERSE GRAVITY

Level: 5

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Alternate Penalty*

Description: This curse affects a point and radiates out within Short range. Any in the area are affected as if in a zero-g area and will float up to a ceiling of around 30' (9m) if not tethered or holding on to something in the ground, for the duration of the spell.

SHARED PAIN

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Runes

Additional Effects: Additional Target, *Limitation*

Description: If the spell is successful, choose two targets (A can be spent for even more targets to "share"). If one of the targets is hit and takes damage, all others sharing the pain lose one ♦ to any skill checks made until the end of the targets' next turn due to all feeling the pain of the attack (DESCENT base game).

SHRINK CREATURE

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Shrink*

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn due to shrinking one size Silhouette. Another ♦ can be added to decrease the Silhouette by another size category, but this does not alter the skill penalty. *Shrink* adds ♦♦ to the difficulty of the spell.

SLEEP (MAJOR)

Level: ?

Difficulty: ♦♦♦♦♦

Skills: All

Additional Effects: *Size, Alternate Penalty*

Description: The caster lulls the target (up to Silhouette 3) to go to sleep (assuming there is no other, immediate threat). Note: any damage immediately awakens a sleeper. The target can make a Hard (♦♦♦) Resilience skill check to resist the effect.

SLEEP (MINOR)

Level: ?

Difficulty: ♦♦♦♦

Skills: All

Additional Effects: *Alternate Penalty*

Description: The caster lulls the target (up to Silhouette 1) to go to sleep (assuming there is no other, immediate threat). Note: any damage immediately awakens a sleeper. The target can make a Hard (♦♦♦) Resilience skill check to resist the effect.

SLOW

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Alternate Penalty*

Description: This spell slows the target to where they can only take a maneuver, or an action each turn, for the duration of the spell. The target can make a Hard (♦♦♦) Resilience skill check to resist the effect.

STONE TO FLESH / FLESH TO STONE

Level: 5

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: *Alternate Penalty*

Description: This spell turns the target to stone! for the duration of the spell. The target can make a **Hard** (♦♦♦♦)

Resilience skill check to resist the effect. The reverse of the spell reverses the effect.

STUPEFY

Level: 4

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 15

SUGGESTION

Level: 2

Difficulty: ♦♦♦♦

Skills: All

Additional Effects: *Alternate Penalty*

Description: The caster is able to move another to see that a certain idea is a good one. Many factors could affect this roll, so GM adjudication is advised here to take all of these factors into account (assuming there is no other, immediate threat).

THE CHAIN OF ZEUS

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 16

TRAGEDY

Level: 3

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 15

UNHOLY BOND

Level: 1

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Runes

Additional Effects: Doom (though all can add this)

Description: If the spell is successful, the target loses one ♦ to any skill checks made until the end of the target's next turn as -they are hit with a feeling of Doom, the target also suffers the Doom effect (where the caster can change any one die in an attacker's dice pool not displaying a ⚀ or ⚁ to a different face (DESCENT LOST LEGENDS)).

VENGEANCE OF THE FURIES

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 16



DISPEL

Dispel spells are used when a caster wishes to cancel a currently active spell effect on a target. The caster can choose a target within **Short** range. Spells maintained by the **Concentration** maneuver are typically the kinds of effects that can be dispelled.

Increase Range: The range of a Dispel spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: A Dispel spell can affect one additional target by increasing the difficulty of the spell by ♦. However, the caster may also spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: None standard other than the above. See below for new ones.

While dispel spells are typically constructed as needed, Timmorrán did see fit to include some often-used ones in his personal tome... - Miurella Stormwind



ANTIMAGIC SHIELD (MAJOR)

Level: 5

Difficulty: ♦♦♦♦♦♦ (Special)

Skills: Arcana, Verse

Additional Effects: *Antimagic*, Range

Description: More of a preventative spell, this spell creates an invisible globe (radiating out to Short range) from the caster. No other magic functions within this area (not even the caster's), other than maintaining this spell (*Antimagic* adds ♦♦♦ to the difficulty to cast).

ANTIMAGIC SHIELD (MINOR)

Level: 3

Difficulty: ♦♦♦♦♦ (Special)

Skills: Arcana, Verse

Additional Effects: *Antimagic*

Description: Similar to above, except the spell only affects the caster or target. This can be cast on an unwilling target (as can the major version), but the target then gets to make an opposing **Arcana** skill check to thwart it.

DISPEL MAGIC (MAJOR)

Level: 4

Difficulty: ♦♦♦♦♦

Skills: Arcana, Divine, Primal, Runes

Additional Effects: Range

Description: Similar to Dispel Magic Minor, except that this affects all within Short range.

DISPEL MAGIC (MINOR)

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Verse

Additional Effects: None

Description: If the spell succeeds, the spell effects affecting a target immediately end.

REFLECT SPELL (MAJOR)

Level: 4

Difficulty: ♦♦♦♦♦

Skills: Arcana, Verse

Additional Effects: *Reflection*

Description: Any spells cast at the target have a chance to be reflected back at the caster. If the target wins an opposed Arcana skill check, the spell affects the caster instead of the intended target. (*Reflection* adds ♦♦ to the difficulty to cast).

REFLECT SPELL (MINOR)

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Verse

Additional Effects: *Riposte*

Description: Much like Reflect Spell Major, except in this case, only failed spells are reflected back from the target to the enemy caster (*Riposte* adds ♦ to the difficulty to cast).

REMOVE HARMFUL EFFECT

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Divine, Primal, Verse

Additional Effects: None

Description: This spell works exactly like Dispel Magic Minor, but it is more accessible to other casters.

ENCHANT

Enchant is an additional spell action added in this tome. Enchant spells are used when a caster wishes to either control non-sentient lifeforms or temporarily enchant a normal item with a magical property. For influencing sentient creatures, such spells would instead fall under the **Mind** spell action (pg 36) For animating an object, this would fall under the **Conjure** spell action (pg 17). (So a caster could use an Enchant spell to calm a Feral Dragon for instance, but would need to use a Mind spell action to affect a sentient Dragon).

The caster can choose a target within **Short** range to enchant. The effects of this spell action are more narrative in nature as the caster either causes normally inanimate objects to move of their own accord (using whatever locomotive means make sense), or makes non-sentient lifeforms see the caster as friendly. The default difficulty for Enchant spells is **Average** (◆◆). Enchant spells last until the end of the caster's next turn, meaning the spell will last for at least two turns if the caster takes no further steps. However, the caster can perform the **Concentration** maneuver before the spell expires, to extend the spell until after their next turn after performing the maneuver. Arcana, Primal, and Verse casters can cast Enchant spells.

Increase Range: The range of an Enchant spell can be extended by one range band by increasing the difficulty of the spell by ◆ per added range band.

Additional Target: An Enchant spell can affect one additional target by increasing the difficulty of the spell by ◆. However, the caster may also spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in **Table 7** on page 61 of this product.

Timmorran viewed Enchant spells much as a tradesman views retirement, when the trade is passed on to younger apprentices. From his notes, he apparently crafted many powerful items before ultimately fashioning the Orb... - Miurella Stormwind

BAR THE DOOR

Level: 1

Difficulty: ◆◆

Skills: Arcana, Primal

Additional Effects: None

Description: This spell makes any locking or barring mechanism of a door go into effect, and magically strengthens it, adding ◆ to the difficulty to get through it.

CALM ANIMAL

Level: 1

Difficulty: ◆◆

Skills: Arcana, Primal, Verse

Additional Effects: None

Description: This spell makes a natural animal see the caster as a friend versus a foe.



CHARM ANIMAL

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: **Attack**

Description: In addition to making a natural animal see the caster as a friend versus a foe, it also allows the caster to control the animal's actions for the duration of the spell, including attacking others. **Attack** adds ◆ to the spell's difficulty.

COMMAND PLANTS

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: **Attack**

Description: The caster can animate non-sentient plants within Short range and have them attack foes. They will not attack the target and are socially favorable to the target and see them as a friend for the Encounter. Typically, attacking plants take the form of trying to Ensnare foes, but the GM can determine what plants are in the area and what their combat potential is.

COMMAND UNDEAD

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: **Attack**

Description: This spell allows the caster to control a single mindless undead creature. If the undead is already under the control of another being, an opposed **Leadership skill** test should be used to determine who wins control. Controlled undead can be used to attack others.

CONTROL WATER (MAJOR)

Level: 5

Difficulty: ◆◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Size, Water*

Description: This spell allows the caster to move or displace an amount of water equal to Silhouette 2 in size. Note: If adding the *Attack* effect to this spell, it would be the equivalent of a **Minor Spring Elemental** (REALMS OF TERRINOTH, page 248).

CONTROL WATER (MINOR)

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Water*

Description: This spell allows the caster to move or displace an amount of water equal to Silhouette 1 in size. Note: If adding the *Attack* effect to this spell, it would be the equivalent of a **Living Spring** (AL-KALIM ADVERSARIES, page 12).

ENCHANT WEAPON / ARMOR (MAJOR)

Level: 4

Difficulty: ◆◆

Skills: Arcana

Additional Effects: None

Description: This spell allows the caster to install magical attachments (of any Rarity) to weapons or armor. It likewise allows the caster to utilize the item creation rules as detailed in **TERRINOTH TREASURES: VOLUME I**. The spell does not provide such attachments, of course, it only enables the caster to install them.

ENCHANT WEAPON / ARMOR (MINOR)

Level: 2

Difficulty: ◆◆

Skills: Arcana

Additional Effects: None

Description: This spell allows the caster to install magical attachments (up to Rarity 7) to weapons or armor. It likewise allows the caster to utilize the item creation rules as detailed in **TERRINOTH TREASURES: VOLUME I**. The spell does not provide such attachments, of course, it only enables the caster to install them.

PERMANENCY

Level: 5

Difficulty: ◆◆◆◆◆

Skills: Arcana, Primal

Additional Effects: *Permanency*

Description: This spell allows the caster to utilize the item creation rules as detailed in **TERRINOTH TREASURES: VOLUME I** to create custom items. In addition, this spell can make other spells permanent according to GM's discretion. This is powerful magic and should be adjudicated carefully.

REPEL ANIMALS

Level: 1

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Repel*

Description: This spell protects the caster in a radius of Short range, and repels all normal animals from this vicinity. Even those at Medium range are wary and often won't approach. This spell lasts one hour per rank of Lore of the caster. *Repel* adds ◆ to the spell difficulty.

SHAPE STONE

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Stone*

Description: This spell allows the caster to shape an area of stone approximately Silhouette 1 in size. It can be used to open a doorway in a wall, or fashion a column, etc. The artistic ability of such shaping is reflective of the caster's ranks in Lore. Such shaping lasts for the spell's duration or through Concentration, but it is often made permanent with the *Permanency* spell. *Stone* adds ◆◆ to the spell difficulty.

SHAPE WOOD

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Wood*

Description: This spell allows the caster to shape an area of wood approximately Silhouette 1 in size. It can be used to open a doorway in a wooden wall, or fashion a column, etc. The artistic ability of such shaping is reflective of the caster's ranks in Lore. Such shaping lasts for the spell's duration or through Concentration, but it is often made permanent with the *Permanency* spell. *Wood* adds ◆ to the spell difficulty.

SHRINK ITEM

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: *Size*

Description: This spell allows a caster to shrink (nonmagical) inanimate objects down to the next smallest size Silhouette. Often, more than one step is desired, and if so, this increases the difficulty by ◆ for each further reduction (to Silhouette 0). *Size* adds ◆ to the spell difficulty as described. In Zanaga, Hexicar Shamans often shrink the heads of their dead enemies as trophies. More practical casters use it to shrink tents and other bulky items. The spell lasts two hours per rank of Lore of the caster. Making it permanent through the *Permanency* spell allows it to be shrunk or restored on command.

SPEAK WITH ANIMALS

Level: 1

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: Additional Target

Description: This spell allows the caster to speak to natural animals. Such animals are friendly to the caster, but are limited in their amount of comprehension and the information they can convey. They can only communicate in very simple concepts, and it is more of a visual conversation with each picturing their side of the conversation. This spell lasts the normal duration.

SPEAK WITH PLANTS

Level: 2

Difficulty: ◆◆

Skills: Arcana, Primal, Verse

Additional Effects: Additional Target

Description: This spell allows the caster to speak to non-sentient plants. Such organisms are friendly to the caster, but are extremely limited in their amount of comprehension and the information they can convey. They can only communicate in very simple concepts (even simpler than animals), and it is more of a visual conversation with each picturing their side of the conversation. This spell lasts the normal duration.

STONEMELD

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Stone*

Description: This spell allows the caster or target to sink into stone. The caster can still see and hear through the stone, but is otherwise immobile and hidden within. If the stone is attacked, the target is ejected from the stone (without damage).

TREE MELD

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Wood*

Description: This spell allows the caster or target to sink into a tree. The caster can still see and hear through the tree, but is otherwise immobile and hidden within. If the stone is attacked, the target is ejected from the tree (without damage).

TREE STEP

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Wood*

Description: Many feel this is more of a Move spell, but it is done via transport through the trees' root systems. The caster can step into one tree, and exit another tree (of the same type and root system) up to Medium range with just one maneuver. This can be done anytime during the spell's duration. It can drastically reduce travel time in a forest and is often used by Rangers and Spiritspeakers.

WARP WOOD

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal, Verse

Additional Effects: *Wood*

Description: Unlike Shape Wood, this spell allows one to affect a larger Silhouette target than 1. The spell still only allows the warping of a small area (Silhouette 1), but it can affect part of a larger hole. Thus, this spell is often used to warp the wood of siege weapons, ships, etc. to damage them or make them inoperable or leak, respectively.



HEAL

Heal spells are used when a caster wishes to repair physical damage or heal injuries or illnesses for creatures. The caster can either choose themselves or someone at Engaged range.

Increase Range: The range of a Heal spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: A Heal spell can affect one additional target by increasing the difficulty of the spell by ♦. However, the caster may also spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in Table III.2-11 on page 218 of the GENESYS CORE RULEBOOK.

Healing magic always appealed to Timmorran. Whether adventuring or commanding armies, the usefulness of this type of magic is never in doubt. - Miurella Stormwind

BANE OF MORPHEUS

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 17

BLIGHT EXTRACTION

Level: 2

Difficulty: ♦♦

Skills: Divine, Primal

Additional Effects: Restoration

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition remove one ongoing status effect the target is suffering, any ☉ can be used to remove an additional status effect (DESCENT LOST LEGENDS).

CLEANSING TOUCH

Level: 1

Difficulty: ♦♦

Skills: Divine

Additional Effects: Restoration

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition remove one ongoing status effect the target is suffering (DESCENT base game).

CONCENTRATION

Level: 2

Difficulty: ♦♦

Skills: Verse

Additional Effects: *Reciprical Heal*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition the caster heals 1 wound and 1 strain (only) (DESCENT SHADOWS OF NEREKHALL). *Reciprical Heal* increases ♦ by 1).



CURE DISEASE

Level: 3

Difficulty: ♦

Skills: Divine, Primal, Verse

Additional Effects: *Specific Restoration*

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, one ▲ can also be used to remove the Diseased condition (*Specific Restoration* removes only a particular status effect but at no extra ♦).

CURE POISON

Level: 3

Difficulty: ♦

Skills: Divine, Primal, Verse

Additional Effects: *Specific Restoration*

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, one ▲ can also be used to remove the Poisoned condition.

CURE BLINDNESS

Level: 3

Difficulty: ♦

Skills: Divine, Primal, Verse

Additional Effects: *Specific Restoration*

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, one ▲ can also be used to remove the Poisoned condition.

CURE DEAFNESS

Level: 2

Difficulty: ◆

Skills: Divine, Primal, Verse

Additional Effects: *Specific Restoration*

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, one ▲ can also be used to remove the Deafness condition.

DARK RECOVERY

Level: 2

Difficulty: ◆◆

Skills: Divine

Additional Effects: *Dark Recovery*

Description: This spell allows the target to suffer wounds to restore strain. For each wound suffered, restore 2 strain. (*Dark Recovery* adds 1 ◆)(DESCENT LOST LEGENDS).

DIVINE LIGHT

Level: 3

Difficulty: ◆◆◆

Skills: Divine

Additional Effects: Heal Critical

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, select one Critical Injury the target is suffering, it immediately ends (DESCENT LOST LEGENDS).

DRAIN SPIRIT

Level: 1

Difficulty: ◆

Skills: Primal

Additional Effects: *Drain*

Description: Upon success of the spell, if you or adjacent allies (Engaged range) deal at least one wound to a foe, the caster and any allies within Engaged range of the caster are healed by one wound (DESCENT base game) (*Drain* adds 1 ◆ to casting).

FOUNTAIN OF GLANIS

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 17

HEAL (MAJOR)

Level: 3

Difficulty: ◆◆◆

Skills: Divine, Primal, Verse

Additional Effects: Revive Incapacitated

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲. In addition, it can revive incapacitated characters.

HEAL (MINOR)

Level: 1

Difficulty: ◆

Skills: Divine, Primal, Verse

Additional Effects: None

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲

HEALING RAIN

Level: 1

Difficulty: ◆◆◆

Skills: Primal

Additional Effects: *Healing Rain*

Description: Rain comes down in a radius of Short range around the caster, healing all within the area, healing 1 wound per uncanceled ★, and 1 strain per uncanceled ▲. (DESCENT base game).

HOLY POWER

Level: 3

Difficulty: ◆◆

Skills: Divine

Additional Effects: Additional Target

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲ on two different targets (DESCENT base game).

LAY ON HANDS

Level: 1

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 17

MASS MAJOR HEAL

Level: 5

Difficulty: ◆◆◆◆◆

Skills: Divine, Primal, Verse

Additional Effects: Revive Incapacitated, Additional Target

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲ on two different targets (or more with ▲ instead of recovering strain). In addition, it can revive incapacitated characters.

MASS MINOR HEAL

Level: 3

Difficulty: ◆

Skills: Divine, Primal, Verse

Additional Effects: Additional Target

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲ on two different targets (or more with ▲ instead of recovering strain).

NECTAR OF DHANVANTARI

Level: 2

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 17

PRAYER OF HEALING

Level: 1

Difficulty: ♦♦

Skills: Divine

Additional Effects: *Prayer*

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲. In addition, the caster can reroll any one die in the dice pool for this spell (DESCENT base game). (*Prayer* adds ♦ to the difficulty of the spell).

PRESERVATION

Level: 1

Difficulty: ♦♦

Skills: Divine, Primal

Additional Effects: *Preservation*

Description: Instead of healing, this spell preserves one who is deceased, poisoned, diseased, or other condition where the victim may need additional healing, by keeping the condition at bay for the duration of the spell. Once the spell expires, any such conditions resume. The spell lasts one hour per rank in Lore of the caster. (*Preservation* adds ♦ to the spell difficulty).

QUICK RECOVERY

Level: 1

Difficulty: ♦♦♦

Skills: Arcana, Divine, Primal, Runes

Additional Effects: ?

Description: Instead of healing, this spell gives Regeneration 1. (*Regeneration* adds ♦♦ to the spell difficulty).

RAISE THE DEAD

Level: 4

Difficulty: ♦♦♦♦♦

Skills: Divine, Primal

Additional Effects: Resurrection

Description: If successful, this restores a dead character to life, though they are at bottom of their wound threshold. If the attempt fails, the attempt cannot be attempted again until the next day.

REHEARSAL

Level: 2

Difficulty: ♦♦

Skills: Verse

Additional Effects: *Prayer* (though Bardic version)

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲. In addition, the caster can reroll any one die in the dice pool for this spell (DESCENT SHADOWS OF NEREKHALL).

REINCARNATE

Level: 4

Difficulty: ♦♦♦♦

Skills: Divine, Primal

Additional Effects: *Reincarnate*

Description: If the Resurrection additional effect fails, Reincarnate can be used to ensure the character's life force goes on, albeit in another form. Whether the new form is able to be a PC is for the GM to determine from interpreting the roll. If so, it is recommended such a restored character have little memory of his or her life before, but that such memories may recur from time to time. The *Reincarnate* effect adds ♦♦ to the difficulty of the spell.

REMOVE HARMFUL EFFECT

Level: 2

Reference: (Also under Dispel, page 26)

RESURRECTION

Level: 5

Difficulty: ♦♦♦♦♦♦ (Special)

Skills: Divine, Primal

Additional Effects: Resurrection, *Prayer*

Description: If successful, this restores a dead character to life, though they are at bottom of their wound threshold. If the attempt fails, the attempt cannot be attempted again until the next day. In addition, the caster can reroll any one die in the dice pool for this spell.

SLOW POISON

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Primal, Runes

Additional Effects: *Stabilize*

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, characters with the poisoned condition can ignore this condition for the Encounter. (but it must be taken care of after the encounter). *Stabilize* adds ♦ to the spell difficulty.

SONG OF MENDING

Level: 1

Difficulty: ♦♦

Skills: Verse

Additional Effects: Additional Target

Description: Upon success, this spell heals 1 wound per uncanceled ★, and 1 strain per uncanceled ▲. In addition, the song can affect additional targets. (DESCENT SHADOWS OF NEREKHALL).

SPIRIT LINK

Level: 1

Difficulty: ♦♦

Skills: Divine, Primal

Additional Effects: *Reciprical Heal*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition the caster heals 1 wound and 1 strain (only) (DESCENT LOST LEGENDS).

SPIRIT'S STRIVE

Level: 3

Reference: ZYNNYTHRYX'S GUIDE TO MAGIC, page 17

STREAM OF LIFE

Level: 1

Difficulty: ♦♦

Skills: Divine

Additional Effects: *Transference*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, the caster can spend 1 strain to add two wounds to the amount healed.

Transference adds to the spell difficulty (DESCENT LOST LEGENDS).

TRANSFERENCE

Level: 2

Difficulty: ♦♦♦

Skills: Divine, Primal

Additional Effects: *Transference, Prayer*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, the caster can spend 1 strain to add two wounds to the amount healed and can reroll one die in the dice pool of the spell.

UNDERSTUDY

Level: 1

Difficulty: ♦♦

Skills: Verse

Additional Effects: *Healing Boost*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, while playing this song, any allies within Short range who recover wounds or strain, gain 1 extra wound or strain recovered from such efforts. *Healing Boost* adds ♦ to the spell difficulty (DESCENT SHADOWS OF NEREKHALL).

UNITY

Level: 3

Difficulty: ♦♦♦

Skills: Divine

Additional Effects: *Healing Boost, Prayer*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, any allies within Short range who recover wounds or strain, gain 1 extra wound or strain recovered from such efforts. The caster may also reroll one die in the dice pool for this spell (DESCENT CHAINS THAT RUST).

VIGOR

Level: 3

Difficulty: ♦

Skills: Primal

Additional Effects: *Vigor*

Description: Upon success this spell heals another target (not the caster) 1 wound per uncanceled ★, and 1 strain per uncanceled ▲, in addition, if the recipient's next melee attack hits, the recipient recovers an additional strain (DESCENT base game).



MASK

Mask spells are used when a caster wishes to create illusions of light and sound. The caster can create an illusion within **Short** range or envelop a target that is **Engaged**. Mask spells last until the end of the caster's next turn, meaning the spell will last for at least two turns if the caster takes no further steps. However, the caster can perform the **Concentration** maneuver before the spell expires, to extend the spell until after their next turn after performing the maneuver. Mask spells can only be done with the Arcana skill or the new **Psychic** skill introduced in [ZYNNYTHRYX'S GUIDE TO MAGIC](#) (page 19). This spell type was introduced in the **EXPANDED PLAYERS GUIDE** (page 98).

Increase Range: The range of a Mask spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: A Mask spell can affect one additional target by increasing the difficulty of the spell by ♦. However, the caster may also spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in **Table III.1-1** on page 101 of the **EXPANDED PLAYERS GUIDE**.

Timmorran was very fond of these spells and used many of them to confuse the enemy and have them waste resources at foes that did not even exist... - Miurella Stormwind

BLINK

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Psychic

Additional Effects: Additional Illusion, *Conditional Invisibility*

Description: This spell makes the target effectively invisible as he or she appears to be somewhere else.

CLOUD OF MIST

Level: 2

Difficulty: ♦♦

Skills: Arcana, Psychic

Additional Effects: Blur

Description: This spell blurs and obscures the target's form. Until the spell ends, add ☁ to the results of combat checks against them.

ILLUSORY PATH

Level: 1

Difficulty: ♦♦

Skills: Arcana, Psychic

Additional Effects: Size

Description: This spell makes a path seem longer than it actually is. Characters entering the area of effect must spend two maneuvers to advance a range band (**DESCENT SHADOWS OF NEREKHALL**).



ILLUSORY TERRAIN

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Psychic

Additional Effects: Size

Description: Same effect as Illusory Path but Silhouette 3 in size instead of 2. Imposes the same penalties to those entering the area of effect.

ILLUSORY WALL

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Psychic

Additional Effects: *Permanency*

Description: This spell creates the permanent illusion of a wall. The "wall" can easily be walked through, but is good for hiding doorways or secret doors.

MAJOR ILLUSION

Level: 3

Difficulty: ♦♦♦♦♦

Skills: Arcana, Psychic

Additional Effects: *Additional Senses, Quasi-real*

Description: This illusion seems very real, as in addition to sight and sound, it can be smelt and felt. Though it cannot cause damage, it otherwise seems real.

MAJOR INVISIBILITY

Level: 4

Difficulty: ♦♦♦♦

Skills: All

Additional Effects: Invisibility

Description: If the spell targets a character, it renders them invisible to sight instead of changing their appearance.

MINOR INVISIBILITY

Level: 2

Difficulty: ♦♦♦

Skills: All

Additional Effects: *Conditional Invisibility*

Description: If the spell targets a character, it renders them invisible to sight instead of changing their appearance, however, once the target performs an Attack action, the invisibility is compromised.

MIRROR IMAGE

Level: 1

Difficulty: ♦♦

Skills: Arcana, Psychic

Additional Effects: Mirror Image

Description: If the spell targets a character, it creates multiple images that move with the target and distract opponents. Until the spell ends, the character may spend ☉☉☉ or ☼ from any combat check targeting them to cause the attack to harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion) (DESCENT SHADOWS OF NEREKHALL).

PERMANENT IMAGE

Level: 3

Difficulty: ♦♦♦♦

Skills: Arcana, Psychic

Additional Effects: Size, *Permanency*

Description: This spell creates a permanent illusion of Silhouette 2 in size. It is often used to create a nice view or make a room seem to be empty when it is not, etc.

REFRACTION

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Psychic

Additional Effects: Mirror Image, *Channeling*

Description: This spell works identical to Mirror Image except a spell or other Ranged attack can use the line of sight and range of one of the other images as a source of the attack. (DESCENT CHAINS THAT RUST).

SLEIGHT OF MIND

Level: ?

Difficulty: ♦♦

Skills: Arcana, Psychic

Additional Effects: *Channeling*

Description: This spell is used in conjunction with an active Mirror Image effect. With this spell, the caster can take the physical location of one of his images. When doing so, that image vanishes, and is replaced by the caster. Any foes within Engaged range of the caster is then Stunned (DESCENT CHAINS THAT RUST).

TREE SHAPE

Level: 2

Difficulty: ♦♦♦

Skills: Arcana, Psychic

Additional Effects: Size, *Additional Senses*

Description: The caster can make the target appear to be a normal tree, even to the touch, etc. Of course, if the target moves, an enemy will be highly suspicious of such a mobile tree.



MIND

Mind spells are used when a caster wishes to directly affect a target's mind. The caster can choose a target at **Engaged** range. The target is aware that someone is doing something to their mind. This spell type was introduced on page 18 of Scott Zumwalt's [ZYNNYTHRYX'S GUIDE TO MAGIC](#). Mind spells can only be done with the Arcana, Primal, or the new **Psychic** skill introduced in the aforementioned tome (page 19).

Increase Range: The range of a Mind spell can be extended by one range band by increasing the difficulty of the spell by ♦ per added range band.

Additional Target: A Mind spell can affect one additional target by increasing the difficulty of the spell by ♦. However, the caster may spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in the **Mind Additional Effects** table on page 19 of Scott Zumwalt's [ZYNNYTHRYX'S GUIDE TO MAGIC](#).

Timmorran spent many months in the Sunderlands, and spent time with a group of monks of A'tar who were also masters of the mind. Unlike any other magic he studied, the source of this power seemed to come from within the individual, a research question that often eluded him until he was able to combine all of these sources and finally fashion the Orb. - Miurella Stormwind

CHARM

Level: 2

Difficulty: ♦♦♦♦♦

Skills: Arcana, Primal, Psychic

Additional Effects: Guide

Description: The caster guides the target to view the caster in a more favorable light, and as a friend. It does not mean the target would put himself in danger for the caster, but the degree of this friendship is determined by the roll results.

DETECT THOUGHTS

Level: 1

Difficulty: ♦♦♦♦♦

Skills: Primal, Psychic

Additional Effects: Learn Motivation

Description: The caster learns the surface thoughts of the target as well as what its current motivation is (fear, flaw, Strength, or Desire, GM's choice).



DOMINATE CREATURE

Level: 4

Difficulty: ♦♦♦♦♦ (Special)

Skills: Psychic

Additional Effects: Dominate

Description: If successful, the caster determines the target's next action and maneuvers, decided when the spell is cast.

MAJOR PANIC

Level: 3

Difficulty: ♦♦♦♦♦ (Special)

Skills: Psychic

Additional Effects: Guide, Additional Targets

Description: The caster instills a sense of panic in the targets. Refer to the additional target rules above. Panicked creatures will attempt to avoid the caster and may even flee the area.

MASS DOMINATE

Level: 5

Difficulty: ♦♦♦♦♦ (Special)

Skills: Psychic

Additional Effects: Dominate, Additional Targets

Description: This ambitious spell is the caster attempting to dominate more than one target. (see Dominate Creature).

MINOR PANIC

Level: 3

Difficulty: ♦♦♦♦♦

Skills: Psychic

Additional Effects: Guide

Description: Similar to Major Panic but with only one target.

MODIFY MEMORY

Level: 2

Difficulty: ♦♦♦♦♦

Skills: Arcana, Primal, Psychic

Additional Effects: Erase Memory

Description: The caster makes the target forget a time period of up to one hour per uncancelled ☼. ☼ can be used to implant a different memory in its place.

MULTIPLE IMAGES

Level: 2

Difficulty: ♦♦♦♦♦

Skills: Arcana, Primal, Psychic

Additional Effects: *Mind Trick*

Description: If the spell targets a character, it creates multiple images that move with the target and distract opponents. Until the spell ends, the character may spend ☼☼☼ or ☼ from any combat check targeting them to cause the attack to harmlessly hit a mirror image rather than the character (this applies even if the attacker realizes the effect is an illusion)..

PHANTOM KILLER

Level: 4

Difficulty: ♦♦♦♦♦

Skills: Psychic

Additional Effects: Strain Attack

Description: The target's worst fear attacks it (in the target's mind). The target suffers 1 strain per uncancelled ☼.

POSSESSION

Level: 3

Difficulty: ♦♦♦♦♦

Skills: Psychic

Additional Effects: *Possession*

Description: Similar to Dominate Creature, but the caster's body is comatose while possessing the target creature. This spell requires Concentration to maintain. If the caster's conscience is forced out of the target, it immediately travels (as an incorporeal being) back to the caster's body.

PROGRAMMED ILLUSION

Level: 3

Difficulty: ♦

Skills: Psychic

Additional Effects: *Mind Trick*

Description: This spell is cast on an object. When touched, a programmed illusion is seen by the one touching the object.

SECRET MESSAGE

Level: 1

Difficulty: ♦♦♦♦♦

Skills: Psychic

Additional Effects: *Telepathy*

Description: A quick message is sent telepathically to an ally. Telepathy is independent of range, but the recipient must agree to the intrusion.

SLEEP (MAJOR)

Level: 3

Reference: (Also under Curse, page 24)

SLEEP (MINOR)

Level: 1

Reference: (Also under Curse, page 24)

SUGGESTION

Level: 2

Reference: (Also under Curse, page 25)

TELEPATHIC BOND

Level: 3

Difficulty: ♦♦♦♦♦

Skills: Psychic

Additional Effects: *Telepathy*, Range

Description: This spell establishes a telepathic link between the caster and another. The duration for this link is one hour per rank of Lore of the caster.



MOVE

Move spells are used when a caster wishes to displace an object or creature from one place to another. The caster can choose a target of silhouette 0 or 1 within **Short** range. If successful, the target is moved in one direction, up to one range band per uncanceled ★★. This spell type was introduced on page 19 Scott Zumwalt's [ZYNNYTHRYX'S GUIDE TO MAGIC](#). Move spells can only be done with the Arcana, Divine, or the new **Psychic** skill introduced in the aforementioned tome (page 19).

Increase Range: The range of a Move spell can be extended by one range band by increasing the difficulty of the spell by ◆ per added range band.

Increase Size: The size of silhouette affected can be increased by one for each added ◆.

Additional Target: A Move spell can affect one additional target by increasing the difficulty of the spell by ◆. However, the caster may spend ▲ to affect one additional target for each ▲ spent.

Additional Effects: These can be found in the **Move Additional Effects** table on page 19 of Scott Zumwalt's **ZYNNYTHRYX'S GUIDE TO MAGIC**.

Also learned from the monks in the Sunderlands, Move magic went far beyond the simple utility spells employed in Terrinoth. - Miurella Stormwind

ETHEREALNESS

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: *Incorporeal*

Description: The target moves into the Ethereal Plane and gains the *Incorporeal* additional effect (adds ◆◆ to difficulty). When making a Brawn or Agility-based check, increase the difficulty by two, when a corporeal foe makes a Brawn or Agility-based check targeting the spell recipient, increase the difficulty by two. The target increases their soak by their Willpower (as well as Brawn), and can move through most types of difficult and impassable terrain without penalty (but cannot stop inside solid surfaces). This lasts until the end of the caster's next turn unless using Concentration to maintain.

GATE

Level: 5

Difficulty: ◆◆◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Teleport, *Regional*

Description: This spell opens up a magical *Gate* leading to another location within the same region. Those passing through the *Gate* arrive instantly at the destination. However, going through such a portal deals 2 strain to those using it. See Major Teleport for other factors affecting the attempt.



INVISIBLE HAND

Level: 1

Difficulty: ◆

Skills: Arcana, Divine, Psychic

Additional Effects: None

Description: This spell creates an invisible hand of force to move other objects. The hand has a Brawn score equal to the caster's ranks in Lore. This lasts until the end of the caster's next turn unless using Concentration to maintain.

MAJOR TELEKINESIS

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Levitate, Size

Description: Allows the caster to move an object or target up to Silhouette 2, in one direction up to one range band per uncanceled ★★.

MAJOR TELEPORT

Level: 5

Difficulty: ◆◆◆◆◆ (Special)

Skills: Arcana, Divine, Psychic

Additional Effects: Teleport, *Planetary*

Description: This spell allows the caster to teleport to any location on the planet. There are factors that affect this:

- Caster has teleported to the destination before = -◆
- Caster has been to the destination before = + □□
- Caster knows about the destination = No factors
- Caster has only heard of the destination = add ■■
- Caster is unfamiliar with the destination = +◆

MINOR TELEKINESIS

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: Levitate

Description: As Major Telekinesis except limited to Silhouette 1.

MINOR TELEPORT

Level: 3

Difficulty: ♦♦♦♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: Teleport, *Regional*

Description: As Major Teleport except the range is Regional versus Planetary. For one less ♦, the range can be Line of Sight instead. Note the same factors as Major Teleport apply.

MOVE EARTH

Level: 4

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: Size

Description: This spell is used to excavate and it can move up to Silhouette 3 worth of earth per turn. This lasts until the end of the caster's next turn unless using Concentration to maintain.

PLANE SHIFT

Level: 4

Difficulty: ♦♦♦♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: *Planetary*

Description: The caster shifts to the same location on a different plane. This could be the elemental planes, the ethereal plane, or planes such as the Ynfernael, the Aenlong, or the Empyrean. Note the same factors as Major Teleport apply.

SLOW FALL

Level: 1

Difficulty: ♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: Levitate

Description: This spell is used to safely fall from a great height. The caster (or target) is able to safely and slowly levitate down to the ground.

TELEPORT OBJECT

Level: 4

Difficulty: ♦♦♦♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: Teleport, *Line of Sight*

Description: As Minor Teleport, except the range is Line of Sight versus Regional. Also, this spell only works on objects up to Silhouette 1 in size. However, none of the factors apply as objects are simpler to send.

TIME STOP

Level: 5

Difficulty: ♦♦♦♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: *Temporal*

Description: For others, time seems to stop. The caster can perform one maneuver and one action. No damage can be caused, but there are few other restrictions. At the end of this extra time, time continues as normal.

TRANSLOCATION

Level: 2

Difficulty: ♦♦♦♦

Skills: Arcana, Divine, Psychic

Additional Effects: Teleport

Description: This spell makes two characters switch locations, within Short range, though many casters opt to increase this to Medium range by increasing the difficulty (DESCENT LOST LEGENDS).



PREDICT

Predict spells are used when a caster wishes to see the future (or a possible future). Arcana, Divine, and Psychic casters can cast Predict spells. This spell type was introduced in the **EXPANDED PLAYERS GUIDE** (page 99).

How far into the Future?: The difficulty of Predict spells is largely based on how far into the future the caster wishes to see. Within the next few days would be a difficulty of **Average** (◆◆). Looking a month ahead would increase this to **Hard** (◆◆◆), a year may be **Daunting** (◆◆◆◆), and beyond that would be **Formidable** (◆◆◆◆◆). A significant amount of ☼ or a ☼ may make a prophecy especially vague or even dubious.

Additional Effects: These can be found in **Table III.1-2** on page 102 of the **EXPANDED PLAYERS GUIDE**.

Prophecy is perhaps something Timmorran should have delved more deeply into...perhaps then he would have foreseen the result of the Orb... - Miurella Stormwind

FOCUSED INSIGHTS

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Quicksilver Reflexes, *Affect Outcome*

Description: Instead of asking a question, caster adds ★★ to any checks made to determine initiative during the next Encounter. In addition, they can reroll as many dice as they have ranks in Lore for their next attack roll (**DECENT, THE TROLLFENS**).

FOREWARNING

Level: 1

Difficulty: ◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Quicksilver Reflexes

Description: Instead of asking a question, caster adds ★★ to any checks made to determine initiative during the next Encounter (**DECENT, THE TROLLFENS**).

GRIM FATE

Level: 1

Difficulty: ◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: *Affect Outcome*

Description: . In addition to asking a question, they can reroll as many dice as they have ranks in Lore for their next attack roll (**DECENT, THE TROLLFENS**).

OMNISCIENT

Level: 3

Difficulty: ◆◆◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: *Affect Outcome*, Cheat Death



Description: In addition to asking a question, they can reroll as many dice as they have ranks in Lore for their next attack roll, also add the gain the Cheat Death additional effect (EPG, page 102) (**DECENT, THE TROLLFENS**).

PREMONITION

Level: 3

Difficulty: ◆◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Quicksilver Reflexes, Flash of Precognition

Description: Instead of asking a question, caster adds ★★ to any checks made to determine initiative during the next Encounter. In addition, gain the Flash of Precognition additional effect (EPG, page 102) (**DECENT, THE TROLLFENS**).

SOOTHING INSIGHT

Level: 1

Difficulty: ◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Additional Questions

Description: Gain Additional Questions addition effect (EPG, page 102) (**DECENT, THE TROLLFENS**).

VICTORY FORETOLD

Level: 3

Difficulty: ◆◆◆

Skills: Arcana, Divine, Psychic

Additional Effects: Quicksilver Reflexes, Cheat Death

Description: Instead of asking a question, caster adds ★★ to any checks made to determine initiative during the next Encounter. In addition, gain the Cheat Death additional effect (EPG, page 102) (**DECENT, THE TROLLFENS**).

TRANSFORM

Transform spells are used when a caster wishes to tap into primal forces and shift a target creature (or themselves) into the form of a different creature. The caster makes a related skill check with a default difficulty of **Average** (◆◆). Normally, if successful, the character transforms into a Silhouette 0 animal. The animal must be a natural creature and is subject to GM approval. Some options can be found starting on page 86 of the **EXPANDED PLAYERS GUIDE**. (For convenience, see **Appendix 2** at the end of this work). However, other spells using transformative effects can also be worked with this action beyond animal form (as of this work).

This spell type was introduced on page 100 of the **EXPANDED PLAYERS GUIDE**, and more information can be found there. A change in this tome is that Terrinoth-based Arcana casters can use this spell type in addition to Primal casters (due to Terrinoth lore supporting this type of action).

Increase Silhouette: The caster can increase the Silhouette of the creature being shifted into by increasing the difficulty by ◆ for each silhouette larger.

Increase Duration: Transform spells last until the end of the caster's next turn. By increasing the difficulty by ◆, the caster can change this to last for an Encounter.

Talent Notes: There are talents (in the EPG) which also allow the caster to choose forms other than normal animals.

Additional Effects: These can be found in **Table III.1-3** on page 102 of the **EXPANDED PLAYERS GUIDE**.

Though animal forms held little attraction for Timmorran, he was fascinated by other applications of the Transform spell... - Miurella Stormwind

ALTER FORM (MAJOR)

Level: 4

Difficulty: ◆◆◆◆

Skills: Arcana, Primal

Additional Effects: *Major Physical Change*

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn. In addition, the target can make themselves appear as any other creature of Silhouette 0 to 1 along with physical movement abilities of that form (flight, swim, etc., but no other abilities) (*Major Physical Change*, adds ◆◆ to difficulty for major physical changes). This change lasts as long as the Encounter.



ALTER FORM (MINOR)

Level: 2

Difficulty: ◆◆◆

Skills: Arcana, Primal

Additional Effects: *Minor Physical Change*

Description: If the spell is successful, the target adds ◆ to all skill checks they make until the end of their next turn. In addition, the target can make themselves appear as any other humanoid (or as a different member of the same humanoid form) (*Minor Physical Change*, adds ◆ to difficulty for minor physical changes). This change lasts as long as the Encounter.

MASS POLYMORPH

Level: 5

Difficulty: ◆◆◆◆◆ (Special)

Skills: Arcana, Primal

Additional Effects: *Empowered Curse of the Wild*

Description: Instead of transforming himself, the caster transforms other targets into a Silhouette 0 natural animal. For each uncanceled ✨, the caster can affect one other target. A target can make a **Hard** (◆◆◆) **Resilience skill** check to resist the effect.

UTILITY

Utility spells are used when a caster wishes to do all the minor things one expects to do with magic. In essence, these are cool abilities with a minor benefit; tricks versus dangerous magic. Examples given on page 214 of the **GENESYS CORE RULEBOOK** are: "levitating a book, transmuting a pebble into a butterfly, detecting something magical nearby, summoning a ghostly light source to see in the dark, or making one's voice growl with distant thunder." In other games, many of these may be referred to as "cantrips", "orisons", or universal type magic or at least entry level spells, though some can be potent.

(Optional clarifications for the purpose of this work): The caster works such magic within **Short** range. Typically, the default difficulty for a Utility spell is **Easy** (◆).

Increase Range: The range of a Utility spell can be extended by one range band by increasing the difficulty of the spell by ◆ per added range band.

Additional Target: A Utility spell can affect one additional target by increasing the difficulty of the spell by ◆. However, the caster may spend △ to affect one additional target for each △ spent.

Cantrip. These Utility spells only cost 1 Strain to cast (and a maneuver versus an action). They represent the simple spells apprentices learn to help around the Master's home.

Additional Effects: A caster cannot add other additional effects to Utility spells as such effects are beyond the scope of this type of magic action.

Though the earliest magic a mage learns, and certainly the least powerful of magics, Timmorran always reserved a fondness for these simple workings, and they provide a safe way to demonstrate even greater power. - Miurella Stormwind

ALARM

Level: 1

Difficulty: ◆◆

Skills: All

Additional Effects: Range

Description: This spell defines an area from Medium range from the target. For 2 hours per rank of Lore of the caster, if any being but those designated as allies at the time of casting, enter this area, a loud alarm will sound to awaken those sleeping.

BREATHE WITHOUT AIR

Level: 3

Difficulty: ◆

Skills: All

Additional Effects: None

Description: For 5 minutes per rank of Lore of the caster, the target can breathe normally even without air.



BREATHE UNDERWATER

Level: 2

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows the target to breathe underwater as if it had gills, for 1 hour per rank of Lore of the caster.

CLOUDBURST

Level: 2

Difficulty: ◆

Skills: All

Additional Effects: Range

Description: This spell creates a small raincloud that takes up an area of Medium range from the target. It is normal rain, but good for dousing fires and is drinkable. This lasts until the end of the caster's next turn unless using Concentration to maintain.

CHANGE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell allows a minor change to a small object (Silhouette 0). Change could be color, texture, even mineral to animal, etc. (until the end of the caster's next turn unless using Concentration to maintain.)

CHANNELING

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: Another odd spell that works along with Mirror Image, (used by the Conjurer career, from (DESCENT SHADOWS OF NEREKHALL). This spell allows the caster to cast using range as determined from one of his images, versus his actual position. This spell lasts for the Encounter.

CHILL

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell allows the caster to chill a target item or substance. It cannot get cold enough to cause damage. The effect lasts for 5 minutes per rank of Lore.

CLEAN

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell basically cleans and dusts an area within Short range of the caster.

COMPREHEND LANGUAGE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows the caster to understand (not speak) any one language as if he or she were fluent. Instead of using A to affect another target, A can alternately be used to add additional languages for the duration of the spell. This lasts until the end of the caster's next turn unless using Concentration to maintain.

CREATE / DESTROY WATER (MAJOR)

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects: Range

Description: This spell can create or destroy all water within Medium range (that is part of one body or container of nonmagical liquid). Of course, any additional water will rush in to fill the void when the spell expires. This lasts until the end of the caster's next turn unless using Concentration to maintain.

CREATE / DESTROY WATER (MINOR)

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: As above, but within Short range.

CUT

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: The caster can cut anything within Short range as if he or she were using scissors to do so. This lasts until the end of the caster's next turn unless using Concentration to maintain.

DETECT LIFE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: The caster can sense living things within Short range, seeing a slight blue aura around each (even insects, etc.) Undead appear as if a black aura is around them. This lasts until the end of the caster's next turn unless using Concentration to maintain.

DETECT LORE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: The caster can sense the history of an item and start to understand more about it. For each turn spent handling the object, more information is learned. Note: The GM should determine just how much information is revealed from such a spell (or increase the difficulty for potent items, etc.) This lasts until the end of the caster's next turn unless using Concentration to maintain.

DETECT MAGIC

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: The caster can sense magic within Short range, seeing a slight gold aura around objects, people, etc. that are magical in nature. This lasts until the end of the caster's next turn unless using Concentration to maintain.

DETECT POISON

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: The caster can sense poison within Short range, seeing a slight red aura around objects, creatures, etc. that contain poison. This lasts until the end of the caster's next turn unless using Concentration to maintain.

DETECT SECRET DOORS

Level: 2

Difficulty: ◆

Skills: All

Additional Effects: None

Description: The caster can sense secret doors within Short range, seeing a slight green aura around such portals. This lasts until the end of the caster's next turn unless using Concentration to maintain. It does not reveal how to trigger said door, only that it is there.

DISGUISE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows the caster to make minor changes to skin color, eye color, hair color, hair style, height and build to disguise his or her identity. This lasts until the end of the caster's next turn unless using Concentration to maintain.

DIVINATION

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell gives a truthful yes or no answer to any one question (depending on how successful the spell is). If the spell fails, the answer of no response is given.

DRY

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell allows the caster to dry off an area equal to Silhouette 1.

ENERGY WEAPON

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows a weapon to count as if it is fire, cold, or electricity for determination against foes vulnerable to such attack types. The weapon does no additional damage, it just changes the type of damage done. This lasts until the end of the caster's next turn unless using Concentration to maintain.

ENLARGE OBJECT

Level: 2

Difficulty: ◆◆

Skills: All

Additional Effects: None

Description: This spell simply allows the caster to increase the size of an object (not a creature) by one Silhouette in size. This lasts until the end of the caster's next turn unless using Concentration to maintain.

FIRE FINGER

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell works like a lighter as fire comes from the caster's fingertip. It can be used to light things just as a lighter would.

FLARE

Level: 1

Difficulty: ◆◆

Skills: All

Additional Effects: Range

Description: This spell is typically launched at Medium range and works just as an alchemical flare would, and is used for the same reason, signaling others.

FLAVOR

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell allows the caster to season food and drink as desired with any variety of common kitchen spices and flavors.

FLY

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects:

Description: This spell allows the caster to fly in the air. Speed is no more than he or she could normally travel but movement can be done at a height equal to 20' (6m) per rank in Lore. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

GLOW

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell causes the target object to glow softly, about equal to a decent-sized candle.

HEAT

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell allows the caster to heat a target item or substance. It cannot get hot enough to cause damage. The effect lasts for 5 minutes per rank of Lore.

HIDE OBJECT

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows the caster to hide a small object on his or her person where it is not easily detectable (anyone searching the caster suffers ■■ to such checks). This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

ILLUSORY SOUND

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell makes a sound within Short range occur, and it is audible to all in the area. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

IRONWOOD

Level: 2

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell imbues a wooden object with the Reinforced quality. This spell lasts for 5 minutes per rank of Lore of the caster.

JUMP

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows the target to jump extraordinary distances equal to 10' (3m) per rank of Lore, either horizontally or vertically. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

KNOW LANGUAGE

Level: 2

Difficulty: ◆◆

Skills: All

Additional Effects: None

Description: Identical to Comprehend Language except this spell also allows the target to speak said language as well.

LEVITATE (MAJOR)

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects: None

Description: The caster can levitate an object or creature of up to Silhouette 2 in size, up to 20' (6m) per rank of Lore. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

LEVITATE (MINOR)

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: ?

Description: As above, but limited to objects or creatures of up to Silhouette 1 in size.

LOCATE CREATURE

Level: 2

Difficulty: ◆

Skills: All

Additional Effects: Range

Description: This spell creates a mental noise the target can hear when facing the correct way towards the desired creature to be located (so they know which tunnel may lead there, etc.). This can be a specific creature or character, or a specific type of creature as desired. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

LOCATE OBJECT

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: Range

Description: As above, but limited to a specific object or type of objects.

LOCK / UNLOCK

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell can unlock a door or lock of Hard (◆◆◆) difficulty or less. To unlock more difficult doors, the spell increases in ◆ along with the difficulty of the lock.

MEND OBJECT

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell mends broken (non-magical) objects as if glued back together, but with no sign of ever being broken.

MAGIC AURA

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell imbues an item with a magical aura, visible to those who can detect magic. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

MAGIC EYE

Level: 1

Difficulty: ◆◆

Skills: All

Additional Effects: Range

Description: This spell creates an invisible, floating eye that can be used to scout ahead (up to Medium range away), and the caster can see through it as if with his own eyes. . This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

MAGIC MARK

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell creates an invisible wizard's mark on an item or individual that can only be seen with Detect Magic or similar abilities. The mark must be on a willing creature, if placed on a creature. Duration is permanent until canceled by either party.

MAJOR DARKNESS

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects: Range

Description: This spell creates an area of magical darkness extending out to Medium range from the target. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

MAJOR LIGHT

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects: Range

Description: This spell lights up an area as bright as if it were day extending out to Medium range from the target. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

MAJOR SHELTER

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects: None

Description: Creates a small cottage with chimney, door, and furniture. Spell lasts one hour per rank in Lore.

MINOR DARKNESS

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell creates an area of magical darkness extending out to Short range from the target. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

MINOR LIGHT

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell lights up an area as bright as if it were day extending out to Short range from the target. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

MINOR SHELTER

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: ?

Description: Creates a small tent with bedrolls. Spell lasts one hour per rank in Lore. (sleeps one person per rank in Lore).

MUD TO ROCK / ROCK TO MUD

Level: 3

Difficulty: ◆◆

Skills: All

Additional Effects: None

Description: This spell can turn an area (equal to Silhouette 1) of mud into rock. Conversely, the reverse of the spell can turn an equal area of rock to mud per casting.

PALM

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell allows the caster to easily move a small object (that can fit in one hand) to anywhere else on his or her person magically, including closed containers, secret pockets, etc. It likewise allows the reverse action of this (bringing such an item right into hand).

PASS WITHOUT TRACE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell obscures the target's trail through natural terrain. Anyone tracking the target suffers ■■ to any related skill checks.

PLANAR WEAPON

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: While this spell is in effect, the caster can make spell attacks with a Rune at Engaged range with no increase in difficulty. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.
(DESCENT CHAINS THAT RUST).

PORTRAIT

Level: 2

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell draws a temporary full colored, skilled portrait (based on the target's memory) of a person, place or thing they willingly are picturing. The portrait hangs in the air until the end of the caster's next turn unless using Concentration to maintain.

PRIVATE ROOM

Level: 3

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell allows all within Short range to have a private conversation that is difficult to snoop or eavesdrop. The difficulty for any of these attempts on this area are ◆ higher, and any such observers may even see and/or hear things completely wrong depending on the success of the spells and/or skills.

PURIFY / CORRUPT FOOD & DRINK

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: This spell removes any disease, poison, or other pollutants from food and drink. Enough for one person per rank in Lore.

SANCTUARY

Level: 1

Difficulty: ◆◆

Skills: All

Additional Effects: None

Description: Similar to the Sanctuary effect of Barrier, but more universal. The spell makes any attackers at Engaged range disengage and ignore the target, but the target cannot engage them or any other foes without breaking the spell. This lasts until the end of the caster's next turn unless using Concentration to maintain.

SCRYING (MAJOR)

Level: 3

Difficulty: (varies)

Skills: All

Additional Effects: ?

Description: You can see and hear a creature, which can be anywhere. The difficulty is the target's Willpower rating. Duration is one minute per rank in Lore.

SCRYING (MINOR)

Level: 1

Difficulty: (varies)

Skills: All

Additional Effects: ?

Description: You can see and hear a creature, which must be in the same geographical region (nation). The difficulty is the target's Willpower rating. Duration is one minute per rank in Lore.

SELF PLAY

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: Done

Description: Typically used by Bards, but other casters also play instruments. This spell causes one instrument to play by itself, at an average skill level. This spell lasts for 10 minutes per rank of Lore of the caster.

SHINE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: This spell basically buffs and polishes the given target within Short range.

SILENCE

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: None

Description: Sound does not exist within Short range of the target while this spell is in effect. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

SKETCH

Level: 1

Difficulty: ◆

Skills: All

Additional Effects: *Cantrip*

Description: Similar to Portrait, though this is just a black and white sketch.

TIMMORRAN'S TOME
Terrinoth Supplement

SPELLSTAFF

Level: 3

Difficulty: ♦♦

Skills: All

Additional Effects: None

Description: Allows the caster to store one spell of level 1-3 in a staff, spending the strain for it at the time of casting, and unleashing the spell as a maneuver later.

SUMMON INSTRUMENT

Level: 1

Difficulty: ♦♦

Skills: All

Additional Effects: None

Description: This spell allows a caster to transport a musical instrument to him or her that is otherwise packed away nearby.

SUMMON OBJECT

Level: 2

Difficulty: ♦♦♦

Skills: All

Additional Effects: None

Description: Similar to Summon Instrument above, but this is any object that can be held in one hand.

SUNLIGHT

Level: 2

Difficulty: ♦

Skills: All

Additional Effects: None

Description: Like Minor Light, this spell lights up an area as bright as if it were day extending out to Short range from the target. The difference is that this light has the properties of actual sunlight for those creatures vulnerable to it. This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

SWEEP

Level: 1

Difficulty: ♦

Skills: All

Additional Effects: *Cantrip*

Description: Similar to Clean, but this is specifically for clearing floors. This spell lasts for 10 minutes per rank of Lore of the caster.

STIR

Level: 1

Difficulty: ♦

Skills: All

Additional Effects: *Cantrip*

Description: Cooking cantrip that helps in the kitchen. Though called Stir, it can do any repetitive cooking task in the kitchen. This spell lasts for 10 minutes per rank of Lore of the caster.

TIE / UNTIE

Level: 1

Difficulty: ♦

Skills: All

Additional Effects: *Cantrip*

Description: This spell simply ties or unties knots in materials that can be tied or untied.

TRUTH

Level: 2

Difficulty: ♦♦

Skills: All

Additional Effects: None

Description: Creatures within Short range of the caster can't speak any deliberate and intentional lies (unless they make a **Hard** (♦♦♦) **Discipline** skill check). This spell lasts until the end of the caster's next turn unless using Concentration to maintain.

WARDS

Level: 2

Difficulty: ♦♦

Skills: All

Additional Effects: Range

Description: This spell is meant to be cast while in a dwelling of some sort. When cast, any windows and doors in the caster's room (or home they own) are arcane locked at **Hard** (♦♦♦) difficulty, and they are treated as if with the Alarm spell. Spell lasts two hours per rank in Lore.

WATER WALK

Level: 2

Difficulty: ♦♦

Skills: All

Additional Effects: None

Description: This spell allows the target to treat the surface of calm water as normal terrain they can traverse at no penalty. Rougher water conditions may require Agility checks at a difficulty level matching the conditions.

ZAP

Level: 1

Difficulty: ♦

Skills: All

Additional Effects: *Cantrip*

Description: This spell instantly kills any creature that only has a wound threshold of one. Usually used to kill insects and vermin.

SPELL LISTS

Spell lists allow casters to easily see the spells they can cast by skill. Casters can simply look at the list of spells under each skill to see which constructed spells they can cast. (ZGtM) = Spells found in [ZYNNYTHRYX'S GUIDE TO MAGIC](#).

Optional Rule: If you wish to restrict spells available, you could rule that new spells must either be learned or found in spellbooks, scrolls, etc. If casters then wanted to cast spells they don't have, you could increase the spell's difficulty (to represent the struggle).

ALL SKILLS

Casters with any magic skill can cast these spells.

LEVEL 1 ALL

Alarm (Utility) – pg 42
Battle Vision (Augment/Mind) – pg 11
Change (Utility) – pg 42
Channeling (Utility) – pg 43
Chill (Utility) – pg 43
Clairaudience (Augment/Mind) – pg 11
Clairvoyance (Augment/Mind) – pg 11
Clean (Utility) – pg 43
Comprehend Language (Utility) – pg 43
Create/Destroy Water (Minor) (Utility) – pg 43
Cut (Utility) – pg 43
Detect Life (Utility) – pg 43
Detect Lore (Utility) – pg 43
Detect Magic (Utility) – pg 43
Detect Poison (Utility) – pg 43
Disguise (Utility) – pg 44
Divination (Utility) – pg 44
Dry (Utility) – pg 44
Energy Weapon (Utility) – pg 44
Fire Finger (Utility) – pg 44
Flare (Utility) – pg 44
Glow (Utility) – pg 44
Heat (Utility) – pg 45
Hide Object (Utility) – pg 45
Illusory Sound (Utility) – pg 45
Jump (Utility) – pg 45
Levitate (Minor) (Utility) – pg 45
Locate Object (Utility) – pg 45
Lock/Unlock (Utility) – pg 45
Magic Aura (Utility) – pg 46
Magic Eye (Utility) – pg 46
Magic Mark (Utility) – pg 46
Mend Object (Utility) – pg 46
Minor Animate Object (Utility) – pg 46
Minor Darkness (Utility) – pg 46
Minor Light (Utility) – pg 46
Minor Shelter (Utility) – pg 46
Palm (Utility) – pg 46
Pass Without Trace (Utility) – pg 46
Planar Weapon (Utility) – pg 47
Purify/Corrupt Food & Drink (Utility) – pg 47
Sanctuary (Utility) – pg 47
Scrying (Minor) (Utility) – pg 47
Self Play (Utility) – pg 47



Shine (Utility) – pg 47
Silence (Utility) – pg 47
Sketch (Utility) – pg 47
Stir (Utility) – pg 48
Summon Instrument (Utility) – pg 48
Sweep (Utility) – pg 48
Tie/Untie (Utility) – pg 48
Zap (Utility) – pg 48

LEVEL 2 ALL

Breathe Underwater (Utility) – pg 42
Cloudburst (Utility) – pg 43
Detect Secret Doors (Utility) – pg 44
Enlarge Object (Utility) – pg 44
Ironwood (Utility) – pg 45
Know Language (Utility) – pg 45
Locate Creature (Utility) – pg 45
Minor Invisibility (Mask) – pg 35
Portrait (Utility) – pg 47
Summon Object (Utility) – pg 48
Sunlight (Utility) – pg 48
Truth (Utility) – pg 48
Wards (Utility) – pg 48
Water Walk (Utility) – pg 48

LEVEL 3 ALL

Breathe Without Air (Utility) – pg 42
Control Water (Major) (Utility) – pg 43
Create/Destroy Water (Major) (Utility) – pg 43
Fly (Utility) – pg 44
Levitate (Major) (Utility) – pg 45
Major Darkness (Utility) – pg 46
Major Light (Utility) – pg 46
Major Shelter (Utility) – pg 46
Mind Blank (Augment/Mind) – pg 13
Mud to Rock/Rock to Mud (Utility) – pg 46

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Terrinoth Supplement

Private Room (Utility) – pg 47
Scrying (Major)(Utility) – pg 47
Sleep (Major)(Curse/Mind) – pg 24
SpellStaff (Utility) – pg 48

LEVEL 4 ALL

Major Invisibility (Mask) – pg 35
Mass Charm (Curse/Mind) – pg 23
Mass Sleep (Curse/Mind) – pg 23
Mass Suggestion (Curse/Mind) – pg 23

ARCANA

Casters with the Arcana magic skill can cast these spells.

LEVEL 1 ARCANA

Affliction (Curse) – pg 21
And my Axe (Conjure) – pg 14 (ZGtM)
And my Bow (Conjure) – pg 14 (ZGtM)
Animate Rope (Conjure) – pg 17
Bar the Door (Enchant) – pg 27
Befuddle (Curse) – pg 15 (ZGtM)
Calm Animal (Enchant) – pg 27
Disc of Annihilation (Attack) – pg 5 (ZGtM)
Enfeebling Hex (Curse) – pg 23
Essence Harvest (Curse) – pg 25
Fireworks (Conjure) – pg 18
Flying Daggers (Attack) – pg 5 (ZGtM)
Forewarning (Predict) – pg 40
Freeze! (Attack) – pg 6 (ZGtM)
Glittering Cloud (Conjure) – pg 18
Grim Fate (Predict) – pg 40
Hypnotize (Curse/Mind) – pg 25
Illusory Path (Mask) – pg 34
Invisible Servant (Conjure) – pg 18
Lightning (Attack) – pg 6 (ZGtM)
Magic Arrow – pg 5 (ZGtM)
Magic Circle (Minor) (Barrier) – pg 16
Magic Missile (Minor) (Attack) – pg 7
Magic Mount (Conjure) – pg 18
Minor Conjure Object (Conjure) – pg 19
Minor Gust (Conjure) – pg 19
Minor Magic Touch (Curse) – pg 23
Minor Shield (Barrier) – pg 16
Minor Telekinesis (Move) – pg 39
Mirror Image (Mask) – pg 35
Plague Spasm (Curse) – pg 24
Refraction (Mask) – pg 35
Repel Animals (Enchant) – pg 28
Shared Pain (Curse) – pg 24
Slow Fall (Move) – pg 39
Speak with Animals (Enchant) – pg 29
Spontaneous Combustion (Attack) – pg 6 (ZGtM)
Soothing Insight (Predict) – pg 40
Stoneskin (Barrier) – pg 16
Summon Creature (Conjure) – pg 14 (ZGtM)
Summon Fog (Conjure) – pg 19
The Cloth of Zynnythryx (Barrier) – pg 12 (ZGtM)
The Fist of Zynnythryx (Attack) – pg 6 (ZGtM)
The Open Palm of Zynnythryx (Attack) – pg 6 (ZGtM)
Unholy Bond (Curse) – pg 25

LEVEL 2 ARCANA

All-Seeing (Augment/Mind) – pg 10
Alter Morale (Augment/Mind) – pg 21
Bad Luck (Curse) – pg 15 (ZGtM)
Blinding Light (Curse) – pg 22
Blink (Mask) – pg 34
Blood Curse (Curse) – pg 7 (ZGtM)
Charm (Mind) – pg 36
Cloud of Mist (Mask) – pg 34
Crippling Curse (Curse) – pg 22
Cursed Soul (Curse) – pg 22
Dispel Magic (Minor) – pg 26
Enchant Weapon & Armor (Minor) – pg 28
Energy Shield (Barrier) – pg 15
Ethereal Armor (Barrier) – pg 16
Evoke Fire (Minor) (Attack) – pg 6
Exhaustion (Curse) – pg 15 (ZGtM)
Fel Command (Curse) – pg 25
Focus Fire (Attack) – pg 7
Hold Undead (Attack) – pg 7
Illusory Terrain (Mask) – pg 45
Insect Swarm (Conjure) – pg 18
Internal Rot (Curse) – pg 25
Magic Armor (Barrier) – pg 12 (ZGtM)
Magic Shield (Barrier) – pg 12 (ZGtM)
Multiple Images (Mind) – pg 37
Overpower (Attack) – pg 6 (ZGtM)
Prayer of Peace (Curse) – pg 24
Prismatic Sphere (Barrier) – pg 12 (ZGtM)
Razor Wires (Attack) – pg 6 (ZGtM)
Reflect Spell (Minor) (Dispel) – pg 26
Remove Harmful Effect (Heal/Dispel) – pg 26
Rune Trap (Attack) – pg 8
Shape Wood (Enchant) – pg 28
Shrink Item (Enchant) – pg 28
Sleight of Mind (Mask) – pg 35
Slow (Curse) – pg 24
Speak with Plants (Enchant) – pg 29
Suggestion (Mind) – pg 37
Summon Greater Creature (Conjure) – pg 14 (ZGtM)
Translocation (Move) – pg 39
Tree Shape (Mask) – pg 35
Tree Meld (Enchant) – pg 29
Wall of Wind (Conjure) – pg 20
Warp Wood (Enchant) – pg 29

LEVEL 3 ARCANA

Accursed Arms (Curse) – pg 21
Acid Snare (Attack) – pg 7 (ZGtM)
Ancestor Spirits – pg 21
Animate the Dead (Minor) (Conjure) – pg 17
Antimagic Shield (Minor) (Dispel) – pg 26
Banishment (Attack) – pg 5
Blight (Curse) – pg 22
Confusion (Curse/Mind) – pg 22
Continual Fire (Conjure) – pg 17
Control Water (Minor) (Enchant) – pg 28
Control Weather (Minor) (Conjure) – pg 18
Death Siphon (Curse) – pg 22
Disruption (Curse) – pg 22
Energy Sphere (Attack) – pg 6
Energy Wall (Conjure) – pg 18

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Etherealness (Move) – pg 38
Evil Eye (Curse) – pg 15 (ZGtM)
Focused Insights (Predict) – pg 40
Hidey Hole (Conjure) – pg 18
Hold Creature (Attack) – pg 7
Illusory Wall (Mask) – pg 45
Magic Circle (Major) (Barrier) – pg 16
Magic Missile (Major) (Attack) – pg 7
Major Animate Object (Conjure) – pg 46
Major Conjure Object (Conjure) – pg 19
Major Gust (Conjure) – pg 19
Major Illusion (Mask) – pg 46
Major Magic Touch (Curse) – pg 23
Major Shield (Barrier) – pg 16
Major Telekinesis (Move) – pg 38
Minor Teleport (Move) – pg 39
Modify Memory (Mind) – pg 37
Necromantic Touch (Attack) – pg 8
Omniscient (Predict) – pg 40
Permanent Image (Mask) – pg 35
Poison (Attack) – pg 8
Premonition (Predict) – pg 40
Prismatic Assault (Attack) – pg 8
Shape Stone (Enchant) – pg 28
Shrink Creature (Curse) – pg 24
Summon Grand Creature (Conjure) – pg 14 (ZGtM)
Telepathic Bond (Enchant) – pg 37
Tragedy (Curse) – pg 15 (ZGtM)
Victory Foretold (Predict) – pg 40
Wall of Ice (Conjure) – pg 20

LEVEL 4 ALCANA

Dimensional Ban (Barrier) – pg 15
Dispel Magic (Major) (Dispel) – pg 26
Enchant Weapon (Major) (Enchant) – pg 28
Energy Chain (Attack) – pg 6
Energy Cloud (Attack) – pg 6
Energy Storm (Attack) – pg 6
Evoke Fire (Major) (Attack) – pg 6
Forbiddance (Barrier) – pg 16
Hide of the Dragon (Barrier) – pg 12 (ZGtM)
Lava Storm (Attack) – pg 7 (ZGtM)
Move Earth (Move) – pg 39
Plane Shift (Move) – pg 39
Reflect Spell (Major) (Dispel) – pg 26
Stupefy (Curse) – pg 15 (ZGtM)
Teleport Object (Move) – pg 39
Wall of Force (Conjure) – pg 19
Wall of Stone (Conjure) – pg 20

LEVEL 5 ALCANA

Animate the Dead (Major) (Conjure) – pg 17
Antimagic Shield (Major) (Dispel) – pg 26
Contagion (Attack) – pg 5
Control Weather (Major) (Conjure) – pg 28
Die (Attack) – pg 6
Gate (Move) – pg 38
Imprison/Freedom (Attack/Dispel) – pg 7
Major Teleport (Move) – pg 38
Mass Polymorph (Transform) – pg 41
Permanency (Enchant) – pg 28
Reverse Gravity (Curse) – pg 24
Stone to Flesh/Flesh to Stone (Curse) – pg 27

Time Stop (Move) – pg 39
Wall of Iron (Conjure) – pg 20

DIVINE

Casters with the Divine magic skill can cast these spells.

LEVEL 1 DIVINE

Affliction (Curse) – pg 21
Armor of Faith (Augment) – pg 10
Augury (Augment) – pg 10
Barkskin (Barrier) – pg 15
Bless (Augment) – pg 10 (ZGtM)
Blessed Strike (Augment) – pg 11
Chains of Sin (Attack) – pg 7 (ZGtM)
Chant of the Nine Hands Seal (Barrier) – pg 12 (ZGtM)
Cleansing Touch (Heal) – pg 31
Endure the Elements (Augment) – pg 11
Enfeebling Hex (Curse) – pg 23
Forewarning (Predict) – pg 40
Fountain of Glanis (Heal) – pg 17 (ZGtM)
Grim Fate (Predict) – pg 40
Heal (Minor) (Heal) – pg 31
Hypnotize (Curse/Mind) – pg 25
Invisible Hand (Move) – pg 38
Lay on Hands (Heal) – pg 17 (ZGtM)
Locusts (Curse) – pg 16 (ZGtM)
Magic Circle (Minor) – pg 16
Magic Fang (Augment) – pg 12
Minor Magic Touch (Curse) – pg 23
Minor Shield (Barrier) – pg 16
Minor Telekinesis (Move) – pg 39
Plague Spasm (Curse) – pg 24
Prayer of Healing (Heal) – pg 32
Preservation (Heal) – pg 32
Quick Recover (Heal) – pg 32
Righteous Sword (Attack) – pg 7 (ZGtM)
Shared Pain (Curse) – pg 24
Slow Fall (Move) – pg 39
Slow Poison (Heal) – pg 32
Smite (Attack) – pg 7 (ZGtM)
Soothing Insight (Predict) – pg 40
Sphere of Destruction (Attack) – pg 7 (ZGtM)
Stoneskin (Barrier) – pg 16
Stream of Life (Heal) – pg 34
The Call of Thor (Attack) – pg 8 (ZGtM)
Unholy Bond (Curse) – pg 25
Wrath (Attack) – pg 8 (ZGtM)
Zealous Aura (Augment) – pg 14

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LEVEL 2 DIVINE

All-Seeing (Augment/Mind) – pg 10
Alter Form (Minor) (Augment) – pg 41
Alter Morale (Curse/Mind) – pg 21
Atonement (Augment) – pg 10
Axe of Perun (Attack) – pg 8 (ZGtM)
Bane of Morpheus (Heal) – pg 17 (ZGtM)
Basmu's Strike (Attack) – pg 8 (ZGtM)
Blessing of Eir (Augment) – pg 10 (ZGtM)
Blinding Light (Curse) – pg 22
Boots of Mercury (Augment) – pg 10 (ZGtM)
Cause Deafness (Curse) – pg 11
Charm Animal (Enchant) – pg
Circle of Salt (Barrier) – pg 13 (ZGtM)
Cloak of Hermes (Augment) – pg 10 (ZGtM)
Crippling Curse (Curse) – pg 22
Crown of Soteria (Barrier) – pg 13 (ZGtM)
Cunning (Augment) – pg 11
Cure Deafness (Heal) – pg 31
Cursed Soul (Curse) – pg 22
Dark Recovery (Heal) – pg 31
Divine Favor (Augment) – pg 12
Divine Fury (Augment) – pg 12
Endurance (Augment) – pg 12
Energy Shield (Barrier) – pg 12
Enlarge Creature (Augment) – pg 12
Ethereal Armor (Barrier) – pg 16
Evoke Fire (Minor) (Attack) – pg 6
Fel Command (Curse) – pg 25
Focus Fire (Attack) – pg 7
Galvanize (Augment) – pg 12
Grace (Augment) – pg 12
Hold Undead (Attack) – pg 7
Internal Rot (Curse) – pg 25
Minor Haste (Augment) – pg 13
Nectar of Dhanvantari (Heal) – pg 17 (ZGtM)
Night Vision (Augment) – pg 13
Prayer of Peace (Curse) – pg 24
Remove Harmful Effect (Heal/Dispel) – pg 26
Righteous (Augment) – pg 13
See Invisible (Augment) – pg 13
Slow (Curse) – pg 24
Splendor (Augment) – pg 14
Strength (Augment) – pg 14
The Chain of Zeus (Curse) – pg 16 (ZGtM)
The Embrace of Durga (Barrier) – pg 13 (ZGtM)
The Hands of Hel (Attack) – pg 8 (ZGtM)
Time of Need (Augment) – pg 14
Trailblazer (Augment) – pg 14
Transference (Heal) – pg 34
Translocation (Move) – pg 39
Vengeance of Mjolnir (Attack) – pg 8 (ZGtM)
Vengeance of the Furies (Curse) – pg 16 (ZGtM)
Walk on Walls (Augment) – pg 14
Wisdom (Augment) – pg 14

LEVEL 3 DIVINE

Accursed Arms (Curse) – pg 21
Ancestor Spirits (Curse) – pg 21
Banishment (Attack) – pg 5
Blight (Curse) – pg 22
Cause Blindness (Curse) – pg 30

Command Plants (Enchant) – pg 27
Confusion (Curse/Mind) – pg 22
Consecrate/Desecrate (Augment) – pg 11
Cure Blindness (Heal) – pg 30
Cure Disease (Heal) – pg 31
Cure Poison (Heal) – pg 31
Death Siphon (Curse) – pg 22
Disruption (Curse) – pg 22
Divine Light (Heal) – pg 31
Drain Tonalli (Curse) – pg 16 (ZGtM)
Energy Sphere (Attack) – pg 6
Etherealness (Move) – pg 38
Focused Insights (Predict) – pg 40
Forbidden Arts (Augment) – pg 12
Heal (Major) (Heal) – pg 31
Hold Creature (Curse) – pg 7
Holy Power (Divine) – pg 31
Magic Circle (Major) (Barrier) – pg 16
Major Magic Touch (Curse) – pg 23
Major Shield (Barrier) – pg 16
Major Telekinesis (Move) – pg 38
Mass Minor Heal (Heal) – pg 31
Minor Teleport (Move) – pg 39
Necromantic Touch (Attack) – pg 8
Omniscient (Predict) – pg 40
Pain of Babalu-Aye (Curse) – pg 16 (ZGtM)
Poison (Attack) – pg 8
Prismatic Assault (Attack) – pg 8
Shrink Creature (Curse) – pg 24
Spirit's Strive (Heal) – pg 17 (ZGtM)
Stone Tell (Augment) – pg 14
Unity (Heal) – pg 34
Victory Foretold (Predict) – pg 40

LEVEL 4 DIVINE

Alter Form (Major) – pg 41
Cadecus of Iris (Curse) – pg 16 (ZGtM)
Dimensional Ban (Barrier) – pg 15
Energy Chain (Attack) – pg 6
Energy Cloud (Attack) – pg 6
Energy Storm (Attack) – pg 6
Evoke Fire (Major) – pg 6
Ironskin (Augment) – pg 12
Major Haste (Augment) – pg 13
Move Earth (Move) – pg 39
Plane Shift (Move) – pg 39
Raise the Dead (Heal) – pg 32
Reincarnate (Heal) – pg 32
Teleport Object (Move) – pg 39

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LEVEL 5 DIVINE

Contagion (Attack) – pg 5
Die (Attack) – pg 6
Divine Power (Augment) – pg 12
Earthquake (Attack) – pg 6
Gate (Move) – pg 38
Major Teleport (Move) – pg 38
Mass Major Heal (Heal) – pg 31
Miracle (Augment) – pg 13
Resurrection (Heal) – pg 32
Reverse Gravity (Curse) – pg 24
Stone to Flesh/Flesh to Stone (Curse) – pg 27
Time Stop (Move) – pg 39

PRIMAL

Casters with the Primal magic skill can cast these spells.

LEVEL 1 PRIMAL

A Thousand Bites (Attack) – pg 8 (ZGtM)
And my Axe (Conjure) – pg 14 (ZGtM)
And my Bow (Conjure) – pg 14 (ZGtM)
Animate Rope (Conjure) – pg 17
Augury (Augment) – pg 10
Bar the Door (Enchant) – pg 27
Barkskin (Barrier) – pg 15
Blight Extraction (Heal) – pg 15
Calm Animal (Enchant) – pg 27
Detect Thoughts (Mind) – pg 36
Drain Spirit (Heal) – pg 31
Endure the Elements (Augment) – pg 11
Fireworks (Conjure) – pg 18
Fountain of Glanis (Heal) – pg 17 (ZGtM)
Glittering Cloud (Conjure) – pg 18
Grasping Vines (Attack) – pg 9 (ZGtM)
Heal (Minor) (Heal) – pg 31
Healing Rain (Heal) – pg 31
Invisible Servant (Conjure) – pg 18
Lay on Hands (Heal) – pg 17 (ZGtM)
Magic Fang (Augment) – pg 12
Magic Mount (Conjure) – pg 18
Many Friends (Conjure/Mind) – pg 21
Milk of the Poppy (Attack) – pg 9 (ZGtM)
Minor Animate Object (Conjure) – pg 28
Minor Conjure Object (Conjure) – pg 19
Minor Gust (Conjure) – pg 19
Murder of Crows (Attack) – pg 9 (ZGtM)
Nature's Guidance (Augment) – pg 11 (ZGtM)
Preservation (Heal) – pg 32
Repel Animals (Enchant) – pg 28
Slow Poison (Heal) – pg 32
Speak with Animals (Augment) – pg 29
Spirit Link (Heal) – pg 34
Spore Cloud (Attack) – pg 8 (ZGtM)
Summon Creature (Conjure) – pg 8 (ZGtM)
Summon Fog (Conjure) – pg 19
Thorns of Gaia (Attack) – pg 9 (ZGtM)

LEVEL 2 PRIMAL

All-Seeing (Augment/Mind) – pg 10
Alter Form (Minor) (Augment) – pg 41
Bane of Morpheus (Heal) – pg 17 (ZGtM)
Basilisk Bite (Attack) – pg 10 (ZGtM)
Cause Deafness (Curse) – pg 22

Charm (Mind) – pg 36
Charm Animal (Enchant) – pg 27
Claimed by Nature (Attack) – pg 10 (ZGtM)
Claws (Augment) – pg 11 (ZGtM)
Command Undead (Conjure) – pg 27
Cunning (Augment) – pg 11
Cure Deafness (Heal) – pg 31
Enchant Weapon (Minor) (Enchant) – pg 28
Endurance (Augment) – pg 12
Enlarge Creature (Augment) – pg 12
Evoke Fire (Minor) (Attack) – pg 6
Focus Fire (Attack) – pg 7
Fury of Cathbhadh (Attack) – pg 10 (ZGtM)
Galvanize (Augment) – pg 12
Grace (Augment) – pg 12
Hold Undead (Attack) – pg 7
Lifeline (Augment/Mind) – pg 12
Minor Haste (Augment) – pg 13
Monkey Leap (Augment) – pg 11 (ZGtM)
Nectar of Dhanvantari (Heal) – pg 17 (ZGtM)
Night Vision (Augment) – pg 13
Puma's Grace (Augment) – pg 11 (ZGtM)
Remove Harmful Effect (Heal/Dispel) – pg 26
See Invisible (Augment) – pg 13
Splendor (Augment) – pg 14
Strength (Augment) – pg 14
Suggestion (Mind) – pg 37
Summon Greater Creature (Conjure) – pg 14 (ZGtM)
Tempest (Attack) – pg 8
Transference (Heal) – pg 34
Tree Meld (Enchant) – pg 29
Walk on Walls (Augment) – pg 14
Wall of Thorns (Conjure) – pg 20
Wall of Wind (Conjure) – pg 20
Warp Wood (Enchant) – pg 29
Wisdom (Augment) – pg 14

LEVEL 3 PRIMAL

Animate the Dead (Minor) (Conjure) – pg 17
Banishment (Attack) – pg 5
Command Plants (Enchant) – pg 27
Consecrate/Desecrate (Augment) – pg 11
Continual Fire (Conjure) – pg 17
Control Water (Minor) (Enchant) – pg 28
Control Weather (Minor) (Enchant) – pg 18
Cure Disease (Heal) – pg 31
Cure Blindness (Heal) – pg 30
Cure Poison (Heal) – pg 31
Energy Sphere (Attack) – pg 6
Forbidden Arts (Augment) – pg 12
Heal (Major) (Heal) – pg 31
Hidey Hole (Conjure) – pg 18
Hold Creature (Attack) – pg 7
Minor Animate Object (Conjure) – pg 46
Major Conjure Object (Conjure) – pg 19
Major Gust (Conjure) – pg 19
Mass Minor Heal (Heal) – pg
Necromantic Touch (Attack) – pg
Poison (Attack) – pg
Prismatic Assault (Attack) – pg
Shape Stone (Enchant) – pg
Spirit's Strive (Heal) – pg 17 (ZGtM)
Stone Tell (Augment) – pg
Stonemeld (Enchant) – pg
Tree Step (Augment) – pg

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Terrinoth Supplement

Vigor (Heal) – pg 34
Wall of Ice (Conjure) – 20
Whirlwind (Attack) – pg 9

LEVEL 4 PRIMAL

Alter Form (Major) (Transform) – pg 41
Enchant Weapon (Major) (Enchant) – pg 28
Energy Chain (Attack) – pg 6
Energy Cloud (Attack) – pg 6
Energy Storm (Attack) – pg 6
Evoke Fire (Major) – pg 6
Ironskin (Augment) – pg 12
Major Haste (Augment) – pg 13
Raise the Dead (Heal) – pg 32
Reincarnate (Heal) – pg 32
Spirit of the Wolf (Augment) – pg 11 (ZGtM)
Wall of Force (Conjure) – pg 19
Wall of Stone (Conjure) – pg 20

LEVEL 5 PRIMAL

Animate the Dead (Major) (Conjure) – pg 17
Contagion (Attack) – pg 5
Control Water (Major) (Enchant) – pg 28
Control Weather (Major) (Conjure) – pg 18
Die (Attack) – pg 6
Earthquake (Attack) – pg 6
Forest Guardian (Conjure) – pg 18
Mass Major Heal (Heal) – pg 31
Mass Polymorph (Transform) – pg 41
Miracle (Augment) – pg 13
Permanency (Enchant) – pg 28
Resurrection (Heal) – pg 32
Wall of Iron (Conjure) – pg 20

PSYCHIC

Casters with the Psychic magic skill can cast these spells.

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Forewarning (Predict) – pg 40
Grim Fate (Predict) – pg 40
Hypnotize (Curse/Mind) – pg 25
Illusory Path (Mask) – pg 34
Invisible Hand (Move) – pg 38
Magic Circle (Minor) (Barrier) – pg 16
Many Friends (Conjure/Mind) – pg 21
Minor Panic (Mind) – pg 37
Minor Shield (Barrier) – pg 16
Minor Telekinesis (Move) – pg 39
Mirror Image (Mask) – pg 35
Refraction (Mask) – pg 35
Secret Message (Mind) – pg 37
Slow Fall (Move) – pg 39
Soothing Insight (Predict) – pg 40
Stoneskin (Barrier) – pg 16

LEVEL 2 PSYCHIC

All-Seeing (Augment/Mind) – pg 10
Alter Morale (Curse/Mind) – pg 21
Blink (Mask) – pg 34
Charm (Mind) – pg 36
Cloud of Mist (Mask) – pg 34

Energy Shield (Barrier) – pg 15
Ethereal Armor (Barrier) – pg 16
Evoke Fire (Minor) (Attack) – pg 6
Focus Fire (Attack) – pg 7
Hold Undead (Attack) – pg 7
Multiple Images (Mind) – pg 37
Sleight of Mind (Mask) – pg 35
Suggestion (Mind) – pg 37
Tempest (Attack) – pg 8
Translocation (Move) – pg 39
Tree Shape (Mask) – pg 35

LEVEL 3 PSYCHIC

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Major Panic (Mind) – pg 36
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Major Telekinesis (Move) – pg 38
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Necromantic Touch (Attack) – pg 8
Omniscient (Predict) – pg 40
Permanent Image (Mask) – pg 35
Poison (Attack) – pg 8
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Whirlwind (Attack) – pg 9

LEVEL 4 PSYCHIC

Dimensional Ban (Barrier) – pg 15
Energy Chain (Attack) – pg 6
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Evoke Fire (Major) (Attack) – pg 6
Move Earth (Move) – pg 39
Plane Shift (Move) – pg 39
Teleport Object (Move) – pg 39

LEVEL 5 PSYCHIC

Die (Attack) – pg 6
Gate (Move) – pg 38
Major Teleport (Move) – pg 38
Mass Dominate (Mind) – pg 36
Time Stop (Move) – pg 39

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RUNES

Casters with the Runes magic skill can cast these spells.

Note: The spell **must** be somewhat related to possessed Runestones, to cast the spells using this skill. The GM should feel free to adjust the difficulty of any spell he or she feels is "iffy" as to whether or not it's related to a possessed Runestone.

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Endure the Elements (Augment) – pg 11
Enfeebling Hex (Curse) – pg 23
Hypnotize (Curse/Mind) – pg 25
Magic Circle (Minor) (Barrier) – pg 16
Minor Magic Touch (Curse) – pg 23
Minor Shield (Barrier) – pg 16
Plague Spasm (Curse) – pg 24
Shared Pain (Curse) – pg 24
Stoneskin (Barrier) – pg 16
Unholy Bond (Curse) – pg 25

LEVEL 2 RUNES

Alter Form (Minor) (Transform) – pg 41
Alter Morale (Curse/Mind) – pg 21
Blinding Light (Curse) – pg 22
Crippling Curse (Curse) – pg 22
Cunning (Augment) – pg 11
Cursed Soul (Curse) – pg 22
Endurance (Augment) – pg 12
Energy Shield (Barrier) – pg 15
Enlarge Creature (Augment) – pg 12
Ethereal Armor (Barrier) – pg 16
Evoke Fire (Minor) (Attack) – pg 6
Fel Command (Curse) – pg 25
Focus Fire (Attack) – pg 7
Galvanize (Augment) – pg 12
Grace (Augment) – pg 7
Hold Undead (Attack) – pg 7
Internal Rot (Curse) – pg 25
Minor Haste (Augment) – pg 13
Night Vision (Augment) – pg 13
Prayer of Peace (Curse) – pg 24
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See Invisible (Augment) – pg
Slow (Curse) – pg 24
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Walk on Walls (Augment) – pg 14
Wisdom (Augment) – pg 14

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Accursed Arms (Curse) – pg 21
Ancestor Spirits (Curse) – pg 21
Banishment (Attack) – pg 5
Blight (Curse) – pg 22
Confusion (Curse/Mind) – pg 22
Death Siphon (Curse) – pg 22
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Forbidden Arts (Augment) – pg 12
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Major Shield (Barrier) – pg 16
Necromantic Touch (Attack) – pg 8
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Prismatic Assault (Attack) – pg 8
Shrink Creature (Curse) – pg 24

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Dimensional Ban (Barrier) – pg 15
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Energy Storm (Attack) – pg 6
Evoke Fire (Major) (Attack) – pg 6
Ironskin (Augment) – pg 12
Major Haste (Augment) – pg 13

LEVEL 5 RUNES

Contagion (Attack) – pg 5
Die (Attack) – pg 6
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Stone to Flesh/Flesh to Stone (Curse) – pg 27

VERSE

Casters with the Verse magic skill can cast these spells. These spells are cast as the caster is performing some kind of music.

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Endure the Elements (Augment) – pg 11
Heal (Minor) (Heal) – pg 31
Hypnotize (Curse/Mind) – pg 25
Lullaby (Curse) – pg 23
Many Friends (Conjure/Mind) – pg 21
Slow Poison (Heal) – pg 32
Song of Mending (Heal) – pg 32
Understudy (Heal) – pg 34

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Alter Morale (Curse/Mind) – pg 21
Cause Deafness (Curse) – pg 22
Charm Animal (Enchant) – pg 27
Command Undead (Enchant) – pg 27
Concentration (Heal) – pg 30
Cunning (Augment) – pg 11
Cure Deafness (Heal) – pg 31
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Enlarge Creature (Augment) – pg 12
Galvanize (Augment) – pg 12
Grace (Augment) – pg 12
Minor Haste (Augment) – pg 13
Night Vision (Augment) – pg 13
Reflect Spell (Minor) (Dispel) – pg 26
Rehearsal (Heal) – pg 32
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Cure Disease (Heal) – pg 31
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Forbidden Arts (Augment) – pg 12
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Mass Minor Heal (Heal) – pg 31
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LEVEL 4 VERSE

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Dispel Magic (Major) (Dispel) – pg 26
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Major Haste (Augment) – pg 13
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Antimagic Shield (Major) (Dispel) – pg 26
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APPENDIX 1: NEW ADDITIONAL EFFECTS

TABLE 1: ATTACK ADDITIONAL EFFECTS (Original table is on pg 215, CRB)

EFFECTS	DIFFICULTY MOD
Banishment: Banishes an extra-planar creature (only) to its home plane until the next sundown. Target must make a Hard (◆◆◆) Discipline skill check to not be banished.	+◆
Delay: The spell can be delayed to go off when a specified narrative effect triggers it (such as any creature coming within Short or Engaged range, etc.) GM's discretion on allowed triggers.	+◆
Leech: Instead of damage, the attack has the Stun (Active) Quality. In addition, the caster recovers 1 strain for each ★★ spent (leeching the energy from the target)	+◆◆

TABLE 2: AUGMENT ADDITIONAL EFFECTS (Original table is on pg 216, CRB)

EFFECTS	DIFFICULTY MOD
Fortitude: Instead of adding ◆ to target's skill checks, add 1 to Soak value for each ★★ for the spell duration.	+◆
Healing Strike: Instead of adding ◆ to target's skill checks, add ● to Melee skills (only) until the end of target's next turn. If you successfully hit an enemy, heal one wound for each ★★ you can spend.	+◆
Narrative: Instead of adding ◆ to target's skill checks, some other narrative effect occurs, or an effect similar to Specified Boost but without the added difficulty (or normal ◆ bonus to skill checks).	None
Specified Boost: Adds □□ to thematic skill checks (up to 2 skills or 1 trait-related) to fit the spell theme (or an attacker suffers ■■ on specific type attacks against the target or the target can ignore a specified penalty up to ■■)	+◆
Growth: Adds +1 to Silhouette for each added increase in difficulty (up to score in that magical skill as a limit). Each increase adds +1 to Soak as well.	+◆
Divine Fury: Target adds damage equal to the caster's ranks in Lore to melee combat (unlike Primal Fury, there is no change to Critical)	+◆
Defensive: Adds +2 to Defense	+◆
Celerity: Adds one attack action	+◆◆
Runic Health: Caster must possess at least one Rune. Character adds 1 to wound threshold per Rune possessed (up to difficulty of the spell when cast)	+◆
Attribute Boost: Instead of adding ◆ to target's skill checks, a target's Attribute is temporarily increased by 1 for the duration of the spell.	+◆

TABLE 3: BARRIER ADDITIONAL EFFECTS (Original table is on pg 216, CRB)

EFFECTS	DIFFICULTY MOD
Defensive: Add 1 to both Melee and Ranged Defense	+◆
Preparation: These spells require a maneuver be spent to do some form of preparation. This step reduces the difficulty by one due to this requirement.	1 less ◆
Specified Protection: The spell protects against a specific type of attack or entity, specified when casting the spell.	+◆
Reinforced: The barrier makes the target's soak immune to the Pierce and Breach qualities.	+◆◆

TABLE 4: CONJURE ADDITIONAL EFFECTS (Original table is on pg 217, CRB)

EFFECTS	DIFFICULTY MOD
Great Summon: The character may summon a rival of up to Silhouette 2 or animate an object of up to Silhouette 2 in size	+◆
Longevity: The conjured object (only, not creature) lasts for one day per rank the caster has in Lore.	+◆◆

TABLE 4: CONJURE ADDITIONAL EFFECTS (Continued)

EFFECTS	DIFFICULTY MOD
Preparation: These spells require a maneuver and an action be spend doing some form of preparation. This step reduces the difficulty by one due to this requirement.	1 less ♦
Conjured Energy: The character may summon a rival of up to Silhouette 2	+♦
Grand Summon: (Optional Change) The character may summon a rival of up to Silhouette 3 or animate an object of up to Silhouette 3 in size	+♦♦
Extra-Dimensional: The character can create an extra-dimensional space up to 3' (1m) x 3' (1m) times the number of Lore ranks the character possesses	+♦♦
Reinforced: Conjured items have the Reinforced item quality (soak is immune to Pierce and Breach qualities and immune to the Sunder quality)	+♦♦

TABLE 5: CURSE ADDITIONAL EFFECTS (Original table is on pg 217, CRB)

EFFECTS	DIFFICULTY MOD
Limitation: Spell only affects targets under a certain condition or only curses a particular set of skills.	1 less ♦
Hamper: Target moves slower, must spend an extra maneuver to advance a range band.	+♦
Flash Blindness: Target suffers ■ to all skills requiring sight.	+♦
Marked: Any melee attacks against a marked target do 1 extra damage for the spell duration.	+♦
Deafness: Target suffers ■■ to all skills requiring sound.	+♦
Blindness: Target suffers ■■ to all skills requiring sight.	+♦♦
Alternate Penalty: Target suffers some other setback instead of the usual spell effect	+♦♦
Shrink: Target is reduced one category in Silhouette (can reduce further at the cost of ♦ per Silhouette reduced after the first reduction.	+♦♦

TABLE 6: DISPEL ADDITIONAL EFFECTS (Original table is on pg 218, CRB)

EFFECTS	DIFFICULTY MOD
Riposte: If a spell fails on one under this effect, the spell then rebounds on the enemy caster.	+♦
Reflection: Any spell cast against the recipient of this effect is reflected back to the enemy caster	+♦♦
Antimagic: Any magic fails against the recipient of this effect, including any possessed by the recipient.	+♦♦♦

TABLE 7: ENCHANT ADDITIONAL EFFECTS (Original table is here)

EFFECTS	DIFFICULTY MOD
Attack: The caster can have the charmed or commanded adversary attack others.	+♦
Water: The caster can manipulate the organisms in water to control the water.	+♦
Wood: The caster can manipulate wood.	+♦
Size: The caster can alter the target's size (add ♦ for any further changes in silhouette)	+♦
Stone: The caster can manipulate stone.	+♦♦
Permanency: Spells can be made permanent (if approved by the GM)	+♦♦

TABLE 8: HEAL ADDITIONAL EFFECTS (Original table is on pg 218, CRB)

EFFECTS	DIFFICULTY MOD
Specific Restoration: Removes only a particular status effect	None
Reciprical Heal: When healing another, the caster regains 1 wound and 1 strain	+♦
Dark Recovery: Target can suffer wounds to restore strain. For each wound suffered, restore 2 strain.	+♦
Drain: If you or an ally deal damage to a foe, the caster and allies within Engaged range of the caster are healed by one wound.	+♦
Prayer: Target can reroll one die in the dicepool for the spell.	+♦
Preservation: Instead of healing, this effect keeps conditions at bay for one hour per rank in Lore	+♦

TABLE 8: HEAL ADDITIONAL EFFECTS (Continued)

EFFECTS	DIFFICULTY MOD
Stabilize: Characters with the poisoned condition can ignore the condition for the Encounter.	+♦
Healing Boost: Any allies within Short range who recover wounds or strains, gain 1 extra wound or strain recovered from such efforts.	+♦
Transference: The caster can spend 1 strain to add two wounds to the amount healed.	+♦
Vigor: If the spell recipient's next attack hits, the recipient recovers an additional strain.	+♦
Healing Rain: Rain comes down in a radius of Short range around the caster, healing all with the spell.	+♦♦
Reincarnate: When Resurrection fails, the character can be reincarnated into a different lifeform.	+♦♦

TABLE 9: MASK ADDITIONAL EFFECTS (Original table is on pg 100, EPG)

EFFECTS	DIFFICULTY MOD
Additional Senses: The illusion can include smell, life-force (for those who can sense it), etc. in addition to just light and sound.	+♦
Channeling: Line of sight and range can be determined by a Mirror Image, image.	+♦
Conditional Invisibility: Same as Invisibility, but a condition applies to limit it.	+♦♦
Quasi-real: The illusion is quasi-real and can be felt to the touch, but it can cause no physical harm or obstruct travel or objects if pressed.	+♦♦
Permanency: The illusion is permanently in place and fixed to an area or object.	+♦♦

TABLE 10: MIND ADDITIONAL EFFECTS (Original table is on pg 118, ZGtM)

EFFECTS	DIFFICULTY MOD
Complex Minds: The caster can use Mind spells against Dragons and extra-planar creatures or other creatures with minds alien to human understanding.	+♦
Telepathy: Mind to Mind communication with a willing target.	+♦
Mind Trick: An illusion, but only in the target's mind, others do not see what the target sees.	+♦
Possession: Unlike Dominate, the caster's body is limp while possessing the target (and must be protected). Same effect, but one step easier than Dominate	+♦♦

TABLE 11: MOVE ADDITIONAL EFFECTS (Original table is on pg 119, ZGtM)

EFFECTS	DIFFICULTY MOD
Line of Sight: Range increased to line of sight	+♦
Regional: Range increased to the present, defined region (nation) (often used with the Teleport additional effect)	+♦♦
Incorporeal: When making a Brawn or Agility-based check, increase the difficulty by two, when a corporeal foe makes a Brawn or Agility-based check targeting the spell recipient, increase the difficulty by two. The target increases their soak by their Willpower (as well as Brawn), and can move through most types of difficult and impassable terrain without penalty (but cannot stop inside solid surfaces)	+♦♦
Temporal: For others, time seems to stop. The caster can perform one maneuver and one action. No damage can be caused, but there are few other restrictions. At the end of this extra time, time continues as normal.	+♦♦
Planetary: Range increased to anywhere on the planet (often used with the Teleport additional effect)	+♦♦♦

TABLE 12: PREDICT ADDITIONAL EFFECTS (Original table is on pg 101, EPG)

EFFECTS	DIFFICULTY MOD
Affect Outcome: Target can reroll as many dice as they have ranks in Lore on their next attack roll.	+♦

TABLE 13: TRANSFORM ADDITIONAL EFFECTS (Original table is on pg 101, EPG)

EFFECTS	DIFFICULTY MOD
Minor Physical Change: The target can make themselves appear as any other humanoid (or as a different member of the same humanoid form)	+♦
Major Physical Change: The target can make themselves appear as any other creature of Silhouette 0 to 1 along with physical movement abilities of that form (flight, swim, etc., but no other abilities)	+♦♦
Empowered Curse of the Wild: Instead of transforming himself, the caster transforms other targets into a Silhouette 0 natural animal. For each uncanceled ✨, the caster can affect one other target. A target can make a Hard (♦♦♦) Resilience skill check to resist the effect.	+♦♦♦♦

APPENDIX 2: ANIMALS

TABLE 14: ANIMALS TO USE FOR TRANSFORM SPELLS (CRB = GENESYS CORE RULEBOOK, EPG = EXPANDED PLAYERS GUIDE, RoT = REALMS OF TERRINOTH, AKA = AL-KALIM ADVERSARIES, ZZ = ZANAGAN ZOOLOGY: PART 1)

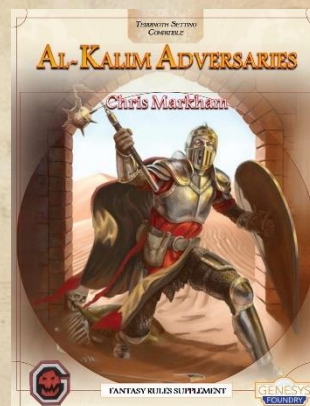
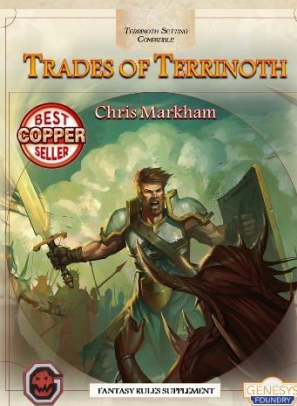
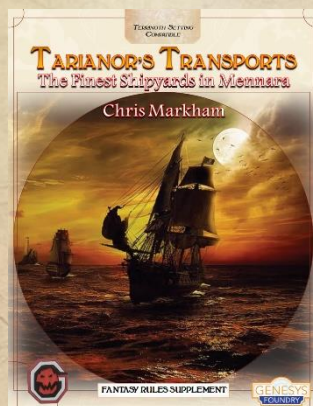
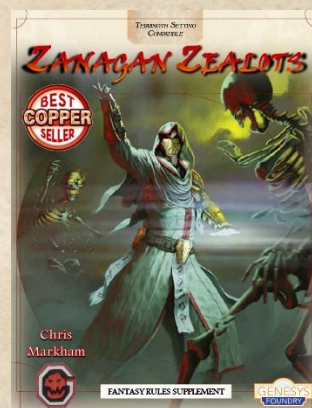
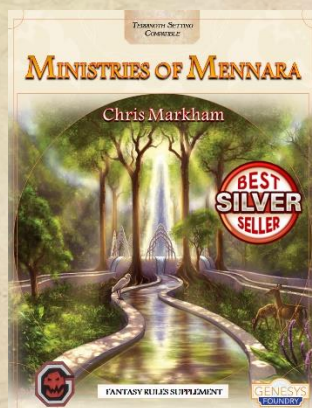
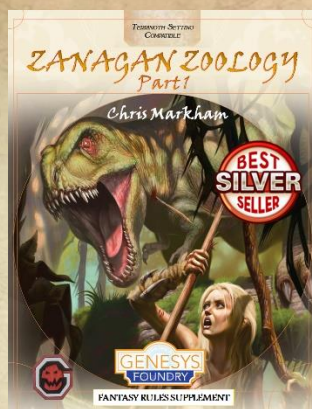
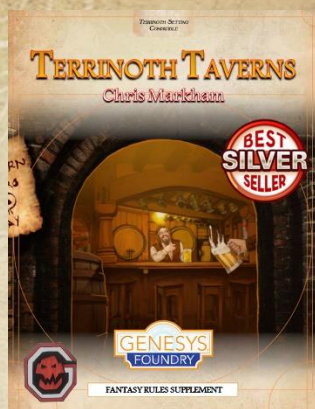
NAME	SIL	SOAK	WNDS	M/R	BRA	AGI	INT	CUN	WIL	PRE	REF
Bane Spider	1	5	16	0/0	4	3	1	2	1	1	CRB 147
Bear	2	5	21	0/0	4	2	1	1	2	1	EPG 86
Big Cat	1	3	16	2/2	3	4	1	3	2	2	EPG 86
Bull	2	4	20	0/0	4	2	1	1	1	1	EPG 86
Camel	2	4	6	0/0	4	2	1	1	2	1	AKA 6
Dog	0	2	5	0/0	2	3	1	3	2	2	EPG 87
Elephant	3	7	35	0/0	5	1	2	2	2	3	EPG 87
Falcon	0	1	4	0/1	1	3	1	2	1	1	EPG 87
Giant Snake	3	4	15	1/0	4	2	1	2	2	1	RoT 258
Gurak Tol	1	5	18	0/0	4	3	1	2	3	1	RoT 202
Horse	4	4	5	0/0	4	3	1	1	1	1	EPG 87
Kraken	5	6	80	0/0	6	3	1	3	1	1	EPG 87
Leonx	1	4	14	0/0	4	4	1	3	2	1	RoT 180
Razorwing	1	3	13	0/1	3	3	1	2	1	1	CRB 147
Sabrecat	1	3	18	0/0	3	4	1	3	1	1	ZZ 11
(Daggertooth) Shark	1	4	21	0/0	3	3	1	1	2	1	EPG 88
Venomous Snake	0	1	4	0/2	1	2	1	2	1	1	EPG 88
Wolf	0	2	5	0/0	2	3	1	3	2	1	EPG 88

These are all natural animals of Mennara for purposes of the Transform spell action.

SIL = Silhouette, WNDS = Wounds, BRA = Brawn, AGI = Agility, INT = Intellect, CUN = Cunning, WIL = Willpower, PRE = Presence, and REF = Reference book/product and page number.



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Chris Markham