

A sourcebook for



FANTASY HERO

GRIMMOIRE II



STEVEN S. LONG

FANTASY HERO GRIMOIRE II



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The Book Of Lost Magics

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SPECIAL THANKS

We'd like to thank the Digital Hero playtesters and testreaders who reviewed the Fantasy Hero manuscript. As usual, they worked their own special magic by checking math, finding typos, and pointing out dropped words. Thanks, folks!

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 Printed in the U.S.A. First printing July 2004
 Produced and distributed by DOJ, Inc. d/b/a Hero Games.
 Stock Number: DOJHERO506 • ISBN Number: 1-58366-034-8
<http://www.herogames.com>

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INTRODUCTION



OTHER RESOURCES

In addition to *Fantasy Hero* and *The Fantasy Hero Grimoire*, Hero Games publishes many other books Fantasy gamers may find useful when selecting or designing spells. These include:

The HERO System Bestiary, a collection of 180 monsters and animals that will provide any GM with plenty of adversaries for the PCs.

Monsters, Minions, And Marauders, a book of monsters specifically for *Fantasy Hero*.

The Ultimate Martial Artist and Ninja Hero, which contain dozens of martial arts abilities you could convert into spells.

The UNTIL Superpowers Database, which lists thousands of superpowers you can easily convert into spells by applying appropriate Limitations (OAF, Gestures, Incantations, Requires A Skill Roll, and the like).

As every Fantasy gamer knows, magic is something not even the most powerful wizard can know everything about. Infinite in scope, it allows for unfettered creativity on the part of spellcasters — which means no one can learn every spell that exists, for there are always newly-created ones and long-forgotten ones hiding out there, waiting to be discovered.

And thus it is that no one book could contain all the spells ever created — not even a book as large as *The Fantasy Hero Grimoire*. Of necessity, the “FHG” wasn’t able to cover every magical subject in detail. *The Fantasy Hero Grimoire II* picks up where it left off, covering these “lost magics” for use in any *Fantasy Hero* campaign. If you can’t find the spell you want in this book or the FHG, you can easily use their contents as guidelines for designing your own spells.

Like the FHG, *The Fantasy Hero Grimoire II* is a game aid for both players and GMs. It allows GMs to start *Fantasy Hero* campaigns without having to create dozens or hundreds of spells, and it lets players select spells for their characters without having to spend time calculating costs. It’s particularly helpful for campaigns where spellcasters can buy spells in Multipowers or Variable Power Pools.

Organization

As in *The Fantasy Hero Grimoire*, the contents of this book are organized into *arcana* — categories of spells related by some theme or concept. This book covers:

Arcanomancy, spells pertaining to magic, fundamental magical forces, and spellcasting.

Areomancy, also known as Battle Magic, spells for use in warfare.

Black Magic, spells that invoke evil energies or which spellcasters use for particularly evil ends.

Chaos Magic, the wizardry of the powerful but unpredictable force called Chaos.

Monster Magic, spells learned and cast by various types of monsters.

Naming Magic, spells that derive their power from the caster’s knowledge of the target’s True Name.

Professional Magic, spells that adventurers and everyday folk in High Fantasy campaigns use to make their jobs easier and safer.

Rune Magic, the magic of carved and painted runes of power.

Shamanism, magic involving spirits and the Spirit World.

Song Magic, spells cast by or involving singing, poetry, jests, and the like.

As written, these spells assume a spellcaster must have a *Power Skill* for each specific *arcana*. They’re not necessarily used in or tied to the Turakian Age setting whose magic system is described in the introduction to the FHG, but you can use its rules and guidelines if you like. Or you can adapt the spells to your own magic system; the many options presented for almost all of them make that an easy task.

What This Book Is Not

Having noted what this book is, it’s also important to note what it is *not*.

First, it’s not a book of magical items. If that’s what you’re looking for, you can check the Alchemy and Enchantment sections of the FHG, the appropriate chapters of *The Turakian Age*, and other *Fantasy Hero* supplements. However, you can easily convert most of the spells in this book to enchanted items by applying the appropriate *Power Modifiers*, such as *Focus* and *Charges*.

Second, it’s not comprehensive. As noted above, no one book could describe every possible spell any one gamer — or even entire teams of gamers — could create using the *HERO System*.

Third, it’s not a blank permission slip to use any of these spells in your game. Some of these spells are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any spells from the *Grimoire II*.

Fourth, and most importantly, this book is not a straitjacket. You can often build a particular spell two or more ways using the *HERO System* rules, so don’t let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an “official” way to build any given spell using the *HERO System*. The options provided for each spell often describe alternate ways of creating it to help spur your imagination.

The Spell Template

This book describes each spell with a standard template. The information provided applies only to the standard spell; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the spell. You can, of course, rename it to suit your character or campaign if you prefer.

Effect lists the basic game effect of the spell in simple terms: Energy Blast 8d6, Armor Piercing; Desolidification; Telekinesis (30 STR). This tells you quickly what a spell can do so you don't have to delve into the full game write-up when making your selections.

Target/Area Affected describes who or what the spell affects. An attack spell usually indicates "one character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. "Self" indicates the spell only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" spell.)

Casting Time indicates how long it takes to cast a spell. Most are Half Phase (the default for spells, as discussed on page 256 of *Fantasy Hero*) and/or Attack Actions.

Casting Procedures lists the procedures a character has to go through to cast a spell. Focus, Gestures, and Incantations are the most common.

Duration lists the spell's duration, typically Instant, Constant, or Persistent (see the *HERO System 5th Edition*, page 69). "Uncontrolled" indicates the spell has that Advantage.

Range lists the range for the spell. Ranged spells usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) or "RBS" (Range Based On STR) range. "No Range" indicates the spell has No Range; "Self" that the spell only affects the character using it; "Touch" that the spell involves having to touch another character (which usually requires an Attack Roll).

Magic Roll Penalty indicates the penalty to the character's Magic roll. Typically this equals the spell's Active Points divided by 10.

END Cost lists the spell's Endurance cost (in the case of potions and enchanted items, this may be *Charges* instead).

Description provides a (usually brief) textual description of the spell. This section notes any special rules or rules applications relevant to the spell.

Game Information is a full write-up of the spell in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Options

Lastly, most spells have *Options* listed below the game information. These describe various standard ways to alter the spell to create a slightly different ability. Optional spells often have their own

names; they're the result of magical expansion or improvement over the years as practitioners refine their craft and try to build on what came before them. The standard options for most spells include:

Strong and Weak versions, built with more or fewer Active Points, respectively, than the standard version;

Free, a version that requires no Focus;

Stilled, a version that requires no Gestures;

Silenced, a version that requires no Incantations;

Apprentice's, a version that can harm the caster if he fails his Magic roll (*i.e.*, which has Side Effects) (the name comes from wizardly jokes about the feebleness of apprentices' magic);

Difficult and Easy, which have worse or better Required Skill Rolls, respectively, than the standard version;

Master's, a version requiring no Magic roll at all;

Lengthy, a version that takes longer to cast (for spells that normally take Extra Time, this may change to a *Quick* version the character can cast swiftly);

Attentive, a version requiring special concentration on the part of the caster (for spells that normally require Concentration, this may change to an *Inattentive* version the character can easily cast); and

Stored, a version built with the *Delayed Effect* Advantage.

These options can help you create other variations on a spell. For example, the *Stored* option for each spell applies Delayed Effect at the $+\frac{1}{2}$ value. That means you can use the same costs it lists for applying any other $+\frac{1}{2}$ Advantage instead.

Varying Effects

Some of the spells in this book have aspects or effects that improve if the spellcaster makes his Magic roll by a significant amount. Typically this applies to the Duration of Uncontrolled spells. For example, a spell might have an Uncontrolled Duration of "5 Minutes, +1 Minute per point by which the caster makes his Magic roll." In this situation, the GM may wish to impose some restriction on the absolute effect, such as double the base parameter, to keep wizards with high Magic rolls from unbalancing the game.

Changing The Special Effects

With spells (as with any other *HERO System* power construct), special effects are paramount. If you don't find a particular type of spell in one of the arcana, but do find it in another arcana, you can easily create a version for your preferred arcana simply by changing the name and the special effect. Remember, this is magic — anything is possible!

ARCANOMANCY



The mysterious arcana of *Arcanomancy* deals with pure magical power itself. Its spells allow a mage to manipulate, alter, or otherwise affect fundamental arcane energies, often to the detriment of spellcasters opposed to them. Most spellcasters consider Arcanomancy simply a branch of Wizardry (*The Fantasy Hero Grimoire*, page 220), but many who have studied it in detail insist that it's an arcana of its own — albeit a small (but important) one.

Arcanomancy spells are relatively rare; one has to study this difficult arcana intensely (i.e., buy the *Arcanomancy* Magic Skill) to have any chance to learn them. Some are more potent versions of basic spells of Wizardry — improved because of the profound understanding arcanomancers have of magical forces.

OFFENSIVE SPELLS

AMBERNAUD'S AUGMENTATION

Effect:	Aid Magic 6d6, any Magic spell or power one at a time
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: Ambernaud, the famed wizard and student of arcane lore of the pre-Drakine Wars First Epoch, gave his name to two arcanomantic spells he developed during his research into what he called "the roots of magical power." The first, the Augmentation, can temporarily enhance or increase the effectiveness of any spell or magical power.

Game Information: *Aid Magic* 6d6, any Magic spell or power one at a time (+¼) (75 Active Points); *OAF Expendable Fragile* (tiny magnifying lens, Difficult to obtain; -1½), *Costs Endurance* (-½), *Gestures* (-¼), *Incantations* (-¼), *Requires An Arcanomancy Roll* (-½). Total cost: 19 points.

OPTIONS:

- 1) Strong Spell:** Increase to Aid Magic 8d6. 100 Active Points; total cost 25 points.
- 2) Weak Spell:** Decrease to Aid Magic 4d6. 50 Active Points; total cost 12 points.

3) Free Spell: Remove OAF (-1½). Total cost: 30 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 20 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 20 points.

6) Apprentice's Version: Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 18 points.

7) Difficult Spell: Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 17 points.

8) Easy Spell: Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.

9) Master's Version: Remove Requires An Arcanomancy Roll (-½). Total cost: 21 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 17 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 18 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 26 points.

13) Personal Augmentation: Some forms of the Augmentation only help the spellcaster himself. Add Self Only (-½). Total cost: 17 points.

14) Untiring Augmentation: Some wizards claim Ambernaud also created a rarer form of the Augmentation that does not tire the spellcaster out. Remove Costs Endurance (-½). Total cost: 21 points.

15) Expanded Augmentation I: Increase to any two Magic spells or powers at once (+½). 90 Active Points; total cost 22 points.

16) Expanded Augmentation II: Increase to any four Magic spells or powers at once (+1). 120 Active Points; total cost 30 points.

17) Expanded Augmentation III: Increase to all Magic spells or powers simultaneously (+2). 180 Active Points; total cost 45 points.

18) Longer-Lasting Spell: Add Delayed Return Rate:

Points fade at the rate of 5 per Minute (+¼): 90 Active Points; total cost 22 points.

Points fade at the rate of 5 per 5 Minutes (+½): 105 Active Points; total cost 26 points.

Points fade at the rate of 5 per 20 Minutes (+¾): 120 Active Points; total cost 30 points.



19) Ongoing Augmentation: Decrease to Aid Magic 3d6 and add Continuous (+1). 67 Active Points; total cost 17 points.

AMBERNAUD'S DISRUPTION

Effect: Dispel Magic 24d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 200"
Magic Roll Penalty: -9
END Cost: 9

Description: Ambernaud's second spell unravels and scatters arcane energies, making it difficult for other mages to maintain magical effects and spells. Some legends say Ambernaud killed himself with this spell when he accidentally cancelled an enchantment on his workroom, causing a large stone block to fall from the ceiling and crush him.

Game Information: Dispel Magic 24d6, any Magic spell or power one at a time (+¼) (90 Active Points); OAF Expendable (small stone medallion incised with mystic sigils, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (200"; -¼), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 22 points.

OPTIONS:

- 1) Strong Spell:** Increase to Dispel Magic 30d6. 112 Active Points; total cost 28 points.
- 2) Weak Spell:** Decrease to Dispel Magic 18d6. 67 Active Points; total cost 17 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 33 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 24 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 24 points.

6) Apprentice's Version: Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 21 points.

7) Difficult Spell: Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 20 points.

8) Easy Spell: Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 24 points.

9) Master's Version: Remove Requires An Arcanomancy Roll (-½). Total cost: 26 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 20 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 21 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 126 Active Points; total cost 31 points.

13) Long-Range Spell: Remove Limited Range (-¼). Total cost: 24 points.

14) Expanded Spell I: Change to any two Magic powers at one time (+½). 108 Active Points; total cost 27 points.

15) Expanded Spell II: Change to any four Magic powers at one time (+1). 144 Active Points; total cost 36 points.

16) Expanded Spell III: Change to all Magic powers simultaneously (+2). 216 Active Points; total cost 54 points.

17) Tasselard's Breakspell: The Ulronai warrior-mage Tasselard studied Arcanomancy for a short period of time, and during that time developed this version of the Disruption. It requires the caster to be close to the arcane energies he wishes to disrupt — he must touch them with the slender silver chain that is the spell's OAF. Change Limited Range (-¼) to No Range (-½). Total cost: 21 points.

ARCANE THEFT

Effect: Transfer 3d6 (magical power to magical power)
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 335"
Magic Roll Penalty: -9
END Cost: 9

Description: Similar to the Thaumaturgic Harness (FHG, page 201) but more powerful, this spell allows a mage to siphon the mystic energies from a spell or other magical power and use them to enhance the effectiveness of his own spells and powers.

Game Information: *Transfer 3d6 (magical spell or power to magical spell or power), from any Magic spell or power one at a time (+¼), to any Magic spell or power one at a time (+¼), Ranged (+½) (90 Active Points); OAF Expendable (small silver lockpick, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 24 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Transfer 4d6. 120 Active Points; total cost 32 points.
- 2) Weak Spell:** Decrease to Transfer 2d6. 60 Active Points; total cost 16 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 36 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 26 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 26 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -½). Total cost: 21 points.
- 7) Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 21 points.
- 8) Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.
- 9) Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 28 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 21 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 22 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 30 points.

13) Untiring Spell: Add Reduced Endurance (0 END; +½). 112 Active Points; total cost 30 points.

14) Theft Touch: Remove Ranged (+½). 67 Active Points; total cost 18 points.

15) Expanded Spell I: Change either (but not both) of the *Variable Effect* Advantages to any two Magic spells or powers at once (+½). 101 Active Points; total cost 27 points.

16) Expanded Spell II: Change either (but not both) of the *Variable Effect* Advantages to any four Magic spells or powers at once (+1). 124 Active Points; total cost 33 points.

17) Expanded Spell III: Change either (but not both) of the *Variable Effect* Advantages to all Magic spells or powers simultaneously (+2). 169 Active Points; total cost 45 points.

18) Expanded Spell IV: Change both of the *Variable Effect* Advantages to any two Magic spells or powers at once (+½). 112 Active Points; total cost 30 points.

19) Expanded Spell V: Change both of the *Variable Effect* Advantages to any four Magic spells or powers at once (+1). 157 Active Points; total cost 42 points.

20) Expanded Spell VI: Change both of the *Variable Effect* Advantages to all Magic spells or powers simultaneously (+2). 247 Active Points; total cost 66 points.

21) Longer-Lasting Spell I: Add Delayed Return Rate for either (but not both) the "Drain" effect or the "Aid" effect:

Points fade at the rate of 5 per Minute (+¼): 101 Active Points; total cost 27 points.

Points fade at the rate of 5 per 5 Minutes (+½): 112 Active Points; total cost 30 points.

Points fade at the rate of 5 per 20 Minutes (+¾): 124 Active Points; total cost 33 points.

22) Longer-Lasting Spell II: Add Delayed Return Rate for both the "Drain" effect and the "Aid" effect:

Points fade at the rate of 5 per Minute (+¼): 112 Active Points; total cost 30 points.

Points fade at the rate of 5 per 5 Minutes (+½): 135 Active Points; total cost 36 points.

Points fade at the rate of 5 per 20 Minutes (+¾): 157 Active Points; total cost 42 points.

ESDRELAN'S SYNTHESIS OF THE PURPLE

Effect:	Absorption 8d6 (magical), to any one Magic spell or power one at a time
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-5
END Cost:	5 to cast

Description: This spell allows a caster to create around himself a field of mystic energy that affects any magic used against him. It takes part of the power of the attack spell and uses it to enhance one of the caster's own spells (even this one). This does not protect the caster from the attack spell's effects, but does augment his power. The spell's name comes from the fact that when the spell absorbs arcane energy, it briefly limns the caster in a purplish aura which seems to sink into his body (or into whatever spell or power he chooses to enhance).

For purposes of this spell, the character doesn't define the Absorption as working versus physical or energy damage. Instead, he defines it as working against any sort of magical attack, be it energy or physical, but not against mundane attacks such as punches, sword-blows, or burning oil. At the GM's option, the Absorption even applies against things like Drains, Dispel, NND attacks, and the like (count the Normal Damage BODY to determine how much energy is available to Absorb), but not to Mental Powers.

Game Information: *Absorption 8d6 (magical), adds to any one Magic spell or power one at a time (+¼) (50 Active Points); OAF Expendable (miniature net woven with cloth of silver threads, Difficult to obtain; -1¼), Costs Endurance (to cast; -¼), Gestures (-¼), Incantations (-¼), Requires An Arcanomancy Roll (-½). Total cost: 14 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Absorption 12d6. 75 Active Points; total cost 21 points.
- 2) Weak Spell:** Decrease to Absorption 6d6. 37 Active Points; total cost 11 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 22 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 13 points.
- 7) Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

9) Master's Version: Remove Requires An Arcanomancy Roll (-½). Total cost: 17 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 13 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 13 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 20 points.

13) Untiring Spell: Remove Costs Endurance (-¼). Total cost: 15 points.

14) Expanded Spell I: Change to adds to any two Magic powers at one time (+½). 60 Active Points; total cost 17 points.

15) Expanded Spell II: Change to adds to any four Magic powers at one time (+1). 80 Active Points; total cost 23 points.

16) Expanded Spell III: Change to adds to all Magic powers simultaneously (+2). 120 Active Points; total cost 34 points.

17) Longer-Lasting Spell I: Add Delayed Return Rate:

Points fade at the rate of 5 per Minute (+¼): 60 Active Points; total cost 17 points.

Points fade at the rate of 5 per 5 Minutes (+½): 70 Active Points; total cost 20 points.

Points fade at the rate of 5 per 20 Minutes (+¾): 80 Active Points; total cost 23 points.

18) Increased Effect: Increase the maximum amount the spell can Absorb:

Can Absorb Maximum Of 60 Points' Worth Of Magical Energy: 57 Active Points; total cost 16 points

Can Absorb Maximum Of 70 Points' Worth Of Magical Energy: 64 Active Points; total cost 18 points

Can Absorb Maximum Of 80 Points' Worth Of Magical Energy: 70 Active Points; total cost 20 points

19) Defensive Spell: As it uses incoming arcane energies to enhance the caster's powers, the spell has to siphon off some of those energies, thus protecting the caster from them. Add Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½) (30 Active Points); OAF Expendable (miniature net woven with cloth of silver threads, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Only Up To Amount Rolled By Absorption (-½), Requires An Arcanomancy Roll (-½) (total cost: 7 points). 50 + 30 = 80 Active Points; total cost 14 + 7 = 21 points.

20) Uncontrolled Spell: The character casts the spell when he wants to, but has no control over what spell or magical power it feeds arcane energy to; the GM must determine that randomly. Add No

Conscious Control (character cannot control what Absorption adds to; -1). Total cost: 11 points.

GOGANATH'S SPELL OF NEGATION

Effect: Magic Negation Variable Power Pool
Target/Area Affected: Varies
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Varies (typically Instant)
Range: Varies
Magic Roll Penalty: Varies
END Cost: Varies

Description: The dwarven wizard Goganath devised this spell to negate magical effects not susceptible to the likes of Ambernaud's Disruption or Stelrane's Spell Of Dispersion. It works by "unweaving" the magical effect at its most fundamental level, or perhaps by somehow "reversing" the spell and thus removing the effect.

In game terms, the Spell Of Negation is intended to allow a spellcaster to cancel magical effects that can't be removed with Drain, Dispel, or the like — in other words, the effects of Instant spells that last for a period of time after the casting of the spell itself. Examples would include removing an Entangle that's already in place or cancelling a Flash. The game mechanic used depends on the Power being negated, but the special effect is "using Arcanomancy to undo the magic." For example, negating an Entangle might require Teleportation 1, Usable As Attack, used against the victim; negating a Flash would require Flash Healing or granting the victim an appropriate Enhanced Sense.

Game Information: *Magic Negation Pool: Variable Power Pool, 30 base + 15 control cost, Powers Can Be Changed As A Half Phase Action (+½); OAF (dulled silver dagger; -1), Gestures (-¼), Incantations (-¼), Only To Cancel Existing Magical Effects (-½), Requires An Arcanomancy Roll (-½). Total cost: 36 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Variable Power Pool, 40 base + 20 control cost. Total cost: 49 points.
- 2) Weak Spell:** Decrease to Variable Power Pool, 20 base + 10 control cost. Total cost: 24 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 39 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 37 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 37 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 36 points.
- 7) Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 35 points.

8) Easy Spell: Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 37 points.

9) Master's Version: Remove Requires An Arcanomancy Roll (-½). Total cost: 37 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 35 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 36 points.

MAGOMORPHOSIS

Effect: Major Transform 6d6 (one spell into another spell), Partial Transform
Target/Area Affected: One spell
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 50"
Magic Roll Penalty: -16
END Cost: 16

Description: This special spell requires the GM's permission, since it makes unusual use of the Transform Power and may be unbalancingly effective in some campaigns. It allows a spellcaster to Transform one spell into another spell. He can do anything from simply changing the color or appearance of a spell to "reweaving" an entire spell so that it has a completely different effect from the spell cast. For example, the caster could change a Lightning Bolt spell into a Healing-Spell!

For purposes of Magomorphosis, a spell's "BODY" equals its Active Points (the GM can change the "BODY" if he feels a spell should be unusually susceptible or resistant to being transformed). The normal rules for Partial Transform apply; the caster can stop after achieving a Cosmetic or Minor Transform if he wants to.

A Cosmetic Transform result can change the appearance of a spell — its color, whether it gives off sparks of arcane energy, and so forth — but not its special effect or anything else. A Minor Transform can alter the special effects of a spell — making a Fire Spell into an Ice Spell, or a Necromancy Spell into a Druidry Spell — but can't change the basic nature of the spell or alter the Powers involved. A Major Transform can completely change a spell — turn a damaging spell into a healing one, convert a movement spell into a defense spell — but the result must have Active Points less than or equal to the original spell.

A Major Transform result can improve a spell — add Advantages, remove Limitations, or add dice of effect or the like. To do this, you must recalculate the Active Points in the spell. The difference is treated as if the character were "adding abilities" to the spell using the rules on page 153 of the *HERO System 5th Edition*, but the GM may impose a minimum increase in the "BODY" of the spell if desired. A Major Transform can make a spell worse (remove Advantages, add Limitations, reduce the dice of effect) just by succeeding; no change to the BODY required to Transform the spell is required.

At the GM's option, a Minor Transform can also slightly improve or worsen a spell. If the GM allows this, a Minor Transform used to improve a spell can only add up to +½ worth of Advantages or increase the dice (or other effects) in the spell by 20%. A Minor Transform used to worsen a spell can only remove up to +½ worth of Advantages and/or add up to -½ of Limitations (thus, it could add a +½ Advantage, add a +¼ Advantage and remove a -¼ Limitation, or remove a -½ Limitation). Or it can decrease the dice (or other effects) in the spell by 20%.

Magomorphosis can only be used on a spell that's in existence (because it's a Constant, Persistent, or Uncontrolled effect); it cannot alter the existing effects of an Instant spell (the damage caused by an Energy Blast, the effect of an Entangle, or the like). However, at the GM's option, a spellcaster can Hold his Action and use Magomorphosis to "intercept" and change a spell as it's being cast using the rule for Dispel as an incoming spell (HERO System 5th Edition, page 99).

Game Information: *Major Transform 6d6 (one spell into another spell; heals back through another application of this spell or the caster's willing it so), Increased Results Group (any spell; +¼), Partial Transform (+½) (157 Active Points); OAF Expendable (wand of worked lead, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Limited Target (other spells; -½), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 31 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 8d6. 210 Active Points; total cost 42 points.
- 2) **Weak Spell:** Decrease to Major Transform 4d6. 105 Active Points; total cost 21 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 42 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 33 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 33 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 30 points.
- 7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 28 points.
- 8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 33 points.
- 9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 35 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 35 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 30 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 202 Active Points; total cost 40 points.

13) **Long-Range Spell:** Remove Limited Range (-¼). Total cost: 33 points.

14) **Less Tiring Spell:** Add Reduced Endurance (½ END; +¼). 180 Active Points; total cost 36 points.

15) **Untiring Spell:** Add Reduced Endurance (0 END; +½). 202 Active Points; total cost 40 points.

MALAGAW'S SPELL OF IMPUISSANCE

Effect: Drain Magic 4d6, any one Magic spell or power at a time
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 350"
Magic Roll Penalty: -7
END Cost: 7

Description: With this spell, an arcanomancer can cause one of another spellcaster's spells or magical powers to suddenly weaken, and perhaps stop working entirely.

Game Information: *Drain Magic 4d6, any one Magic spell or power at a time (+¼), Ranged (+½) (70 Active Points); OAF Expendable (a fragment from a tiny gold crown that's been broken to bits, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 19 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Drain Magic 6d6. 105 Active Points; total cost 28 points.
- 2) **Weak Spell:** Decrease to Drain Magic 3d6. 52 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 28 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 17 points.
- 7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 21 points.

- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 16 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.
- 13) Touch Of Impuissance:** Remove Ranged (+½). 50 Active Points; total cost 13 points.
- 14) Longer-Lasting Spell:** Add Delayed Return Rate:
 Points return at the rate of 5 per Minute (+¼): 80 Active Points; total cost 21 points.
 Points return at the rate of 5 per 5 Minutes (+½): 90 Active Points; total cost 24 points.
 Points return at the rate of 5 per 20 Minutes (+¾): 100 Active Points; total cost 27 points.
- 15) Expanded Impuissance I:** Increase to any two Magic spells or powers at once (+½). 80 Active Points; total cost 21 points.
- 16) Expanded Impuissance II:** Increase to any four Magic spells or powers at once (+1). 100 Active Points; total cost 27 points.
- 17) Expanded Impuissance III:** Increase to all Magic spells or powers simultaneously (+2). 140 Active Points; total cost 37 points.
- 18) Ongoing Impuissance:** The effects of the spell remain as long as the caster focuses on them (i.e., keeps paying END). Decrease to Drain Magic 3d6 and add Continuous (+1). 82 Active Points; total cost 22 points.

SICARD'S ANTI-MAGIC

Effect:	Suppress Magic 10d6, any one Magic spell or power at a time
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	310"
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell temporarily "dampens" or diminishes the effect of a magical spell or power. The effect remains as long as the caster focuses on it (i.e., pays END to maintain the Suppress). It was developed by the wizard Sicard in the 3500s during his quest for a way to defeat the sorcerer Lothuur. He discovered a form of "reverse magical energy" that temporarily diminishes the effects of spells. With its power, he weakened Lothuur's illusions until they were meaningless and slew the evil sorcerer with a Mystic Dart.

Game Information: *Suppress Magic 10d6, any one Magic spell or power at a time (+¼) (62 Active Points); OAF Expendable (tiny gold weight, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Suppress Magic 12d6. 75 Active Points; total cost 20 points.
- 2) Weak Spell:** Decrease to Suppress Magic 6d6. 37 Active Points; total cost 10 points.



- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 25 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 18 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 19 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 87 Active Points; total cost 23 points.
- 13) **Touch Of Impuissance:** Add No Range (-½). Total cost: 15 points.
- 14) **Expanded Augmentation I:** Increase to any two Magic spells or powers at once (+½). 75 Active Points; total cost 20 points.
- 15) **Expanded Augmentation II:** Increase to any four Magic spells or powers at once (+1). 100 Active Points; total cost 27 points.
- 16) **Expanded Augmentation III:** Increase to all Magic spells or powers simultaneously (+2). 150 Active Points; total cost 40 points.
- 17) **Less Tiring Spell I:** Add Reduced Endurance (½ END; +¼). 75 Active Points; total cost 20 points.
- 18) **Less Tiring Spell II:** Add Reduced Endurance (0 END; +½). 87 Active Points; total cost 23 points.

SICARD'S ANTI-MAGIC SPHERE

Effect:	Suppress Magic 10d6, any one Magic spell or power at a time
Target/Area Affected:	6" Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	310"
Magic Roll Penalty:	-11
END Cost:	11

Description: This spell applies the effects of Sicard's Anti-Magic (see above) over a 6" radius area.

Game Information: Suppress Magic 10d6, any one Magic spell or power at a time (+¼), Area Of Effect (6" Radius; +1) (112 Active Points); OAF Expendable (tiny gold gate, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (310"; -¼), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 28 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Suppress Magic 12d6. 135 Active Points; total cost 34 points.
- 2) **Weak Spell:** Decrease to Suppress Magic 6d6. 67 Active Points; total cost 17 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 41 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 26 points.
- 7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 32 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 26 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 26 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 137 Active Points; total cost 34 points.
- 13) **Touch Of Anti-Magic:** Change Limited Range (-¼) to No Range (-½). Total cost: 26 points.
- 14) **Expanded Anti-Magic I:** Increase to any two Magic spells or powers at once (+½). 125 Active Points; total cost 31 points.
- 15) **Expanded Anti-Magic II:** Increase to any four Magic spells or powers at once (+1). 150 Active Points; total cost 37 points.
- 16) **Expanded Anti-Magic III:** Increase to all Magic spells or powers simultaneously (+2). 200 Active Points; total cost 50 points.
- 17) **Less Tiring Spell I:** Add Reduced Endurance (½ END; +¼). 125 Active Points; total cost 31 points.
- 18) **Less Tiring Spell II:** Add Reduced Endurance (0 END; +½). 137 Active Points; total cost 34 points.

DEFENSIVE SPELLS

ARCANOMANTIC SHIELD

Effect:	Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Only Versus Magic Spells And Powers
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell creates a field of arcanomantic dispersion around the caster that protects him by disrupting and interfering with harmful magic spells and powers. It works on attacks projected from magical items, but not against attacks made with enchanted weapons.

Game Information: *Force Field* (10 PD/10 ED/10 Mental Defense/10 Power Defense) (40 Active Points); *OAF Expendable* (tiny shield made of vellum or parchment cut from a page in a book, Difficult to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Only Versus Limited Type Of Attack* (magic spells and powers; -½), *Requires An Arcanomancy Roll* (-½). Total cost: 11 points.

OPTIONS:

- 1) Strong Spell:** Increase to Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense). 60 Active Points; total cost 16 points.
- 2) Weak Spell:** Decrease to Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense). 32 Active Points; total cost 8 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 16 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 10 points.
- 7) Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 12 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.

13) Sharable Spell I: The caster can extend the protection of this spell to someone other than himself. Add Usable By Other (+¼). 50 Active Points; total cost 13 points.

14) Sharable Spell II: The caster can extend the protection of this spell to several people. Add Usable Simultaneously (up to 8 people at once; +1). 80 Active Points; total cost 21 points.

15) Less Tiring Spell: Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 13.

16) Untiring Spell: Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 16.

ARCANOMANTIC WALL

Effect:	Force Wall (6 PD/6 ED/6 Mental Defense/6 Power Defense), Only Versus Magic Spells And Powers
Target/Area Affected:	Varies
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell provides the same sort of protection as an Arcanomantic Shield, but in barrier form.

Game Information: *Force Wall* (6 PD/6 ED/6 Mental Defense/6 Power Defense) (60 Active Points); *OAF Expendable* (tiny shield made of vellum or parchment cut from a page in a book, Difficult to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Only Versus Limited Type Of Attack* (magic spells and powers; -½), *Requires An Arcanomancy Roll* (-½). Total cost: 16 points.

OPTIONS:

- 1) Strong Spell:** Increase to Force Wall (8 PD/8 ED/8 Mental Defense/8 Power Defense). 80 Active Points; total cost 21 points.
- 2) Weak Spell:** Decrease to Force Wall (4 PD/4 ED/4 Mental Defense/4 Power Defense). 40 Active Points; total cost 11 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 15 points.

- 7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.
- 13) **Less Tiring Spell:** Add Reduced Endurance (½ END; +¼). 75 Active Points; total cost 20 points.
- 14) **Untiring Spell:** Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 24 points.

VELTHUNE'S ARCANOMANTIC DISMISSAL

Effect:	Missile Deflection (any magical Ranged attack)
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Gestures, Incantations
Duration:	Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Arcanomancy roll)
Range:	Self
Magic Roll Penalty:	-5
END Cost:	0

Description: This spell allows the caster to take control of Ranged attack spells and direct them away from himself.

Game Information: *Missile Deflection (any Ranged attack) +3 OCV, Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Arcanomancy roll; +½) (52 Active Points); Gestures (-¼), Incantations (-¼), Only Works Against Magic Spells And Powers (-½), Requires An Arcanomancy Roll (-½). Total cost: 21 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to +6 OCV. 75 Active Points; total cost 30 points.
- 2) **Weak Spell:** Decrease to +0 OCV. 30 Active Points; total cost 12 points.
- 3) **Focused Spell:** Add OAF Expendable (small silver mirror, Difficult to obtain; -1¼). Total cost: 14 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 23 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 23 points.

6) **Apprentice's Version:** Add Side Effects (-2 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 19 points.

7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 17 points.

8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.

9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 26 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 19 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 19 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 28 points.

13) **Shared Spell:** Add Usable By Other (+¼). 61 Active Points; total cost 24 points.

14) **Velthune's Arcanomantic Counter:** By using this more advanced version of the Dismissal, a spellcaster can instantly rework and redirect a spell so that it hits the caster or someone else. Add Reflection (any target). 97 Active Points; total cost 39 points.

15) **Ranged Spell:** Add Ranged (+1). 87 Active Points; total cost 35 points.

SENSORY SPELLS

ARCANOMANTIC PERCEPTION

Effect:	Detect Magic (INT Roll) (no Sense Group), Discriminatory, Analyze
Target/Area Affected:	Self
Casting Time:	Full Phase
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: By dint of their understanding of the fundamental arcane forces underlying spells and enchantments, arcanomancers can easily perceive magic. (See page 113 of *Fantasy Hero* for more details on Detect Magic.)

Game Information: *Detect Magic (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Arcanomancy Roll (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +5. 20 Active Points; total cost 7 points.

2) **Weak Spell:** Remove Analyze. 10 Active Points; total cost 3 points.

3) **Focused Spell:** Add OAF Expendable (pinch of semi-precious stone dust, Difficult to obtain; -1¼). Total cost: 3 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.

6) **Apprentice's Version:** Add Side Effects (-1 to all Magic Skill rolls for 1d6 Turns; -¼). Total cost: 5 points.

7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 6 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 6 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 7 points.

13) **Ranged Spell:** The caster can perceive arcane energies at a distance. Add Range. 20 Active Points; total cost 7 points.

AREOMANCY



Areomancy, sometimes referred to as Polemancy, is the formal term for what most people call "Battle Magic" — spells intended for use in war that have battlefield-level effects, augment or harm large numbers of soldiers, and the like. Pages 237-39 of *The Fantasy Hero Grimoire* correctly describes Battle Magic as a form of Wizardry, but GMs whose campaigns feature a lot of battles and war-wizards may want to make it an arcana of its own. (If not, you can just consider these spells as part of Wizardry.)

Many Areomancy spells involve conferring magical powers on large groups of soldiers. These spells often use the *Differing Modifiers* rules on page 177 of the *HERO System 5th Edition*, since the restrictions on how wizards cast them aren't the same as the restrictions governing the use of the powers by the recipients.

engraved with mystic runes, Difficult to obtain; -1¼, Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Arcanomancy Roll (-½), Spell (-½). Total cost: 28 points.

OPTIONS:

1) **Strong Spell:** Increase to Sight Group Flash 10d6. 150 Active Points; total cost 35 points.

2) **Weak Spell:** Decrease to Sight Group Flash 6d6. 90 Active Points; total cost 21 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 40 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.

6) **Apprentice's Version:** Add Side Effects (-2 to Arcanomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 27 points.

7) **Difficult Spell:** Change to Requires An Arcanomancy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.

8) **Easy Spell:** Change to Requires An Arcanomancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.

9) **Master's Version:** Remove Requires An Arcanomancy Roll (-½). Total cost: 32 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.

OFFENSIVE SPELLS

ARMY OF THE BLIND

Effect:	Sight Group Flash 8d6
Target/Area Affected:	64" Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	600"
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell creates an enormous flash of bright light to blind an enemy army.

Game Information: *Sight Group Flash 8d6, Area Of Effect (64" Radius; +2) (120 Active Points); OAF Expendable (piece of sunstone*

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 140 Active Points; total cost 33 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 23 points.

ARROWS APLENTY

Effect: Major Transform 3d6 (create missile weapons out of thin air)
Target/Area Affected: See text
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: This spell creates arrows (or other missiles, such as sling bullets or javelins) out of thin air. Each casting creates one arrow for every 2 points rolled on the Transform.

Buying and using this spell requires the GM's permission because it applies Transform in an unusual way. Ordinarily, characters should not use Transform to create weapons out of thin air; the proper way to do that is to buy an Attack Power with some form of the *Usable On Others* Advantage. However, in the case of creating "ammunition" like arrows or sling bullets, the *Usable On Others* approach raises some difficult issues, such as how long the arrows remain in existence and who can use them. The Transform method avoids those difficulties.

Game Information: Major Transform 3d6 (create missile weapons out of thin air, heals back by any attack that destroys the missiles), Improved Results Group (any type of missile; +¼) (56 Active Points); OAF Expendable (an unused arrow-shaft without fletchings or head, carved with mystic runes, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 8 points.

OPTIONS:

- 1) Strong Spell:** Increase to Major Transform 4d6. 75 Active Points; total cost 11 points.
- 2) Weak Spell:** Decrease to Major Transform 2d6. 37 Active Points; total cost 5 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) Stilled Spell:** Remove Gestures (-½). Total cost: 9 points.
- 5) Silenced Spell:** Remove Incantations (-½). Total cost: 9 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 8 points.

7) Difficult Spell: Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

8) Easy Spell: Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

9) Master's Version: Remove Requires An Areomancy Roll (-½). Total cost: 9 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½), reduce Concentration to (-½), and reduce Gestures and Incantations to -¼ each. Total cost: 11 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 79 Active Points; total cost 11 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 7 points.

AUGMENTED ACCURACY

Effect: +2 with All Combat, Usable Simultaneously
Target/Area Affected: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4 to cast, 2 for recipients to activate

Description: This spell makes up to 250 soldiers much more accurate with all their attacks than they normally are.

Game Information: Grant the following power to other characters: +2 with All Combat (16 Active Points); Costs Endurance (to activate; -¼). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (shard of a sword-blade that's drawn blood in combat, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 11 points.

OPTIONS:

- 1) Strong Spell:** Increase to +3 with All Combat. 52 Active Points; total cost 14 points.
- 2) Weak Spell:** Decrease to +1 with All Combat. 16 Active Points; total cost 4 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 17 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.

- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 13 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 49 Active Points; total cost 13 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 9 points.
- 14) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 9 points.

BATTLEFIELD COUNTERMAGIC

Effect:	Dispel Magic 20d6, any one Magic spell or power
Target/Area Affected:	64" Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	900"
Magic Roll Penalty:	-18
END Cost:	18

Description: This spell allows a battle-mage to counteract the effects of enemy magic. It's particularly useful against spells like *Resilient Form* or *Unseen Regiment*, since cancelling those magics instantly weakens large numbers of soldiers (and requires the enemy caster to cast said spells again).

Game Information: *Dispel Magic* 20d6, any one Magic spell or power (+¼), Area Of Effect (64" Radius; +1¼) (180 Active Points); OAF Expendable (fragment from a broken magic wand, Difficult to obtain; -1¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 40 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Dispel Magic 24d6. 216 Active Points; total cost 48 points.
- 2) **Weak Spell:** Decrease to Dispel Magic 16d6. 144 Active Points; total cost 32 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 55 points.

- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 42 points.

- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 42 points.

- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 38 points.

- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 36 points.

- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 42 points.

- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 45 points.

- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 45 points.

- 11) **Inattentive Spell:** Remove Concentration (½ DCV; -¼). Total cost: 42 points.

- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 210 Active Points; total cost 47 points.

- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 33 points.

CRUMBLING WALLS

Effect:	Drain BODY and DEF 2d6
Target/Area Affected:	One object
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	150"
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell temporarily weakens objects (such as walls and siege engines), making it easier for attackers to breach or destroy them. It does not work on living beings, who do not have DEF.

Game Information: *Drain BODY and DEF* 2d6, two Characteristics simultaneously (+½), Ranged (+½) (40 Active Points); OAF Expendable (a miniature clay brick incised with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain BODY and DEF 3d6. 60 Active Points; total cost 16 points.
- 2) **Weak Spell:** Decrease to Drain BODY and DEF 1d6. 20 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.



6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 10 points.

7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 12 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 50 Active Points; total cost 13 points.

13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 8 points.

FIELD OF FIRE

Effect:	RKA 2½d6
Target/Area Affected:	14" Radius, Mobile
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	900"
Magic Roll Penalty:	-18
END Cost:	0

Description: This spell creates a sphere of deadly fire with a 14" radius that the caster can move across the battlefield at the rate of 6" per Phase. It lasts as long as he's not Stunned, Knocked Out, or turns it off.

Game Information: RKA 2½d6, Area Of Effect (14" Radius; +1), Mobile (+1), Continuous (+1), Reduced Endurance (0 END; +½) (180 Active Points); OAF Expendable (chunk of sulphur in a small leather pouch sewn from the remnants of leather armor worn in battle, Difficult to obtain; -1¼), Extra Time (Full Phase throughout casting and use; -½), Gestures (throughout casting and use; -½), Incantations (throughout casting and use; -½), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 38 points.

OPTIONS:

1) **Strong Spell:** Increase to RKA 3d6. 202 Active Points; total cost 42 points.

2) **Weak Spell:** Decrease to RKA 2d6. 135 Active Points; total cost 28 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 51 points.

- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 42 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 42 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 36 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 34 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 40 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 42 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½) and reduce Gestures and Incantations to -¼ each. Total cost: 48 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout casting and use; -½). Total cost: 34 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 200 Active Points; total cost 42 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 31 points.
- 14) **Alternate Special Effect:** Instead of Fire, a character can choose a different special effect for this spell when he buys it, creating a Blizzard Field, Acidic Vapors Field, or whatever else seems appropriate. The cost is the same.
- 15) **Any Special Effect:** The caster can choose the special effect of the spell each time he casts it. Add Variable Special Effects (+½). 200 Active Points; total cost 42 points.
- 16) **Different Shape:** Change to 56" Line, 29" Cone, or Any 14 Hexes. The cost remains the same.
- 17) **Enhanced Field:** Add Selective (+¼). 190 Active Points; total cost 40 points.

HINDERING BRAMBLES

Effect:	Entangle 4d6, 4 DEF
Target/Area Affected:	64" Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	600"
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell causes tough, stringy brambles to instantly grow out of the ground in a 64" radius area, entangling anyone in that area so they can't move. Alternately, the caster can grow the brambles as a barrier to prevent flanking movements or cut off a retreat.

Game Information: Entangle 4d6, 4 DEF, Area Of Effect (64" Radius; +2) (120 Active Points); OAF Expendable (knotwork made of cloth-of-

gold thread, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 28 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Entangle 5d6, 5 DEF. 150 Active Points; total cost 35 points.
- 2) **Weak Spell:** Decrease to Entangle 3d6, 3 DEF. 90 Active Points; total cost 21 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 40 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 32 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 140 Active Points; total cost 33 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 23 points.

LEGION OF ARROWS

Effect:	Area Of Effect (24" Radius; +1½) for up to a 70 Active Point missile weapon
Target/Area Affected:	24" Radius
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-21
END Cost:	21

Description: This spell, when cast on an archer, causes the arrow he fires to multiply in flight and become so numerous that they strike every target in a 24" radius area. The archer has to Hold his Action until the wizard casts the spell, then let fly with the Advantage applied to his arrow. After striking their targets, the "extra" arrows vanish like morning mist in sunlight; the spell doesn't create more ammunition for archers (enemy or otherwise) to use again.



This spell is built as a naked *Area Of Effect* Advantage sufficiently large to apply to an armor-piercing Very Heavy Longbow arrow, the most expensive arrow listed on page 166 of *Fantasy Hero*. The *Usable As Attack* Advantage allows the character to apply it to the archer with his own action and pay the END cost for it so the archer can fire unimpeded. Characters can apply it to other arrows, crossbow bolts, sling stones, thrown daggers, and other such missile weapons as well, provided they fit within the point limit.

Game Information: *Area Of Effect* (24" Radius; +1½) for up to a 70 Active Point missile weapon, *Usable As Attack* (+1) (210 Active Points); *OAF Expendable* (three arrowheads, each used to kill someone, engraved with mystic runes, Difficult to obtain; -1¼), *Concentration* (0 DCV throughout casting; -1), *Extra Time* (1 Turn; -1¼), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires An Areomancy Roll* (-½), *Spell* (-½). Total cost: 32 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 40 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 35 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 35 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 31 points.
- 5) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 30 points.
- 6) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.
- 7) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 35 points.
- 8) **Quick Spell:** Change to Extra Time (Full Phase; -½), reduce Concentration to (-½), and reduce Gestures and Incantations to -¼ each. Total cost: 44 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 38 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 262 Active Points; total cost 40 points.
- 11) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 28 points.
- 12) **Less Tiring Spell:** Add Reduced Endurance (½ END; +¼). 236 Active Points; total cost 36 points.

LIGHTNING STORM

Effect: RKA 2½d6
 Target/Area Affected: 64" Radius
 Casting Time: Full Phase (Attack Action)
 Casting Procedures: Focus, Gestures, Incantations
 Duration: Instant
 Range: 600"
 Magic Roll Penalty: -12
 END Cost: 12

Description: This spell blasts a 64" radius area with deadly thunderbolts.

Game Information: RKA 2½d6, Area Of Effect (64" Radius; +2) (120 Active Points); OAF Expendable (knotwork made of cloth-of-gold thread, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 28 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 3d6+1. 150 Active Points; total cost 35 points.
- 2) **Weak Spell:** Decrease to RKA 2d6. 90 Active Points; total cost 21 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 40 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 32 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 140 Active Points; total cost 33 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 23 points.
- 14) **Skystorm:** This version of the spell causes the lightning bolts to blast down from the sky, thus avoiding obstacles like shields and walls. Add Indirect (always from the sky; +¼). 130 Active Points; total cost 31 points.

RESILIENT FORM

Effect: Aid BODY 3d6
 Target/Area Affected: Up to 250 people
 Casting Time: Full Phase (Attack Action)
 Casting Procedures: Focus, Gestures, Incantations
 Duration: Instant
 Range: No Range
 Magic Roll Penalty: -6
 END Cost: 6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves harder to kill for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid BODY 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (45 Active Points); Self Only (-½), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 18 points.

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried ox-flesh, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid BODY 4d6. 78 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Aid BODY 2d6. 39 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.

15) Longer Effect: Increase to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). 78 Active Points; total cost 18 points.

16) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

17) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

18) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

SHARPBLADE

Effect: Aid HKA 3d6
Target/Area Affected: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make their weapons sharper, harder, and thus deadlier for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid HKA 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (45 Active Points); Self Only (-½), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 18 points.

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (shards of a sword-blade broken in battle, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

1) Strong Spell: Increase to Aid HKA 4d6. 78 Active Points; total cost 18 points.

2) Weak Spell: Decrease to Aid HKA 2d6. 39 Active Points; total cost 9 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 19 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 14 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 14 points.

6) Apprentice's Version: Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.

7) Difficult Spell: Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) Master's Version: Remove Requires An Areomancy Roll (-½). Total cost: 15 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 15 points.

11) Attentive Spell: Add Concentration (½ DCV throughout casting; -½). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.

15) Longer Effect: Increase to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). 78 Active Points; total cost 18 points.

16) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

17) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

18) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

STRENGTH OF TEN MEN

Effect: Aid STR 3d6
Target/Area Affected: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves much stron-

ger than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: *Grant the following power to other characters: Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (45 Active Points); Self Only (-½), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 18 points.*

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (sinews of a bear tied around a bit of dried wolf-flesh, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid STR 4d6. 78 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Aid STR 2d6. 39 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 12 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.
- 14) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.
- 15) **Longer Effect:** Increase to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). 78 Active Points; total cost 18 points.

16) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

17) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

18) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

SWIFT CHARGE

Effect:	Aid Running 3d6
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves run more quickly than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: *Grant the following power to other characters: Aid Running 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (45 Active Points); Self Only (-½), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 18 points.*

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (sinews of a horse tied in a mystic knot, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid Running 4d6. 78 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Aid Running 2d6. 39 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.

7) Difficult Spell: Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) Master's Version: Remove Requires An Areomancy Roll (-½). Total cost: 15 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 15 points.

11) Attentive Spell: Add Concentration (½ DCV throughout casting; -½). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.

15) Longer Effect: Increase to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). 78 Active Points; total cost 18 points.

16) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

17) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

18) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

SWIFT SQUADS

Effect: Aid SPD 3d6
Target/Area Affected: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to give themselves a better reaction time than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: Grant the following power to other characters: Aid SPD 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (45 Active Points); Self Only (-½), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 18 points.

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (feathers of a swallow formed into a mystic pattern, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

1) Strong Spell: Increase to Aid SPD 4d6. 78 Active Points; total cost 18 points.

2) Weak Spell: Decrease to Aid SPD 2d6. 39 Active Points; total cost 9 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 19 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 14 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 14 points.

6) Apprentice's Version: Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.

7) Difficult Spell: Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) Master's Version: Remove Requires An Areomancy Roll (-½). Total cost: 15 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 15 points.

11) Attentive Spell: Add Concentration (½ DCV throughout casting; -½). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.

15) Longer Effect: Increase to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). 78 Active Points; total cost 18 points.

16) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

17) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

18) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

TACTICAL AWARENESS

Effect:	Tactics (INT +5)
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	3 to cast, 1 for recipients to use

Description: This spell grants a group of up to 250 soldiers a profound awareness of tactical matters and a gift for brilliant tactical decisionmaking. The recipient has the Skill *Tactics* with a +5 to the roll for as long as he pays END to maintain the effect. If he already has the *Tactics* Skill, he can, with the GM's permission, use his "magical *Tactics*" in its place or as a Complementary Skill to his normal *Tactics*.

Game Information: Grant the following power to other characters: *Tactics* (INT +5) (13 Active Points); Costs *Endurance* (-½). Total cost: 9 points.

Casting: 9 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (29 Active Points); OAF Expendable (battle-map drawn with mystic runes on a sheet of fine vellum, Difficult to obtain; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 8 points.

OPTIONS:

- 1) Strong Spell:** Increase to *Tactics* (INT +8). 42 Active Points; total cost 11 points.
- 2) Weak Spell:** Decrease to *Tactics* (INT +2). 16 Active Points; total cost 4 points.
- 3) Free Spell:** Remove OAF (-¼). Total cost: 12 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 7 points.
- 7) Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 9 points.
- 10) Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 34 Active Points; total cost 9 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 6 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 6 points.

15) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 34 Active Points; total cost 9 points.

16) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 38 Active Points; total cost 10 points.

17) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 43 Active Points; total cost 11 points.

TACTICS OF DECEPTION

Effect:	Sight, Hearing, Smell/Taste, and Touch Group Images, -3 to PER Rolls
Target/Area Affected:	64" Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	465"
Magic Roll Penalty:	-9
END Cost:	4

Description: This spell creates a large, vivid illusion. A clever battle-mage can find hundreds of uses for it on the battlefield, ranging from altering the terrain to creating illusionary reinforcements.

Game Information: Sight, Hearing, Smell/Taste, and Touch Group Images, -3 to PER Rolls, Increased Size (64" radius; +1½), Reduced Endurance (½ END; +¼) (93 Active Points); OAF Expendable (small copper mirror, Difficult to obtain; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 22 points.

OPTIONS:

- 1) Strong Spell:** Increase to -5 to PER Rolls. 110 Active Points; total cost 26 points.
- 2) Weak Spell:** Decrease to -1 to PER Rolls. 77 Active Points; total cost 18 points.
- 3) Free Spell:** Remove OAF (-¼). Total cost: 31 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 23 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 23 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 21 points.

7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 20 points.

8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.

9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 25 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 25 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 21 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 110 Active Points; total cost 26 points.

13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 18 points.

UNSEEN REGIMENT

Effect: Invisibility to Sight Group, No Fringe
Target/Area Affected: Up to 250 people
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -5
END Cost: 5 to cast, 3 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves invisible. Once a recipient makes himself invisible, he remains invisible as long as he spends END. If he ever stops paying END for any reason, the invisibility fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Invisibility to Sight Group, No Fringe (30 Active Points); Recipient May Only Use The Invisibility Once Per Casting (-1). Total cost: 15 points.

Casting: 15 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (49 Active Points); OAF Expendable (small piece of glass of the finest quality in the shape of a hexagon, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires An Areomancy Roll (-½). Total cost: 8 points.

OPTIONS:

1) **Strong Spell:** Add Hearing Group. 65 Active Points; total cost 11 points.

2) **Weak Spell:** Remove No Fringe. 32 Active Points; total cost 5 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.

4) **Stilled Spell:** Remove Gestures (-½). Total cost: 9 points.

5) **Silenced Spell:** Remove Incantations (-½). Total cost: 9 points.

6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 8 points.

7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 9 points.

10) **Quick Spell:** Change to Extra Time (Full Phase; -½), reduce Concentration to (-½), and reduce Gestures and Incantations to -¼ each. Total cost: 11 points.

11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 10 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 56 Active Points; total cost 9 points.

13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 7 points.

14) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 56 Active Points; total cost 9 points.

15) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 64 Active Points; total cost 11 points.

16) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 71 Active Points; total cost 12 points.

WAR HURRICANE

Effect: Energy Blast 6d6, Double Knockback
Target/Area Affected: 42" Cone
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 675"
Magic Roll Penalty: -13
END Cost: 6

Description: This spell creates a gust of storm-wind so strong that it not only hurts enemy soldiers, it blows them head over heels as if they were leaves. The wind lasts as long as the caster pays END to maintain it.

This spell has the Advantage *Does Knockback*, because it should do Knockback even in games that don't normally use the KB rules (see *Fantasy Hero*,

page 126). If your game uses the KB rules already, you may want to recalculate the cost without that Advantage.

Game Information: *Energy Blast 6d6, Area Of Effect (42" Cone; +1¼), Continuous (+1), Does Knockback (+¼), Double Knockback (+¼), Reduced Endurance (½ END; +¼) (135 Active Points); OAF Expendable (eagle's wing painted with mystic runes, Difficult to obtain; -1¼), Extra Time (Full Phase to cast and maintain; -½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 28 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Energy Blast 8d6. 180 Active Points; total cost 38 points.
- 2) **Weak Spell:** Decrease to Energy Blast 4d6. 90 Active Points; total cost 19 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 39 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 32 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 32 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 26 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 32 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 26 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 150 Active Points; total cost 32 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 23 points.
- 14) **Mobile Wind:** The caster can move the cone of wind around the battlefield. Add Mobile (+1). 165 Active Points; total cost 35 points.

WARRIOR'S AGILITY

Effect: Aid DEX 3d6
Target/Area Affected: Up to 250 people
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves more agile, dexterous, and accurate than normal for a period of 5 Minutes. In the interest of dramatic sense and ease of game play, the GM should assume the recipients immediately use the power on themselves after receiving it, and that they all roll the same.

Game Information: *Grant the following power to other characters: Aid DEX 3d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (45 Active Points); Self Only (-½), Recipient May Only Use The Aid Once Per Casting (-1). Total cost: 18 points.*

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (feathers of a swallow formed into a mystic pattern, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid DEX 4d6. 78 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Aid DEX 2d6. 39 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 12 points.



12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.

15) Longer Effect: Increase to Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1). 78 Active Points; total cost 18 points.

16) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

17) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

18) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

DEFENSIVE SPELLS

ARMY OF STONE

Effect:	Armor (6 PD/6 ED)
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2 to cast, 2 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make their skins as tough as armor for a period of 5 Minutes. Once a recipient activates the protection, he remains protected as long as he spends END. If he ever stops paying END for any reason, the protection fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Armor (6 PD/6 ED) (18 Active Points); Costs Endurance (-½), Recipient May Only Use The Armor Once Per Casting (-1). Total cost: 7 points.

Casting: 7 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (23 Active Points); OAF Expendable (a piece of flint incised with mystic runes, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 6 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Armor (8 PD/8 ED). 32 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to Armor (4 PD/4 ED). 16 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 26 Active Points; total cost 7 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 5 points.
- 14) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 5 points.
- 15) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 26 Active Points; total cost 7 points.
- 16) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 30 Active Points; total cost 8 points.
- 17) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 33 Active Points; total cost 9 points.

BATTLE BARRIER

Effect:	Force Wall (12 PD/6 ED; 20" long and 5" tall)
Target/Area Affected:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	580"
Magic Roll Penalty:	-12
END Cost:	4

Description: This spell creates a barrier of mystic force long enough to shelter a large number of soldiers. The caster can move it, allowing the soldiers it protects to advance without fear of arrow fire or the like. (On the other hand, they cannot attack through the barrier either, unless they have attacks that can bypass it.) But if any attack breaks through, the whole Barrier collapses until the wizard can re-cast the spell.

The caster can shape the Force Wall to join ends and form a sealed protected area, but cannot use it to englobe an enemy.

Game Information: *Force Wall* (12 PD/6 ED; 20" long and 6" tall), *Reduced Endurance* (½ END; +¼) (116 Active Points); *OAF Expendable Fragile* (glass bubble, Difficult to obtain; -1½), *Cannot Englobe* (-¼), *Extra Time* (Full Phase to cast and maintain; -½), *Gestures* (-¼), *Incantations* (-¼), *Requires An Areomancy Roll* (-½). Total cost: 27 points.

OPTIONS:

- 1) **Strong Spell:** Increase to 25" long and 6" tall. 129 Active Points; total cost 30 points.
- 2) **Weak Spell:** Decrease to 17" long and 4" tall. 104 Active Points; total cost 24 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 42 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 29 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 29 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 26 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 24 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 29 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 31 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 31 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 24 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 163 Active Points; total cost 38 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 22 points.

DEFENSE OF THE DEFENDERS

Effect:	Force Wall (14 PD/8 ED; 400" long and 20" tall)
Target/Area Affected:	Special
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-0
END Cost:	0

Description: This spell creates a barrier of mystic force that protects a castle or other structure (and thus, the people in it), provided the structure fits within a dome with a circumference of 400". (Alternately, at the GM's option a character could use the spell just to protect one side of a structure, if necessary.) However, the Force Wall prevents the occupants of the structure from attacking targets outside the Wall (unless they have attacks that can bypass it). If any attack breaks through, the whole Wall collapses until the wizard can re-cast the spell.

The caster must be within the structure to be protected to cast this spell.

Game Information: Force Wall (14 PD/8 ED; 400" long and 21" tall), Reduced Endurance (0 END; +½) (1,339 Active Points); OAF Expendable Fragile (glass bubble, Difficult to obtain; -1½), Concentration (0 DCV throughout use of power; -1), Extra Time (Full Phase to cast and maintain; -½), Gestures (throughout; -½), Incantations (throughout; -½), No Range (caster must be inside structure protected by the spell; -½), Only To Protect A Structure The Caster Is In (-1), Requires An Areomancy Roll (no Active Point penalty; -0), Restricted Shape (globe/dome around structure; -¼). Total cost: 198 points.

OPTIONS:

- 1) Strong Spell:** Increase to 500" long and 26" tall. 1,654 Active Points; total cost 245 points.
- 2) Weak Spell:** Decrease to 300" long and 19" tall. 1,033 Active Points; total cost 153 points.
- 3) Free Spell:** Remove OAF (-1½). Total cost: 255 points.
- 4) Stilled Spell I:** Remove Gestures (-½). Total cost: 214 points.
- 5) Stilled Spell II:** Change to Gestures (casting only; -¼). Total cost: 206 points.
- 6) Silenced Spell I:** Remove Incantations (-½). Total cost: 214 points.
- 7) Silenced Spell II:** Change to Incantations (casting only; -¼). Total cost: 206 points.
- 8) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 191 points.
- 9) Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 191 points.

10) More Difficult Spell: Change to Requires An Areomancy Roll (-1 per 10 Active Points; -½). Total cost: 185 points.

11) Really Difficult Spell: Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 173 points.

12) Master's Version: Remove Requires An Areomancy Roll (-0). Total cost: 198 points.

13) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 214 points.

14) Inattentive Spell: Remove Concentration (-1). Total cost: 233 points.

15) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 1,786 Active Points; total cost 265 points.

16) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 173 points.

17) Ranged Spell: The caster can use this spell against a structure even if he's not inside it. Remove No Range (-½). Total cost: 214 points.

GHOST SOLDIERS

Effect:	Desolidification
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6 to cast, 4 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to make themselves intangible, thus allowing them to ignore most attacks and walk right through castle walls. On the other hand, they cannot attack or affect the physical world in any way. Once a recipient makes himself intangible, he remains intangible as long as he spends END. If he ever stops paying END for any reason, the intangibility fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Desolidification (affected by magic) (40 Active Points); Recipient May Only Use The Desolidification Once Per Casting (-1). Total cost: 20 points.

Casting: 20 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (65 Active Points); OAF Expendable (dust from a slain ghost, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 16 points.

OPTIONS:

- 1) Free Spell:** Remove OAF (-1½). Total cost: 26 points.

- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 15 points.
- 5) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 6) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 7) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 19 points.
- 8) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 19 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 14 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 19 points.
- 11) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 13 points.
- 12) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 13 points.
- 13) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 75 Active Points; total cost 19 points.
- 14) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 85 Active Points; total cost 21 points.
- 15) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 95 Active Points; total cost 24 points.

HETHTOR'S SPELL OF MASS CHIRURGY

Effect:	Simplified Healing 4d6
Target/Area Affected:	64" Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell heals the injuries of everyone in a 64" radius of the caster.

Game Information: *Simplified Healing 4d6, Area Of Effect (64" Radius; +2) (120 Active Points); OAF Expendable (bloodstone etched with mystic runes, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½), Spell (-½). Total cost: 28 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Simplified Healing 5d6. 150 Active Points; total cost 35 points.
- 2) **Weak Spell:** Decrease to Simplified Healing 3d6. 90 Active Points; total cost 21 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 40 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 32 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 140 Active Points; total cost 33 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 23 points.

KNITWOUND

Effect:	Healing 2d6 (Regeneration; 2 BODY/Turn)
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 1 hour)
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to heal their own wounds instantly. They retain the power for one hour from the time of casting.

Game Information: *Grant the following power to other characters: Healing 2d6 (Regeneration; 2 BODY/Turn), Reduced Endurance (0 END; +½), Persistent (+½), Uncontrolled (duration of 1 Hour; +½) (50 Active Points); Extra Time (1 Turn; -1¼), Self Only (-½). Total cost: 18 points.*

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2½) (58 Active Points); OAF Expendable (chirurgeon's tool, Difficult to obtain; -1¼), Concentration (0 DCV; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Healing 3d6. 88 Active Points; total cost 21 points.
- 2) **Weak Spell:** Decrease to Healing 1d6. 29 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.
- 14) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.
- 15) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.
- 16) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.
- 17) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

VALGARATH'S FIRST SPELL OF THE IMPASSABLE WALLS

Effect: Affects Desolidified (+½) for the exterior walls of up to 10 DEF

Target/Area Affected: One structure

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Hour, +1 hour per point by which the caster makes his Areomancy roll)

Range: Touch

Magic Roll Penalty: -3

END Cost: 0

Description: This spell renders the exterior walls of a castle (or other structure) impassable to intangible beings (such as troops using the *Ghost Soldiers* spell). The caster has to either be in the structure, or able to touch the exterior wall, to cast it.

Game Information: Affects Desolidified (+½) for the walls of a Base of up to 10 DEF, Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Hour, +1 hour per point by which the caster makes his Areomancy roll; +½) (30 Active Points); OAF Expendable (link from a chain or suit of chainmail, Easy to obtain; -1), Extra Time (1 Turn to cast; -¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Applies To Exterior Walls (-¼), Requires An Areomancy Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to up to 13 DEF. 38 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to up to 7 DEF. 20 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼) and decrease Gestures and Incantations to -¼ each. Total cost: 9 points.

- 11) Attentive Spell:** Add Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$). Total cost: 6 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 37 Active Points; total cost 8 points.
- 13) Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 5 points.

VALGARATH'S SECOND SPELL OF THE IMPASSABLE WALLS

Effect:	Cannot Be Escaped With Teleportation ($+\frac{1}{4}$) for the exterior walls of up to 10 DEF
Target/Area Affected:	One structure
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 1 Hour, +1 hour per point by which the caster makes his Areomancy roll)
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	0

Description: This spell renders the exterior walls of a castle (or other structure) impassable via Teleportation. Of course, in the case of some structures, an attacker could teleport to a window or the top of a wall, then climb or teleport into the interior from there, but that's a matter for the structure's designers to consider. The caster has to either be in the structure, or able to touch the exterior wall, to cast it.

Game Information: *Cannot Be Escaped With Teleportation ($+\frac{1}{4}$) for the walls of a Base of up to 10 DEF; Reduced Endurance (0 END; $+\frac{1}{2}$), Uncontrolled (duration of 1 Hour, +1 hour per point by which the caster makes his Areomancy roll; $+\frac{1}{2}$) (14 Active Points); OAF Expendable (red ribbon tied in a mystic knot, Easy to obtain; -1), Extra Time (1 Turn to cast; $-\frac{3}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Only Applies To Exterior Walls ($-\frac{1}{4}$), Requires An Areomancy Roll ($-\frac{1}{2}$). Total cost: 3 points.*

OPTIONS:

- 1) Strong Spell:** Increase to up to 13 DEF. 20 Active Points; total cost 4 points.
- 2) Weak Spell:** Decrease to up to 7 DEF. 10 Active Points; total cost 2 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 4 points.
- 4) Stilled Spell:** Remove Gestures ($-\frac{1}{2}$). Total cost: 3 points.
- 5) Silenced Spell:** Remove Incantations ($-\frac{1}{2}$). Total cost: 3 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; $-\frac{1}{4}$). Total cost: 3 points.

- 7) Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 3 points.
- 9) Master's Version:** Remove Requires An Areomancy Roll ($-\frac{1}{2}$). Total cost: 3 points.
- 10) Quick Spell:** Change to Extra Time (Full Phase to cast; $-\frac{1}{4}$) and decrease Gestures and Incantations to $-\frac{1}{4}$ each. Total cost: 4 points.
- 11) Attentive Spell:** Add Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$). Total cost: 3 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 17 Active Points; total cost 4 points.
- 13) Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 2 points.
- 14) Augmented Spell:** Increase to Cannot Be Escaped With Teleportation (x2; $+\frac{1}{2}$). 30 Active Points; total cost 7 points.

MOVEMENT SPELLS

ARMY APORTATION

Effect:	Teleportation 10", MegaScale (1" = 1 km), Usable As Attack
Target/Area Affected:	24" Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	450"
Magic Roll Penalty:	-9
END Cost:	9

Description: This spell allows a battle-mage to teleport everyone and everything in a 24" radius. He might use this to get friendly troops inside a fortress, to send part of an enemy army far away from the battlefield, or to aport an attacking regiment into a river... or over a cliffside.

The weight limit for this Usable As Attack spell — 100 kg — applies per hex. That prevents the caster from transporting large objects and some non-human troops, but should suffice to Teleport one armed soldier per hex.

Game Information: *Teleportation 10", Area Of Effect (24" Radius; $+\frac{1}{2}$), MegaScale (1" = 1 km, can scale down to 1" = 1"; $+\frac{1}{2}$), Usable As Attack (+1), Ranged ($+\frac{1}{2}$) (90 Active Points); OAF Expendable (moebius strip made of a cloth-of-gold ribbon, Difficult to obtain; $-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires An Areomancy Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 24 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Teleportation 15". 135 Active Points; total cost 36 points.



- 2) **Weak Spell:** Decrease to Teleportation 5"; 45 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 36 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 26 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 26 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 22 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 21 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 28 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 21 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 100 Active Points; total cost 27 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 19 points.

- 14) **Longer Aportation:** Change MegaScale to (1" = 10 km; can scale down to 1" = 1"; +¾). 95 Active Points; total cost 25 points.

EAGLE SOLDIERS

Effect:	Flight 20"
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6 to cast, 4 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to fly. Once a recipient starts to fly, he can keep flying as long as he spends END. If he ever lands, or stops paying END for any reason, the Flight fades and he cannot use the power again until the spell granting it is cast again.

Game Information: Grant the following power to other characters: Flight 20" (40 Active Points); Recipient May Only Use The Flight Once Per Casting (-1). Total cost: 20 points.

Casting: 20 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (65 Active Points); OAF Expendable (gilded griffin's feather, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 16 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1½). Total cost: 26 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 15 points.
- 5) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 6) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 7) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 19 points.
- 8) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 19 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 14 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 19 points.
- 11) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 13 points.
- 12) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 13 points.
- 13) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 75 Active Points; total cost 19 points.
- 14) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 85 Active Points; total cost 21 points.
- 15) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 95 Active Points; total cost 24 points.

MAGEWALKING

Effect:	Teleportation 10"
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4 to cast, 2 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to teleport.

Game Information: Grant the following power to other characters: Teleportation 10" (20 Active Points); Extra Time (Full Phase; -½). Total cost: 13 points.

Casting: 13 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (42 Active Points); OAF Expendable (two copper balls, a small one inside a large one, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Teleportation 15". 65 Active Points; total cost 17 points.
- 2) **Weak Spell:** Decrease to Teleportation 5". 23 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 17 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 9) **Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 13 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 49 Active Points; total cost 13 points.
- 13) **Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 9 points.
- 14) **Longer Casting:** Increase to Extra Time (1 Minute; -1½). Total cost: 9 points.
- 15) **Ranged Spell:** The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 49 Active Points; total cost 13 points.
- 16) **Lasting Spell:** The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 55 Active Points; total cost 15 points.
- 17) **Ranged, Lasting Spell:** Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 62 Active Points; total cost 16 points.

SCALING LIKE SPIDERS

Effect:	Clinging (normal STR)
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 1 hour)
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to cling to walls, ceilings, and other surfaces just like an insect — thus allowing them to scale castle walls without ladders or ropes. They retain the power for one hour from the time of casting.

Game Information: Grant the following power to other characters: Clinging (normal STR), Uncontrolled (duration of 1 Hour; +½). Total cost: 15 points.

Casting: 15 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (49 Active Points); OAF Expendable (tiny brass spider, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 13 points.

OPTIONS:

- 1) Free Spell:** Remove OAF (-1¼). Total cost: 20 points.
- 2) Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 3) Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 4) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 12 points.
- 5) Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 6) Easy Spell:** Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 7) Master's Version:** Remove Requires An Areomancy Roll (-½). Total cost: 15 points.
- 8) Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.
- 9) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 10) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 56 Active Points; total cost 15 points.
- 11) Ritual Battle Magic:** Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 10 points.

12) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 10 points.

13) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 56 Active Points; total cost 15 points.

14) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 64 Active Points; total cost 17 points.

15) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 71 Active Points; total cost 19 points.

SENSORY SPELLS**NIGHTFIGHTER'S EYES**

Effect:	Nightvision
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 1 hour)
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers the power to see clearly even on the darkest night. They retain the power for one hour from the time of casting.

Game Information: Grant the following power to other characters: Nightvision, Uncontrolled (duration of 1 Hour; +½). Total cost: 7 points.

Casting: 7 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (23 Active Points); OAF Expendable (a dried owl's eye, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 6 points.

OPTIONS:

- 1) Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 2) Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 3) Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 4) Apprentice's Version:** Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 6 points.
- 5) Difficult Spell:** Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

6) Easy Spell: Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

7) Master's Version: Remove Requires An Areomancy Roll (-½). Total cost: 7 points.

8) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 7 points.

9) Attentive Spell: Add Concentration (½ DCV throughout casting; -½). Total cost: 5 points.

10) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 26 Active Points; total cost 7 points.

11) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 5 points.

12) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 5 points.

13) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 26 Active Points; total cost 7 points.

14) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 30 Active Points; total cost 8 points.

15) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 33 Active Points; total cost 9 points.

PERCEPTIVENESS

Effect:	+4 PER with all Sense Groups
Target/Area Affected:	Up to 250 people
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 1 hour)
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6 to cast, 0 for recipients to use

Description: This spell grants a group of up to 250 soldiers senses as acute or more acute than those of beasts. They retain the power for one hour from the time of casting.

Game Information: *Grant the following power to other characters:* +4 PER with all Sense Groups, Uncontrolled (duration of 1 Hour; +½). Total cost: 18 points.

Casting: 18 Active Points, Usable Simultaneously (up to 250 people at once; +2¼) (58 Active Points); OAF Expendable (head of a bat, Difficult to obtain; -1¼), Concentration (0 DCV; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Areomancy Roll (-½). Total cost: 14 points.

OPTIONS:

1) Strong Spell: Increase to +6 PER with all Sense Groups. 88 Active Points; total cost 21 points.

2) Weak Spell: Decrease to +2 PER with all Sense Groups. 29 Active Points; total cost 7 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 19 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 14 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 14 points.

6) Apprentice's Version: Add Side Effects (-2 to Areomancy Rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.

7) Difficult Spell: Change to Requires An Areomancy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires An Areomancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) Master's Version: Remove Requires An Areomancy Roll (-½). Total cost: 15 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 15 points.

11) Inattentive Spell: Remove Concentration (-½). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 16 points.

13) Ritual Battle Magic: Casting this spell requires several wizards. Add Ritual (9 casters; -1). Total cost: 11 points.

14) Longer Casting: Increase to Extra Time (1 Minute; -1½). Total cost: 11 points.

15) Ranged Spell: The mage can cast this spell on soldiers who are far away from him. Add Ranged (+½). 67 Active Points; total cost 16 points.

16) Lasting Spell: The mage need not maintain LOS to the recipients of the spell, and it keeps working even if he's Knocked Out. Add Reduced Endurance (0 END; +½) and Persistent (+½). 76 Active Points; total cost 18 points.

17) Ranged, Lasting Spell: Add Ranged (+½), Reduced Endurance (0 END; +½), and Persistent (+½). 85 Active Points; total cost 20 points.

BLACK MAGIC



The Witchcraft section of the *Fantasy Hero Grimoire* discusses Black Magic — evil spells used by dark-hearted witches against their enemies or those whom they wish to torment. Gamemasters and players interested in expanding upon this concept of evil, accursed spells can make Black Magic an arcana all its own — one that's a good alternative to Necromancy and Witchcraft for, among others, NPC spellcasters who attack the PCs. (Of course, you could also just think of these spells as part of the Black Magic sub-arcana of Witchcraft, if you prefer.)

If you make Black Magic a separate arcana, the four spells in the *Grimoire* — Blood Sacrifice, Curse Of Death, Curse Of Palsy, and Devil Conjunction — should be considered part of this arcana. Additionally, many other Witchcraft and Necromancy spells, as well as Conjunction spells pertaining to infernal beings, could also be Black Magic spells.

SELLING THE SOUL

In Fantasy literature, one common explanation for how a character gets Black Magic spells and powers is this: he sells his soul to the Devil (or, in many Fantasy gaming settings, a devil). In exchange for the caster's soul, the Devil grants him great power... but when the caster dies, the Devil drags him screaming down to Hell for an eternity of torment. (In a Fantasy gaming setting, "eternity of torment" may become "eternity of service as a warrior/slave of Hell".)

In game terms, you can represent a character's selling of his soul by taking one or more Disadvantages, then using them to buy various abilities as well as Black Magic spells and the like. The abilities represent the benefits (such as they are) of not having a soul. Primarily this means immunity to powers that attack the soul, such as the *Sa'akiv's Soulripping* spell (FHG, page 149), *Transforms of the Spirit*, and the like:

Cost Power

- 7 *Has No Soul: Armor* (24 ED) (36 Active Points); Only Works Against Limited Type Of Attack (*Sa'akiv's Soulripping* [FHG, page 149] and other spells and powers that inflict injury by attacking the soul; -4)
- 6 *Has No Soul: Power Defense* (30 points) (30 Active Points); Only Works Against Limited Type Of Attack (spells and powers that work by attacking the soul; -4)

These are the only two abilities that a character *must* buy to represent not having a soul. However, a character can justify buying numerous other abilities with the special effect of "I sold my soul for

power." In addition to Black Magic (or other) spells, some of the most common include:

Cost Power

- 30 *The Devil's Own Luck: Luck* 6d6
- 15 *The Devil Made Me Rich: Money: Filthy Rich*
- 10 *Devilishly Seductive: +20 COM*

In some stories (and Fantasy settings), the Devil doesn't take the character's soul at first. Instead, he promises him power, wealth, or whatever else he wants for a period of time (typically seven years), then claims both his soul and his life at the end of that time. In that case, the character might not have the *Has No Soul* abilities (since he does, in fact, still have his soul), but could easily have some of the Disadvantages described below (particularly *Watched by the Devil*).

As to the appropriate Disadvantages, here are some suggestions. First, a character could take a *Distinctive Feature*. Perhaps "sensitives" (such as other spellcasters, mediums, priests, and the like) can perceive that he has no soul. Another possibility is that selling his soul means he no longer casts a shadow, which everyone can see. In either case, the *Feature* tends to make other people recoil in horror, or at least refuse to have anything more to do with the character than they possibly have to.

Value Disadvantage

- 15 *Distinctive Features: has no soul* (Not Concealable; Causes Extreme Reaction; Detectable Only By Unusual Senses)
- 25 *Distinctive Features: casts no shadow* (Not Concealable; Causes Extreme Reaction)

Second, the character could take an *Enraged/Berserk*, representing the fact that without a soul, he has much less self-control than normal.

Third, the character could take a *Hunted* — typically by the Devil, who wants to keep tabs on his "investment." This is probably a *Watched*, though the Devil may actively try to kill the character to get his soul more quickly (a wise character negotiates a provision of the sales contract forbidding this, of course). However, in a Fantasy setting with multiple soul-buying devils, a "competitor" devil might try to harass the character for his own purposes.

Value Disadvantage

- 10 *Hunted: by the Devil* 8- (Mo Pow, NCI, Watching)
- 20 *Hunted: by the Devil* 8- (Mo Pow, NCI, Kill)

Fourth, the character might have various *Psychological Limitations* caused by or deriving from his lack of a soul. Some examples include:

WHITE MAGIC

In most Fantasy settings, the opposite of Black Magic is the holy magics and sacred spells cast by priests and their ilk. However, you could, if you wanted, establish an antipathetic type of arcane magic called *White Magic*. Many White Magic spells would be very similar to Black Magic spells, with but with reversed special effects and Power Modifiers. For example, there might be a *Bright Mantle* spell instead of *Dark Mantle*, which provides extra defense against Evil attacks. Other White Magic spells might mimic some divine magics, though they probably wouldn't be quite as powerful.

Value Disadvantage

- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Desperate To Regain His Soul And Rescind The Bargain With The Devil (Common, Total)
- 15 Psychological Limitation: Greedy (Common, Strong)

Fifth, the character might suffer from a Social Limitation. The lack of a soul somehow makes him seem "wrong" to other people — they feel uncomfortable in his presence and have difficulty getting along with him. He suffers a minimum -2 penalty to all attempts to use Interaction Skills in a friendly or helpful way (but may receive a corresponding bonus to Interrogation).

Value Disadvantage

- 20 Social Limitation: Has No Soul (Very Frequently, Major)

Lastly, not having a soul may make the character Susceptible to the same sorts of things that demons and undead are: holy water or symbols; sacred places; and the like.

CASTING BLACK MAGIC SPELLS

To emphasize the foul and corrupting nature of Black Magic (even in comparison to Necromancy and Witchcraft), the GM may want to make these spells dangerous to use. In short, learning or casting Black Magic spells corrupts and imperils the spellcaster's soul (if he still has one).

If the GM institutes this rule, then the use of Black Magic spells works a subtle Major Transform on a spellcaster. Every spell learned incurs a few points of Transform damage; every spell cast incurs a point or less (no defense applies against this). The exact rate is up to the GM; it all depends on how quickly he wants characters to suffer the effects. For example, a rate of 2 points of damage per spell learned and 1 point per spell cast will corrupt characters quickly. On the other hand, a rate of .5 points per spell learned and .1 points per spell cast leaves the caster's soul intact for a much longer period of time. This Transform works against the character's EGO instead of his BODY, and the only way to heal the damage is special divine magic spells (or perhaps some other powerful magics, such as Grant Wish).

When the Transform is complete, the character gains some of the Disadvantages described above. The GM chooses which ones, but the *Utterly Evil* Psychological Limitation and *Has No Soul* Social Limitation (renamed *Corrupted Soul*) are probably the most common. Even after the character's soul becomes corrupt, keep track of the Transform damage he continues to accumulate; this affects how difficult it is to "heal" his soul (should anyone ever try).

At the GM's option, characters can add this effect as a Side Effect for a spell (minor effect, always occurs; -½).

OFFENSIVE SPELLS

AGONY

Effect:	Ego Attack 3d6, Does BODY
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-6
END Cost:	6

Description: This spell allows a black magician to inflict twisting torment upon another person. The pain is so intense that it causes actual physical harm (i.e., BODY damage). Injuries it inflicts manifest as pustules and sores erupting upon the target's body, the target bleeding from his eyes or fingernails, or the like.

Game Information: *Ego Attack 3d6, Does BODY (+1) (60 Active Points); OAF (amulet of jet, incised with accursed symbols; -1), Gestures (-¼), Incantations (-¼), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Ego Attack 4d6. 80 Active Points; total cost 23 points.
- 2) **Weak Spell:** Decrease to Ego Attack 2d6. 40 Active Points; total cost 11 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 18 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 16 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 20 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 21 points.
- 13) **Lasting Agony:** Decrease to Ego Attack 2d6 and add Continuous (+1). 60 Active Points; total cost 17 points.

BLOOD VENGEANCE SPELLS OF NAATH KORIAN

Effect: Drain CON 3d6, permanent effect, costs character 2 BODY permanently
Target/Area Affected: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 300"
Magic Roll Penalty: -7
END Cost: 0

Description: In the thirty-ninth century, the long alliance of the Dukes of Naath Korian came to an end when a trade war turned into a real one. Anger and resentment pent up over centuries was unleashed in a torrent of blood-spilling and battle-magic. So terrible were the hatreds that arose between the Dukes that they had their wizards create special spells of *blood vengeance* — dweomers that would permanently weaken and injure a foe, but at the cost of draining some of the caster's life-essence.

After the wars between the Dukes ended, some wizards tried to prevent knowledge of the Blood Vengeance spells from spreading — but all their efforts were for naught. The lore of the Naath Korian wizards made its way into the libraries and minds of other mages through trade, theft, and other means. While few wizards willingly cast a Blood Vengeance spell because the price is so high, these fearsome enchantments remain very much a part of the magical arsenal.

Characters must have the GM's permission to buy this spell, since it uses the *Independent Limitation* in an unusual way. Page 134 of *Fantasy Hero* describes the process by which characters can apply Independent to non-Focused abilities by permanently spending Character Points to "power" them. The Blood Vengeance spells do much the same, but they cost points of *Characteristics*, not Character Points. The base spell described here costs the character BODY; the *Other Blood Vengeance Spells* option describes other versions (and of course, the GM can let characters change the spell to substitute another Characteristic if he wishes).

Game Information: Drain CON 3d6, Ranged (+½), Reduced Endurance (0 END; +½), Persistent (+½) (75 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Independent (costs character 2 points of BODY permanently to cast; -2), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 15 points.

OPTIONS:

- 1) Strong Spell:** Increase to Drain CON 4d6. 100 Active Points; total cost 20 points.
- 2) Weak Spell:** Decrease to Drain CON 2d6 and 1 BODY casting cost. 50 Active Points; total cost 10 points.
- 3) Focused Spell:** Add OAF (-1). Total cost: 12 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 16 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 16 points.

6) Apprentice's Version: Add Side Effects (Drain END 6d6; -1). Total cost: 12 points.

7) Difficult Spell: Change to Requires A Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove Requires A Black Magic Roll (-½). Total cost: 17 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 17 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 18 points.

13) Other Blood Vengeance Spells: Here are some of the other Blood Vengeance spells developed by the Naath Korian wizards. At the GM's option, a spellcaster can buy two or more of them as a Multipower.

Second Blood Vengeance Spell: Drain BODY 3d6, costs 2 CON

Third Blood Vengeance Spell: Drain BODY 3d6, costs 2 BODY

Fourth Blood Vengeance Spell: Drain CON 3d6, costs 4 STUN

Fifth Blood Vengeance Spell: Drain CON 3d6, costs 8 END

Sixth Blood Vengeance Spell: Drain INT 3d6, costs 2 BODY

Seventh Blood Vengeance Spell: Drain EGO 3d6, costs 2 BODY

Eighth Blood Vengeance Spell: Drain PRE 3d6, costs 2 BODY

COFFIN NAILS

Effect: RKA 4d6, NND, Does BODY
Target/Area Affected: One character
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 31,875"
Magic Roll Penalty: -0
END Cost: 13

Description: To cast this spell, the black magician must visit a graveyard at midnight and dig up a coffin — any coffin will do, provided it was nailed shut before interment. After retrieving the coffin, he removes the nails (he needs at least four; otherwise, limit him to RKA 1d6 per nail used). After speaking a magic charm over the nails to seal the death-energy of the coffin into them, the caster must then find one of his victim's footprints. As he drives the nails into the footprint, he speaks the remaining



words of the charm... and the victim falls dead!

See the sidebar on page 43 regarding targeting this spell.

Game Information: *RKA 4d6, NND (defense is Hargenzarian's Spell Of Life-Shielding or an active Wizard's Shield; +1), Does BODY (+1), Indirect (always comes from black magician, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (31,875", or about 40 miles; +½), No Range Modifier (+½), Reduced Endurance (½ END; +¼) (285 Active Points); OAF Expendable (four coffin nails, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Access To Victim's Footprint (-½), Requires A Black Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 42 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 5d6. 356 Active Points; total cost 53 points.
- 2) **Weak Spell:** Decrease to RKA 3d6. 214 Active Points; total cost 32 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 52 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 46 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 46 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 41 points.

7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 41 points.

8) **More Difficult Version:** Change to Requires A Black Magic Roll (-1 per 10 Active Points; -½). Total cost: 39 points.

9) **Really Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 37 points.

10) **Quick Spell:** Change to Extra Time (1 Turn; -1¼). Total cost: 44 points.

11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 50 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 315 Active Points; total cost 47 points.

13) **Ritual Spell:** Casting this spell requires several black magicians. Add Ritual (3 casters; -½). Total cost: 39 points.

CORRUPTION

Effect:	Major Transform 4d6 (person with normal soul into person with corrupted soul)
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	50"
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell does to another character what so many black magicians do to themselves voluntarily: it corrupts the soul, making the victim evil and depraved. Only certain priestly blessing and magics can undo its effects.

This Transform works against the Spirit, and when complete inflicts upon the target the *Utterly Evil* and *Corrupted Soul* Disadvantages described above. Since it adds a Psychological Limitation, it has the *BOECV* Advantage.

Game Information: Major Transform 4d6 (person with normal soul into person with corrupted soul; heals back through application of certain priestly magics), *BOECV* (Power Defense applies; +1) (120 Active Points); *OAF* (wand made of intertwined ivory and jet; -1), *Gestures* (-¼), *Incantations* (-¼), *Limited Range* (50"; -¼), *Limited Target* (beings with souls; -½), *Requires A Black Magic Roll* (-½), *Spell* (-½). Total cost: 28 points.

OPTIONS:

- 1) Strong Spell:** Increase to Major Transform 5d6. 150 Active Points; total cost 35 points.
- 2) Weak Spell:** Decrease to Major Transform 3d6. 90 Active Points; total cost 21 points.
- 3) Free Spell:** Remove *OAF* (-1). Total cost: 37 points.
- 4) Stilled Spell:** Remove *Gestures* (-¼). Total cost: 30 points.
- 5) Silenced Spell:** Remove *Incantations* (-¼). Total cost: 30 points.
- 6) Apprentice's Version:** Add Side Effects (caster suffers *Ego Attack* 1½d6; -¼). Total cost: 27 points.
- 7) Difficult Spell:** Change to *Requires A Black Magic Roll* (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) Easy Spell:** Change to *Requires A Black Magic Roll* (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) Master's Version:** Remove *Requires A Black Magic Roll* (-½). Total cost: 32 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 25 points.
- 11) Attentive Spell:** Add *Concentration* (½ DCV; -¼). Total cost: 27 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 150 Active Points; total cost 35 points.

13) Long-Range Spell: Remove *Limited Range* (-¼). Total cost: 30 points.

14) Touch Of Corruption: Replace *Limited Range* (-¼) with *No Range* (-½). Total cost: 27 points.

15) Untiring Spell: Add *Reduced Endurance* (0 END; +½). 150 Active Points; total cost 35 points.

16) Ritual Spell: Casting this spell requires several black magicians. Add *Ritual* (3 casters; -½). Total cost: 25 points.

CURSE OF BLINDNESS

Effect:	Major Transform 10d6 (sighted being into blind being), Indirect
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	1,056,250"
Magic Roll Penalty:	-0
END Cost:	24

Description: This foul Black Magic spell strikes blind the person against whom it's used. Only a reverse casting of the same spell, or certain priestly curing-magics, can heal the effects.

Game Information: Major Transform 10d6 (sighted being into blind being; heals back through another application of this spell or a like spell), *Indirect* (always comes from black magician, but can strike target regardless of intervening barriers; +½), *Increased Maximum Range* (1,056,250", or about 1,300 miles; +1), *No Range Modifier* (+½), *Reduced Endurance* (½ END; +¼) (487 Active Points); *OAF Expendable* (black dog sacrifice plus sacrificial tools and supplies, *Extremely Difficult* to obtain; -2), *Concentration* (0 DCV throughout casting; -1), *Extra Time* (1 Hour; -3), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Requires A Black Magic Roll* (no Active Point penalty; -0), *Spell* (-½). Total cost: 57 points.

OPTIONS:

- 1) Strong Spell:** Increase to Major Transform 12d6. 585 Active Points; total cost 69 points.
- 2) Weak Spell:** Decrease to Major Transform 8d6. 390 Active Points; total cost 46 points.
- 3) Free Spell:** Remove *OAF* (-2). Total cost: 75 points.
- 4) Stilled Spell:** Remove *Gestures* (-½). Total cost: 61 points.
- 5) Silenced Spell:** Remove *Incantations* (-½). Total cost: 61 points.
- 6) Apprentice's Version:** Add Side Effects (caster suffers *Ego Attack* 1½d6; -¼). Total cost: 56 points.
- 7) Difficult Spell:** Change to *Requires A Black Magic Roll* (-1 per 20 Active Points; -¼). Total cost: 56 points.
- 8) More Difficult Version:** Change to *Requires A Black Magic Roll* (-1 per 10 Active Points; -½). Total cost: 54 points.

LONG-RANGE BLACK MAGIC ATTACKS

Technically, long-range Black Magic attack spells like *Coffin Nails* or the *Curses* should suffer negative OCV modifiers if the caster cannot perceive the target with a *Targeting Sense* because he's far away. On the other hand, it usually gains extensive *Surprise* bonuses to OCV. In the interest of common sense and dramatic sense, GMs can, if they wish, simply let the caster make a normal *Attack Roll* against the target's base DCV to resolve the attack.

For GMs who prefer for casters to buy the ability to target these spells, characters can purchase the following spell:

Black Magician's Eye: *Detect Target Of Long-Range Black Magic Attack Spell* (INT +10), *Range*, *Targeting*, *Telescopic* (+30 versus *Range Modifier*) (58 Active Points); *OAF Expendable* (crow's eye steeped in wine, *Difficult* to obtain; -1¼), *Costs Endurance* (-½), *Gestures* (-¼), *Incantations* (-¼), *Requires A Witchcraft Roll* (-½). Total cost: 15 points.

- 9) **Really Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 51 points.
- 10) **Quick Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 70 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 65 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 562 Active Points; total cost 66 points.
- 13) **Ritual Curse:** Add Ritual (7 casters; -¾). Total cost: 53 points.

CURSE OF UGLINESS

Effect: Drain COM 6d6, Indirect
Target/Area Affected: One character
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 984,375" (about 1,100 miles), No Range Modifier
Magic Roll Penalty: -0
END Cost: 18

Description: This curse renders the victim hideously ugly. Boils, warts, and suppurating sores break out on his body, his flesh becomes withered and sickly-looking, his hair falls out in patches (or grows in places it shouldn't), and so forth.

Game Information: Drain COM 6d6, Delayed Return Rate (points return at the rate of 5 per Year; +2½), Indirect (always come from the black magician, but can strike target regardless of intervening barriers; +½), Ranged (+½), Increased Maximum Range (984,375", or about 1,223 miles; +1), No Range Modifier (+½), Reduced Endurance (½ END; +¼) (375 Active Points); OAF Expendable (a sacrifice of seven toads, plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Black Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 41 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain COM 8d6. 500 Active Points; total cost 59 points.
- 2) **Weak Spell:** Decrease to Drain COM 4d6. 250 Active Points; total cost 29 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 58 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 47 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 47 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 43 points.

- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 43 points.
- 8) **More Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 10 Active Points; -½). Total cost: 42 points.
- 9) **Really Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 39 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 405 Active Points; total cost 48 points.

THE EVIL EYE

Effect: Drain 6d6, any two Characteristics at once
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 10"
Magic Roll Penalty: -0
END Cost: 24

Description: This special curse-like spell allows a black magician to inflict grievous harm upon another person merely by looking at him. He must make eye contact with the victim, which means he has to be fairly close to him (this is also why many people refuse to look directly at anyone they suspect of practicing Black Magic). He then utters a malediction of some sort, and the harm described soon starts to affect the victim until, slowly but surely, he's crippled by it. The black magician can instantly dispel the effects of the Evil Eye if he so chooses; this counts as a Limitation because it's a well-known fact and often leads people to hunt down a black magician whom they believe has cursed one of their relatives or friends.

Game Information: Drain 6d6, any two Characteristics at once (+½), Delayed Return Rate (points return at the rate of 5 per Month; +2), Ranged (+½) (240 Active Points); Caster Can Instantly Alleviate Effects (-½), Eye Contact Required (-½), Extra Time (onset time of 5 Minutes; -2), Gestures (-¼), Gradual Effect (6 Hours, 1d6/hour; -1½), Incantations (-¼), Limited Range (10"; -¼), Requires A Black Magic Roll (no Active Point penalty; -0), Spell (-½). Total cost: 35 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain 8d6. 320 Active Points; total cost 47 points.
- 2) **Weak Spell:** Decrease to Drain 4d6. 160 Active Points; total cost 24 points.
- 3) **Focused Spell:** The black magician must have a special charm or fetish to use his Evil Eye powers. Add OAF (-1). Total cost: 31 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 37 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 37 points.

6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 34 points.

7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.

8) **More Difficult Version:** Change to Requires A Black Magic Roll (-1 per 10 Active Points; -½). Total cost: 33 points.

9) **Really Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 31 points.

10) **Quick Spell:** Change to Extra Time (1 Turn onset time; -1¼). Total cost: 40 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 34 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 270 Active Points; total cost 40 points.

13) **Untiring Spell:** Using the Evil Eye doesn't tire the caster out at all. Add Reduced Endurance (0 END; +½). 270 Active Points; total cost 40 points.

HELLFIRE

Effect: RKA 2d6, Penetrating (x2)
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 30"
Magic Roll Penalty: -6
END Cost: 6

Description: This spell summons up a tiny spark of the very fires of Hell and hurls it at the target. Even the most potent magical defenses rarely provide full protection against hellfire.

Game Information: RKA 2d6, Penetrating (x2; +1) (60 Active Points); OAF Expendable (ball of sulphur and charcoal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 15 points.

OPTIONS:

1) **Strong Spell:** Increase to RKA 3d6. 90 Active Points; total cost 22 points.

2) **Weak Spell:** Decrease to RKA 1d6. 30 Active Points; total cost 7 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 22 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 16 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 16 points.

6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 14 points.

7) **Difficult Spell:** Change to Requires A Black

Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 17 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 19 points.

13) **Unquenchable Hellfire:** This form of Hellfire continues to burn the target for a long time. Decrease to RKA 1d6 and add Continuous (+1) and Uncontrolled (removed by dousing victim in holy water or casting a priestly healing-spell on him; +½). 52 Active Points; total cost 13 points.

14) **Hellfireball:** Add Area Of Effect (6" Radius; +1). 90 Active Points; total cost 22 points.

15) **Deadly Hellfire:** Almost no one can resist this form of Hellfire. Remove Penetrating (+1) and add NND (defense is Wizard's Shield; +1), Does BODY (+1). 90 Active Points; total cost 22 points.

HEX

Effect: Major Transform 8d6 (person into person with Unluck 4d6)
Target/Area Affected: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 20"
Magic Roll Penalty: -12
END Cost: 12

Description: This spell allows a black magician to inflict a curse of ill fortune upon another person. If the spell succeeds, the victim is doomed to misfortune until such time as the caster chooses to lift the malediction (or some other spellcaster removes it).

Game Information: Major Transform 8d6 (person into person with Unluck 4d6, heals back through another application of this spell or a like spell) (120 Active Points); OAF Expendable (mandrake root harvested in a special ceremony, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Limited Target (sentient beings; -¼), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 25 points.

OPTIONS:

1) **Strong Spell:** Increase to Major Transform 10d6. 150 Active Points; total cost 32 points.

2) **Weak Spell:** Decrease to Major Transform 6d6. 90 Active Points; total cost 19 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 34 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 27 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 27 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 24 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 23 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 27 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 28 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 28 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 24 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 38 points.
- 13) **Hex Touch:** This version of Hex requires the spellcaster to touch the victim. Change Limited Range (-¼) to No Range (-½). Total cost: 24 points.
- 14) **Untiring Hex:** Add Reduced Endurance (0 END; +½). 180 Active Points; total cost 38 points.
- 15) **Ritual Spell:** Casting this spell requires several black magicians. Add Ritual (3 casters; -½). Total cost: 23 points.

PESTILENCE

Effect:	Drain BODY 2d6
Target/Area Affected:	7 km Radius
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: With this spell, a black magician can start a virulent epidemic. Beginning an hour after he casts the spell, everyone who was within 7 kilometers of him when he casts it begins to feel ill — feverish, nauseous, possibly more. The victims suffer 1d6 of Drain BODY that day, and another 1d6 the next day. This should kill most children and elderly folk, and more than a few healthy adults as well.

In the interest of properly representing the special effect, the GM may rule that the loss of BODY once the Drain reduces a character into the negatives takes place once per 6 Hours or once per Day, rather than once per Turn.

Game Information: Drain BODY 2d6, Area Of Effect (7" Radius; +1), Delayed Return Rate (points return at the rate of 5 per Month; +2), MegaScale (1" = 1 kilometer wide and

broad; +¼), Personal Immunity (+¼) (90 Active Points); OAF Expendable (black rooster sacrifice plus sacrificial tools and substances, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -2), Extra Time (1 Hour onset time; -3), Gestures (throughout casting; -½), Gradual Effect (2 Days, 1d6/day; -1¼), Incantations (throughout casting; -½), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain BODY 3d6. 135 Active Points; total cost 11 points.
- 2) **Weak Spell:** Decrease to Drain BODY 1d6. 45 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -½). Total cost: 8 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 8 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 100 Active Points; total cost 8 points.
- 13) **Contagious Pestilence:** The victims of this spell can pass the disease on to other people, possibly creating a world-threatening epidemic. Add Sticky (+½). 100 Active Points; total cost 8 points.
- 14) **Ritual Spell:** Casting this spell requires several black magicians. Add Ritual (3 casters; -½). Total cost: 7 points.

PUPPETEER

Effect:	Telekinesis (30 STR), Only To Puppeteer
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	20"
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell allows the black magician to use vile arcane forces to take hold of a victim's body and move it against the victim's will. The caster cannot pick the target up and move him through the air, "punch" or "squeeze" the victim, or the like — all he can do is move the victim's limbs and body to force the victim to walk and perform other physical actions. The victim can, of course, fight back with his own STR, which may make puppeteering him a taxing endeavor; he can also cry for help (unless the caster holds his jaws shut with this spell) or the like. The spell only has a range of 20", so the caster must remain within that distance of the victim or the spell ends instantly.

Game Information: *Telekinesis (30 STR) (45 Active Points); OAF Expendable (mandrake root harvested in a special ceremony, Difficult to obtain; -1¼), Affects Whole Object (-¼), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Only To Puppeteer (see text; -½), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 9 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Telekinesis (40 STR). 60 Active Points; total cost 13 points.
- 2) Weak Spell:** Decrease to Telekinesis (20 STR). 30 Active Points; total cost 6 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 13 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 9 points.
- 7) Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 11 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 14 points.

13) Less Tiring Spell: Add Reduced Endurance (½ END; +¼). 56 Active Points; total cost 12 points.

PUTRIFY

Effect:	Major Transform 3d6 (edible food and drink to spoiled food and drink)
Target/Area Affected:	Food (see text)
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	225"
Magic Roll Penalty:	-4
END Cost:	4

Description: With this spell a black magician can spoil a quantity of prepared food and drink, making it totally inedible. Bread becomes moldy, wine turns into undrinkably bitter vinegar, meat rots, and so forth. For purposes of this spell, the GM should assume that each pound of food or gallon of drink has 1 BODY, then use the total on the dice to determine how much the spell ruins.

Game Information: *Major Transform 3d6 (edible food and drink to spoiled food and drink, heals back through another application of this spell or another appropriate spell) (45 Active Points); OAF Expendable (pig's trotter, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (prepared food and drink; -1), Requires A Black Magic Roll (-½), Spell (-½). Total cost: 10 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Major Transform 4d6. 60 Active Points; total cost 13 points.
- 2) Weak Spell:** Decrease to Major Transform 2d6. 30 Active Points; total cost 7 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 13 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 9 points.
- 7) Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 11 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.

- 11) Attentive Spell:** Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 9 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 67 Active Points; total cost 15 points.
- 13) Short-Range Spell:** The caster must be near the food he wishes to spoil. Add Limited Range (20"; $-\frac{1}{4}$). Total cost: 9 points.
- 14) Less Tiring Spell:** Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). 56 Active Points; total cost 12 points.

SEDUCTION

Effect:	Mind Control 14d6, Only To Seduce
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: This foul spell allows the caster to take control of the mind of another person and force that person to submit to his disgusting lusts.

Game Information: *Mind Control 14d6* (70 Active Points); *OAF Expendable* (small amethyst, Very Difficult to obtain; $-1\frac{1}{2}$), *Eye Contact Required* ($-\frac{1}{2}$), *Gestures* ($-\frac{1}{4}$), *Incantations* ($-\frac{1}{4}$), *No Range* ($-\frac{1}{2}$), *Only To Seduce Members Of The Opposite Gender* (-1), *Requires A Black Magic Roll* ($-\frac{1}{2}$), *Spell* ($-\frac{1}{2}$). Total cost: 12 points.

OPTIONS:

- 1) Strong Spell:** Increase to Mind Control 16d6. 80 Active Points; total cost 13 points.
- 2) Weak Spell:** Decrease to Mind Control 12d6. 60 Active Points; total cost 10 points.
- 3) Free Spell:** Remove OAF ($-1\frac{1}{2}$). Total cost: 15 points.
- 4) Stilled Spell:** Remove Gestures ($-\frac{1}{4}$). Total cost: 12 points.
- 5) Silenced Spell:** Remove Incantations ($-\frac{1}{4}$). Total cost: 12 points.
- 6) Apprentice's Version:** Add Side Effects (caster suffers Ego Attack $1\frac{1}{2}$ d6; $-\frac{1}{4}$). Total cost: 11 points.
- 7) Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 12 points.
- 9) Master's Version:** Remove Requires A Black Magic Roll ($-\frac{1}{2}$). Total cost: 13 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 11 points.
- 11) Attentive Spell:** Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 11 points.

- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 105 Active Points; total cost 17 points.
- 13) Mindspeech Spell:** The caster need not speak his commands to his victim, he merely has to think them. Add Telepathic ($+\frac{1}{4}$). 87 Active Points; total cost 14 points.
- 14) Less Tiring Spell:** Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). 87 Active Points; total cost 14 points.

SPOOK

Effect:	+40 PRE, Only To Make Fear-Based Presence Attacks Against Animals
Target/Area Affected:	Varies
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: The powers of black magic, and the presence of one who possesses them, often frightens animals, making them nervous. This spell heightens that effect, allowing a black magician to terrify one or more beasts.

Game Information: +40 PRE (40 Active Points); *OAF Expendable* (talisman made of feathers from a white rooster and a black rooster, Difficult to obtain; $-1\frac{1}{4}$), *Costs Endurance* ($-\frac{1}{2}$), *Gestures* ($-\frac{1}{4}$), *Incantations* ($-\frac{1}{4}$), *Only To Make Fear-Based Presence Attacks Against Animals* (-2), *Requires A Black Magic Roll* ($-\frac{1}{2}$), *Spell* ($-\frac{1}{2}$). Total cost: 6 points.

OPTIONS:

- 1) Strong Spell:** Increase to +50 PRE. 50 Active Points; total cost 8 points.
- 2) Weak Spell:** Decrease to +30 PRE. 30 Active Points; total cost 5 points.
- 3) Free Spell:** Remove OAF ($-1\frac{1}{4}$). Total cost: 8 points.
- 4) Stilled Spell:** Remove Gestures ($-\frac{1}{4}$). Total cost: 7 points.
- 5) Silenced Spell:** Remove Incantations ($-\frac{1}{4}$). Total cost: 7 points.
- 6) Apprentice's Version:** Add Side Effects (caster suffers Ego Attack $1\frac{1}{2}$ d6; $-\frac{1}{4}$). Total cost: 6 points.
- 7) Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 7 points.
- 9) Master's Version:** Remove Requires A Black Magic Roll ($-\frac{1}{2}$). Total cost: 7 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 6 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 6 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 60 Active Points; total cost 10 points.

STEAL THE WILL

Effect: Mind Control 12d6, Telepathic
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -7
END Cost: 7

Description: This spell allows a black magician to take control of the mind of another — usually, but not necessarily, to make that person commit foul deeds against his will.

Game Information: *Mind Control 12d6, Telepathic (+ $\frac{1}{4}$) (75 Active Points); OAF Expendable (mystic diagram written in human blood on a special square of parchment, Difficult to obtain; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Black Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 20 points.*

OPTIONS:

1) Strong Spell: Increase to Mind Control 14d6. 87 Active Points; total cost 23 points.

2) Weak Spell: Decrease to Mind Control 10d6. 62 Active Points; total cost 16 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 30 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 21 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 21 points.

6) Apprentice's Version: Add Side Effects (caster suffers Ego Attack $1\frac{1}{2}$ d6; $-\frac{1}{4}$). Total cost: 19 points.

7) Difficult Spell: Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 18 points.

8) Easy Spell: Change to Requires A Black Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 21 points.

9) Master's Version: Remove Requires A Black Magic Roll ($-\frac{1}{2}$). Total cost: 23 points.

10) Lengthy Spell: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 18 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 19 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 105 Active Points; total cost 28 points.

13) Spoken Stealing: The caster must speak to the victim to command him. Remove Telepathic ($+\frac{1}{4}$). 60 Active Points; total cost 16 points.

14) Less Tiring Spell: Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). 90 Active Points; total cost 24 points.

15) Ritual Spell: Casting this spell requires several black magicians. Add Ritual (3 casters; $-\frac{1}{2}$). Total cost: 18 points.

STORMCALLING

Effect: Change Environment (create storms), ± 5 Temperature Levels, Multiple Combat Effects, Varying Combat Effects
Target/Area Affected: 4 km Radius
Casting Time: 5 minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -7
END Cost: 14 per hour

Description: With this invocation, a black magician can change the weather to create a storm. The temperature falls or rises as appropriate for the prevailing weather conditions, the sky clouds up, and the appropriate precipitation falls. (It takes five minutes from the time the spell is cast for these effects to fully manifest.) The storm covers a four kilometer area. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: *Change Environment (create storm) 4" radius, ± 5 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, MegaArea (1" = 1 km broad and wide; $+\frac{1}{4}$), Delayed Endurance Cost (once per Hour; $+\frac{1}{2}$) (73 Active Points); OAF Expendable (the heart of a black pig or hog, Difficult to obtain; $-1\frac{1}{4}$), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Extra Time (5 Minutes onset time; -2), Gestures (two hands throughout casting; -1), Incantations (throughout casting; $-\frac{1}{2}$), Increased Endurance Cost (x2 END; $-\frac{1}{2}$), No Range ($-\frac{1}{2}$), Requires A Black Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 7 points.*

OPTIONS:

1) Strong Spell: Increase to 8" radius. 82 Active Points; total cost 8 points.

2) Weak Spell: Decrease to 2" radius. 65 Active Points; total cost 7 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 9 points.

4) Stilled Spell: Remove Gestures (-1). Total cost: 8 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{2}$). Total cost: 8 points.

6) Apprentice's Version: Add Side Effects (caster suffers Ego Attack $1\frac{1}{2}$ d6; $-\frac{1}{4}$). Total cost: 7 points.

7) Difficult Spell: Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 8 points.

10) **Quick Spell:** Change to Extra Time (1 Turn to cast; -¼). Total cost: 8 points.

11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 94 Active Points; total cost 10 points.

12) **Ritual Spell:** Casting this spell requires several black magicians. Add Ritual (3 casters; -½). Total cost: 7 points.

DEFENSIVE SPELLS

CONGRESS WITH DEVILS

Effect:	Power Defense (35 points), Only Versus Succubi
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 1 Hour, +1 hour per point by which the caster makes his Black Magic roll)
Range:	Self
Magic Roll Penalty:	-5
END Cost:	0

Description: A favorite of young black magicians, this spell confers protection upon the caster so that he may cavort with succubi (or, for female casters, incubi) without imperiling his soul (assuming he still has one).

Game Information: *Power Defense (35 points), Uncontrolled (duration of 1 Hour, +1 hour per point by which the caster makes his Black Magic roll; +½) (52 Active Points); OAF Expendable (a talisman carved from meteoric iron and steeped in menstrual blood for a fortnight, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Works Against Limited Type Of Attack (succubus/incubus Transforms and like powers; -2), Requires A Black Magic Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Power Defense (40 points). 60 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Power Defense (30 points). 45 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 6 points.

7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 7 points.

10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼). Total cost: 7 points.

11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 7 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 9 points.

DARK MANTLE

Effect: Force Field (4 PD/4 ED) plus Force Field (5 PD/5 ED), Only Versus "Good" Magics

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell protects a black magician from attacks. It's particularly effective against "Good" magics. The exact definition of this is up to the GM, based on the nature of the setting, but it includes the divine magic of Good gods/religions, many of the spells of paladin-type characters and wizards aligned with the Light, and so forth.

Game Information: Force Field (4 PD/4 ED) (8 Active Points); OAF (an amulet of brass set with an alectorius taken from a black rooster; -1), Gestures (-¼), Incantations (-¼), Requires A Black Magic Roll (-½) (total cost: 3 points) plus Force Field (5 PD/5 ED) (10 Active Points); OAF (an amulet of brass set with an alectorius taken from a black rooster; -1), Gestures (-¼), Incantations (-¼), Linked (-¼), Only Works Against Limited Type Of Attack ("Good" magics; -¼), Requires A Black Magic Roll (-½) (total cost: 3 points). Total cost: 6 points.

OPTIONS:

1) **Strong Spell:** Increase to Force Field (6 PD/6 ED) plus Force Field (8 PD/8 ED). 12 + 16 = 28 Active Points; total cost 4 + 5 = 9 points.

2) **Weak Spell:** Decrease to Force Field (3 PD/3 ED) plus Force Field (4 PD/4 ED). 6 + 8 = 14 Active Points; total cost 2 + 2 = 4 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 4 + 4 = 8 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 + 3 = 6 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 + 3 = 6 points.

6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 2 + 3 = 5 points.

7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 2 + 2 = 4 points.

8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 3 + 3 = 6 points.

9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 3 + 3 = 6 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 2 + 3 = 5 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 + 3 = 5 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 12 + 15 = 27 Active Points; total cost 4 + 4 = 8 points.

IRON AMULET

Effect: Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense), Only Versus Demons

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -3

END Cost: 3

Description: Because black magicians so often traffic with demons, they find it prudent to provide themselves with extra protection against demonic powers. An amulet of sky-iron and silver offers just such a defense.

Game Information: Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense) (32 Active Points); OAF (amulet made of meteoric iron and silver; -1), Gestures (-¼), Incantations (-¼), Only Works Against Limited Type Of Attacks (attacks by demonic beings; -¼), Requires A Black Magic Roll (-½). Total cost: 10 points.

OPTIONS:

1) **Strong Spell:** Increase to Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense). 40 Active Points; total cost 12 points.

2) **Weak Spell:** Decrease to Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense). 24 Active Points; total cost 7 points.

3) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.

4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.

5) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 9 points.



6) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

7) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

8) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 12 points.

9) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 9 points.

10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.

11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 48 Active Points; total cost 15 points.

12) **Less Tiring Spell:** Add Reduced Endurance (½ END; +¼). 40 Active Points; total cost 12 points.

PATHS OF THE UNSEEN

Effect:	Invisibility to Sight Group, No Fringe
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: This spell renders a black magician unseen by human eyes, thus allowing him to work his wickedness unhindered and to hide from his enemies. Casting it requires a special bone from a black cat. The caster must boil a black cat alive until

the flesh falls off the bones, then test each bone until he finds the one that confers the power of invisibility upon him.

Game Information: *Invisibility to Sight Group, No Fringe* (30 Active Points); *OAF* (black cat's bone, see text; -1), *Gestures* (-¼), *Incantations* (-¼), *Requires A Black Magic Roll* (-½). Total cost: 10 points.

OPTIONS:

1) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.

2) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.

3) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 9 points.

4) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

5) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

6) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 12 points.

7) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 9 points.

8) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.

9) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 15 points.

MOVEMENT SPELLS

DARK ROAD

Effect:	Teleportation 20", x32 Non-combat
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	6

Description: With this spell, a black magician calls upon the infernal powers to transport him from one point to another without crossing the intervening space. A cloud of fire and brimstone accompanies both the caster's disappearance and reappearance.

Game Information: *Teleportation 20", x32 Noncombat (60 Active Points); OAF Expendable (parchment talisman inscribed with invocations and mystic symbols in human blood, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Noisy (-¼), Requires A Black Magic Roll (-½). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Teleportation 25". 70 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to Teleportation 15". 50 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 27 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 18 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 16 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 20 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 26 points.

INVOCATION OF THE GATES OF HELL

Effect:	Extra-Dimensional Movement (to one location in Hell)
Target/Area Affected:	Self
Casting Time:	5 Minutes
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: By sacrificing a human (or other sentient humanoid, in some Fantasy settings), a black magician can open a portal to Hell so he can visit his infernal masters.

Game Information: *Extra-Dimensional Movement (to a specific location in Hell) (20 Active Points); OAF Expendable (human sacrifice, plus ritual knife and other tools, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), Requires A Black Magic Roll (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to any location in Hell. 25 Active Points; total cost 3 points.
- 2) **Weak Spell:** Add Increased Endurance Cost (x10 END; -4). 20 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 3 points.
- 4) **Stilled Spell:** Remove Gestures (-1). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1½d6; -¼). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 3 points.
- 10) **Quick Spell:** Change to Extra Time (1 Turn to cast; -1¼). Total cost: 3 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 4 points.
- 13) **Ritual Spell:** Casting this spell requires several black magicians. Add Ritual (3 casters; -½). Total cost: 2 points.

SENSORY SPELLS

EYES OF THE NIGHT

Effect:	Nightvision
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: A black magician knows darkness well; it does not impede him.

Game Information: *Nightvision* (5 Active Points); *OAF* (*jacinth amulet*; -1), *Costs Endurance* (-½), *Requires A Black Magic Roll* (-½). Total cost: 2 points.

OPTIONS:

- 1) **Free Spell:** Remove *OAF* (-1). Total cost: 2 points.
- 2) **Master's Version:** Remove *Requires A Black Magic Roll* (-½). Total cost: 2 points.
- 3) **Stored Spell:** Add *Delayed Effect* (x2 spells usable at once; +½). 7 Active Points; total cost 2 points.

SCRYING

Effect:	Clairsentience (Sight and Hearing Groups)
Target/Area Affected:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	1,400"/17,500 km
Magic Roll Penalty:	-5/-7
END Cost:	5/7

Description: With this spell, a black magician can spy on other people, learning their secrets and weaknesses. Casting it requires a special reflective focus, typically a crystal ball or a mirror created specially for this purpose.

Game Information:

Cost Power

- 13 *Scrying*: Multipower, 70-point reserve; all *OAF* *Fragile* (-1¼), *Concentration* (0 DCV throughout; -1), *Extra Time* (1 Minute to cast; -¾), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires A Black Magic Roll* (-½)
- 1u 1) *Close-Range Viewing*: *Clairsentience* (Sight and Hearing Groups), *Mobile Perception Point*, x8 Range (1,400"); common Limitations as described above
- 1u 2) *Far-Range Viewing*: *Clairsentience* (Sight and Hearing Groups), *Mobile Perception Point*, *MegaScale* (1" = 100 km, can scale down to 1" = 1 km; +1); common Limitations as described above

Total cost: 15 points.

OPTIONS:

- 1) **Stilled Spell:** Remove *Gestures* (-½). Total cost: 17 points.
- 2) **Silenced Spell:** Remove *Incantations* (-½). Total cost: 17 points.
- 3) **Apprentice's Version:** Add *Side Effects* (caster suffers *Ego Attack* 1½d6; -¼) to reserve and both slots. Total cost: 14 points.
- 4) **Difficult Spell:** Change to *Requires A Black Magic Roll* (-1 per 5 Active Points; -1). Total cost: 14 points.
- 5) **Easy Spell:** Change to *Requires A Black Magic Roll* (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 6) **Master's Version:** Remove *Requires A Black Magic Roll* (-½). Total cost: 16 points.
- 7) **Quick Spell:** Change to *Extra Time* (Full Phase to cast; -¼). Total cost: 16 points.
- 8) **Stored Spell:** Add *Delayed Effect* (x2 spells usable at once; +½) to both slots. Increase *Multipower* reserve to 105 points; total cost 22 points.
- 9) **Ritual Spell:** Casting this spell requires several black magicians. Add *Ritual* (3 casters; -½) to reserve and both slots. Total cost: 14 points.

MISCELLANEOUS SPELLS

DECEPTIVE FORM

Effect:	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: With this spell, a black magician can change his shape to that of any other humanoid being, thus allowing him to hide his visage from the eyes of others, or to work his malice while wearing another's face so that person takes the blame.

Game Information: *Shape Shift* (Sight, Hearing, and Touch Groups, any humanoid form), *Imitation* (36 Active Points); *OAF* *Expendable* (mask made from the facial skin of a human being. *Extremely Difficult* to obtain; -2), *Concentration* (½ DCV throughout casting; -½), *Extra Time* (1 Turn to cast; -¾), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires A Black Magic Roll* (-½). Total cost: 6 points.

OPTIONS:

- 1) **Strong Spell:** Add Smell/Taste Group. 39 Active Points; total cost 7 points.
- 2) **Weak Spell:** Remove Hearing and Touch Groups. 30 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects caster suffers Ego Attack 1½d6; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼). Total cost: 7 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 54 Active Points; total cost 9 points.
- 13) **Less Tiring Spell:** Add Costs Endurance Only To Change Shape (+¼). 45 Active Points; total cost 8 points.

HAND OF GLORY

Effect:	Invisibility to Hearing Group plus Sight Group Images (create light)
Target/Area Affected:	Self/4" Radius
Lighting Time:	Half Phase (Attack Action)
Casting Procedures:	None
Duration:	Constant
Range:	Self/No Range
Magic Roll Penalty:	-6
Charges:	1 Continuing Fuel Charge lasting for 1 Hour

Description: Black magicians use this spell to commit robberies without being heard or seen. It creates a talisman that not only renders the caster's footsteps silent, it gives off a light that only the caster himself can see.

To create a Hand Of Glory, a black magician must cut off the right hand of a murderer hanged upon a gibbet. He wraps the hand in a winding-sheet and squeezes out all the blood and fat (which he saves), then pickles the hand for a fortnight in salt, pepper, saltpetre, and less pleasant substances. Meanwhile, he uses the fat and blood to make a candle, often forming a wick from the dead man's hair. When the hand has finished pickling, it's shaped to hold the candle. The total amount of time necessary to craft the candle and hand (as opposed to prepare them for the creation) is six hours.

When the caster is ready to use the hand, he lights the candle. While it remains lit, his movements are absolutely silent. Furthermore, only he can see the candle's light, so he can carry it into darkened rooms and buildings without waking sleeping inhabitants or alerting guards.



In game terms, the candle is built as an enchanted item, similar to an alchemical potion or the like.

Game Information: *Invisibility to Hearing Group, No Fringe, Delayed Effect (may have available a number of candles equal to character's INT/2; +¼) (25 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), Requires A Black Magic Roll (to make; -½), 1 Continuing Charge lasting 1 Hour (-¼) (total cost: 3 points) plus Sight Group Images, +2 to PER Rolls, Invisible to Sight Group (+½), Personal Immunity (character can see the light even though no one else can; +¼), Increased Size (4" radius; +½) (36 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), Linked (-¼), No Range (-½), Only To Create Light (-1), Requires A Black Magic Roll (to make; -½), 1 Continuing Charge lasting 1 Hour (-¼) (total cost: 4 points). Total cost: 7 points.*

VILE SUMMONING

Effect:	Summon up to 16 bats, rats, or wolves
Target/Area Affected:	Animals
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	6

Description: Bats, rats, and wolves are all creatures associated with darkness and evil — and so they respond to a black magician's call.

Game Information: *Summon up to 16 bats, rats, or wolves built on up to 90 Character Points, Expanded Class (bats, rats, or wolves; +¼), Friendly (+¼) (57 Active Points); OAF Expendable (three drops of blood mixed with special magical powders, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Black Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 32 bats, rats, or wolves. 64 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to 8 bats, rats, or wolves. 49 Active Points; total cost 11 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers Ego Attack 1¼d6; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Black Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires A Black Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Black Magic Roll (-½). Total cost: 15 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 76 Active Points; total cost 18 points.
- 13) **Ritual Spell:** Casting this spell requires several black magicians. Add Ritual (3 casters; -½). Total cost: 12 points.
- 14) **Loyal Animals:** Change to Loyal (+½). 66 Active Points; total cost 15 points.
- 15) **Devoted Animals:** Change to Devoted (+¾). 76 Active Points; total cost 18 points.
- 16) **Slavishly Loyal Animals:** Change to Slavishly Loyal (+1). 85 Active Points; total cost 20 points.

CHAOS MAGIC



In some Fantasy settings, the fundamental forces of Chaos and Order (or Law) underlie all of reality. *Chaos Magic* is an arcana of magery that allows a spellcaster to manipulate raw Chaos (or, as some style it, "Chaos energy") for various purposes. Chaos spells tend to be powerful — they typically work by exposing the target to Chaos in some way, thus changing, warping, or "unmaking" (reducing to its component parts) it to achieve a specific effect. However, many of them are also dangerous, their effects at least partly unpredictable and their energies difficult to control; significant Chaos Magic roll penalties and Side Effects are common.

Some practitioners claim Chaos lies at the root of all magic, since magic of necessity involves imposing a willful (and often unpredictable) change on the orderly world. These spellcasters often study Arcanomancy (page 6) as well, seeing it as just another expression or manifestation of Chaos.

At the GM's option, the use of Chaos Magic may have negative side effects just like Black Magic does (see page 39). Instead of corrupting the soul, exposure to the stuff of Chaos warps the caster's body and mind, making him physically repugnant (and perhaps less physically capable, depending on the exact changes the body experiences) and mad.

OFFENSIVE SPELLS

CHAOS BLAST

Effect:	Energy Blast 12d6
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	50"
Magic Roll Penalty:	-12
END Cost:	6

Description: Perhaps the most basic of Chaos Magic spells, Chaos Blast hurls a clot of raw Chaos at the target, causing great harm and pain.

Game Information: *Energy Blast 12d6 (60 Active Points); OAF Expendable (meteorite pebble carved with a Chaos-rune, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Requires A Chaos Magic Roll (-1 per 5 Active Points; -1), Side Effects (Energy Blast 6d6; -½), Spell (-½). Total cost: 12 points.*



ORDER MAGIC

It stands to reason that if such a thing as Chaos Magic exists, then it must have a counterpart — Order Magic. Order Magic would concern itself with stability, preservation, creation, and repair. Some of its spells would just be opposites of Chaos Magic. For example, it would include an Order Shield spell — Force Field (PD, ED, Power Defense) that only protects against Chaos Magic. Other spells you can adapt from Divine Magic, Thaumaturgy, and other arcana in this book and *The Fantasy Hero Grimoire*.

OPTIONS:

- 1) **Strong Spell:** Increase to Energy Blast 14d6. 70 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to Energy Blast 10d6. 50 Active Points; total cost 10 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) **Practitioner's Version:** Remove Side Effects (-½). Total cost: 13 points.
- 7) **Easier Spell:** Change to Requires A Chaos Magic Roll (-1 per 10 Active Points; -½). Total cost: 13 points.
- 8) **Easiest Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Chaos Magic Roll (-1) and Side Effects (-½). Total cost: 17 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 18 points.
- 13) **Deadly Chaos Blast:** Change to RKA 4d6. 60 Active Points; total cost 12 points.

CHAOS INFUSION

Effect:	Aid STR 6d6, Side Effects (target becomes Berserk)
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-12
END Cost:	6 to cast

Description: This spell infuses another person or being with the stuff of Chaos, temporarily reducing him to a more primitive state. He becomes immensely strong, but also immensely stupid and filled with berserk rage.

Game Information: Aid STR 6d6 (60 Active Points); OAF Expendable (sinews of a bear, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Others Only (-½), Requires A Chaos Magic Roll (-1 per 5 Active Points; -1), Side Effects (Drain STR 3d6; -½), Side Effects (recipient of Aid becomes Berserk in combat and cannot make 14- recovery roll until all points gained from the Aid fade; -0). Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid STR 8d6. 80 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to Aid STR 4d6. 40 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 15 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Practitioner's Version:** Remove Side Effects (-½). Total cost: 13 points.
- 7) **Easier Spell:** Change to Requires A Chaos Magic Roll (-1 per 10 Active Points; -½). Total cost: 13 points.
- 8) **Easiest Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **Master's Version:** Remove Requires A Chaos Magic Roll (-1) and Side Effects (-½). Total cost: 16 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 17 points.
- 13) **Long-Lasting Spell:** The effects of the spell don't fade for a long time. Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 90 Active Points; total cost 17 points.

CHAOS WAVE

Effect: Energy Blast 8d6
Target/Area Affected: 32" Line
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 20" (see text)
Magic Roll Penalty: -16
END Cost: 8

Description: This spell creates a "wave" of Chaos 48" long. (At the GM's option, the caster can make the Line less than 48" long.) The character creates the Wave anywhere he wants within 20" of himself. Place the Line with its center hex (not its first hex) on the target hex. Anyone within the Line is, of course, affected by it. In later Phases, the caster can move the wave up to 6" in any direction. The wave remains in existence as long as he concentrates on it (i.e., spends END to maintain it).

Game Information: *Energy Blast 8d6, Area Of Effect (up to a 48" Line, see text; +1), Continuous (+1), Mobile (+1), Reduced Endurance (½ END; +¼) (170 Active Points); OAF Expendable (strip of patchwork cloth, Difficult to obtain; -1¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Limited Range (20", see text; -¼), Requires A Chaos Magic Roll (-1 per 10 Active Points; -½), Side Effects (Drain STUN 3d6; -½), Spell (-½). Total cost: 36 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Energy Blast 10d6. 212 Active Points; total cost 45 points.
- 2) **Weak Spell:** Decrease to Energy Blast 6d6. 127 Active Points; total cost 27 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 49 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 38 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 38 points.
- 6) **Practitioner's Version:** Remove Side Effects (-½). Total cost: 40 points.
- 7) **Difficult Spell:** Change to Requires A Chaos Magic Roll (-1 per 5 Active Points; -1). Total cost: 32 points.
- 8) **Easy Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 38 points.
- 9) **Master's Version:** Remove Requires A Chaos Magic Roll (-½) and Side Effects (-½). Total cost: 45 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase to cast; -¼). Total cost: 38 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 34 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 190 Active Points; total cost 40 points.

13) **Deadly Chaos Wave:** Change to RKA 2½d6. 170 Active Points; total cost 36 points.

CHAOTIC MIND

Effect: Major Transform 4d6 (sane person to insane person), BOECV
Target/Area Affected: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 50"
Magic Roll Penalty: -13
END Cost: 13

Description: This spell introduces a perception of pure Chaos into the target's mind. Since most people cannot fully comprehend or tolerate Chaos, this drives the target utterly insane. Chaos mages, who not only comprehend but revel in Chaos, are immune to the effect.

Game Information: *Major Transform 4d6 (sane person to insane person with the Psychological Limitation Utterly, Gibberingly Insane [Very Common, Total]; heals back through appropriate curative magics), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (135 Active Points); OAF Expendable (a fine topaz engraved with Chaos-runes, Very Difficult to obtain; -1½), Does Not Work Against Chaos Mages (persons who have a Chaos Magic Skill; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Limited Target (sentient beings; -¼), Requires A Chaos Magic Roll (-1 per 10 Active Points; -½), Side Effects (Drain EGO 2d6; -¼), Spell (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 5d6. 169 Active Points; total cost 31 points.
- 2) **Weak Spell:** Decrease to Major Transform 3d6. 101 Active Points; total cost 18 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 34 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 26 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 26 points.
- 6) **Practitioner's Version:** Remove Side Effects (-¼). Total cost: 26 points.
- 7) **Difficult Spell:** Change to Requires A Chaos Magic Roll (-1 per 5 Active Points; -1). Total cost: 22 points.
- 8) **Easy Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.

- 9) **Master's Version:** Remove Requires A Chaos Magic Roll (-½). Total cost: 27 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 27 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 23 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 165 Active Points; total cost 30 points.

CHAOTIC SHAPE

Effect:	Major Transform 4d6 (anything into anything)
Target/Area Affected:	One person/object
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	20"
Magic Roll Penalty:	-12
END Cost:	12

Description: This powerful spell uses pure Chaos energy to alter the shape of any being or object. The caster can Transform the target into whatever he wants, though he cannot alter the target's Mind or Spirit. (However, at the GM's option, the character could Transform an inanimate object into, say, a small animal, thereby giving it life and a Mind of sorts.)

Game Information: *Major Transform 4d6 (anything into anything, heals back through another application of this spell), Improved Results Group (anything; +1) (120 Active Points); OAF Expendable (Chaos talisman, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Requires A Chaos Magic Roll (-1 per 10 Active Points; -½), Side Effects (Drain 3d6 of one randomly-chosen Characteristic; -½), Spell (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 5d6. 150 Active Points; total cost 30 points.
- 2) **Weak Spell:** Decrease to Major Transform 3d6. 90 Active Points; total cost 18 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 32 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 25 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 25 points.
- 6) **Practitioner's Version:** Remove Side Effects (-½). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires A Chaos Magic Roll (-1 per 5 Active Points; -1). Total cost: 22 points.
- 8) **Easy Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.

- 9) **Master's Version:** Remove Requires A Chaos Magic Roll (-½) and Side Effects (-½). Total cost: 30 points.

- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 27 points.

- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 23 points.

- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 150 Active Points; total cost 30 points.

- 13) **Long-Range Spell:** Remove Limited Range (-¼). Total cost: 25 points.

- 14) **Chaotic Shape Touch:** Change Limited Range (-¼) to No Range (-½). Total cost: 23 points.

- 15) **Unpredictable Spell:** The results of this spell are as random as the Chaos-stuff it uses. Add No Conscious Control (caster controls activation of spell, but GM randomly determines what the target Transforms into; -1). Total cost: 20 points.

SOW DISCORD

Effect:	Mind Control 15d6
Target/Area Affected:	8" Radius
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	LOS
Magic Roll Penalty:	-15
END Cost:	15

Description: This spell allows a Chaos mage to introduce Chaos into some group of people. It turns an orderly, even friendly, group of people into a bickering, quarrelsome mob. It won't necessarily set the victims at each other's throats, but it definitely prevents a group of people from functioning with any degree of efficiency... or even simply getting along with each other.

Game Information: *Mind Control 15d6, Area Of Effect (8" Radius; +1) (150 Active Points); OAF Expendable (jacinth carved with Chaos-runes, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Chaos Magic Roll (-½), Set Effect (only to cause bickering, quarrelling, and discord among people; -1), Spell (-½). Total cost: 29 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Mind Control 18d6. 180 Active Points; total cost 34 points.
- 2) **Weak Spell:** Decrease to Mind Control 12d6. 120 Active Points; total cost 23 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 37 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.

- 6) Apprentice's Version:** Add Side Effects (Drain EGO 3d6; -¼). Total cost: 27 points.
- 7) Difficult Spell:** Change to Requires A Chaos Magic Roll (-1 per 5 Active Points; -1). Total cost: 26 points.
- 8) Easy Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) Master's Version:** Remove Requires A Chaos Magic Roll (-½). Total cost: 32 points.
- 10) Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 187 Active Points; total cost 36 points.
- 13) Less Tiring Spell:** Add Reduced Endurance (½ END; +¼). 169 Active Points; total cost 32 points.

TOUCH OF CHAOS

Effect:	Drain DEX and COM 4d6, Ranged
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	700"
Magic Roll Penalty:	-16
END Cost:	16

Description: This spell surrounds the victim with raw Chaos which warps and transforms his body, rendering him hideously ugly and unable to move easily.

Game Information: Drain DEX and COM 4d6, two Characteristics simultaneously (+½), Ranged (+½), Delayed Return Rate (points return at the rate of 5 per Month; +2) (160 Active Points); OAF Expendable (formless stone statuette of a human, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Chaos Magic Roll (-1 per 10 Active Points; -½), Side Effects (spell's effects affect caster; -1), Spell (-½). Total cost: 34 points.

OPTIONS:

- 1) Strong Spell:** Increase to Drain DEX and COM 5d6. 200 Active Points; total cost 42 points.
- 2) Weak Spell:** Decrease to Drain DEX and COM 3d6. 120 Active Points; total cost 25 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 46 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 35 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 35 points.
- 6) Practitioner's Version:** Remove Side Effects (-1). Total cost: 43 points.

- 7) Difficult Spell:** Change to Requires A Chaos Magic Roll (-1 per 5 Active Points; -1). Total cost: 30 points.
- 8) Easy Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 35 points.
- 9) Master's Version:** Remove Requires A Chaos Magic Roll (-½) and Side Effects (-1). Total cost: 49 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 30 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 32 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 38 points.

UNMAKING

Effect:	RKA 1d6, NND, Does BODY
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	300"
Magic Roll Penalty:	-12
END Cost:	6

Description: This spell attacks the target with primal Chaos, breaking him (or it) down into his component pieces and substances — unmaking the Orderliness of his form into the Chaos of his raw materials. The effect lasts as long as the caster can maintain the spell (i.e., pay END for it).

Game Information: RKA 1d6, NND (defense is Chaos Shield or equivalent Order Magic spell; +1), Does BODY (+1), Continuous (+1) (60 Active Points); OAF Expendable (Chaos amulet, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Chaos Magic Roll (-1 per 5 Active Points; -1), Side Effects (caster suffers effects himself for one Phase; -1), Spell (-½). Total cost: 11 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 2d6. 120 Active Points; total cost 23 points.
- 2) Weak Spell:** Decrease to RKA ½d6. 40 Active Points; total cost 8 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 15 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) Practitioner's Version:** Remove Side Effects (-1). Total cost: 14 points.
- 7) Easier Spell:** Change to Requires A Chaos Magic Roll (-1 per 10 Active Points; -½). Total cost: 13 points.

8) Easiest Spell: Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Chaos Magic Roll (-1) and Side Effects (-1). Total cost: 18 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 10 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 13 points.

13) Short-Range Spell: Add Limited Range (30"; -¼). Total cost: 11 points.

14) Tiring Spell: Add Increased Endurance Cost (x2 END; -½). Total cost: 10 points.

UNWEAVING

Effect: Dispel Magic 16d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300"
Magic Roll Penalty: -12
END Cost: 6

Description: This spell applies the force of Chaos to magic, unraveling the arcane threads and thus causing a spell to fail.

Game Information: *Dispel Magic 16d6, any one Magic spell or power one at a time (+¼) (60 Active Points); OAF Expendable (piece from a shattered wand, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Chaos Magic Roll (-1 per 5 Active Points; -1), Side Effects (Drain END 3d6; -½), Spell (-½). Total cost: 13 points.*

OPTIONS:

1) Strong Spell: Increase to Dispel Magic 20d6. 75 Active Points; total cost 16 points.

2) Weak Spell: Decrease to Dispel Magic 12d6. 45 Active Points; total cost 9 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 17 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Practitioner's Version: Remove Side Effects (-½). Total cost: 14 points.

7) Easier Spell: Change to Requires A Chaos Magic Roll (-1 per 10 Active Points; -½). Total cost: 14 points.

8) Easiest Spell: Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

9) Master's Version: Remove Requires A Chaos Magic Roll (-1) and Side Effects (-½). Total cost: 18 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 84 Active Points; total cost 18 points.

13) True Unweaving: Only a Chaos Shield spell can protect the target from this form of Unweaving. Add NND (defense is Chaos Shield or equivalent Order Magic spell; +1). 108 Active Points; total cost 23 points.

DEFENSIVE SPELLS

CHAOS SHIELD

Effect: Power Defense (25 points), Only Versus Chaos/Order Magic
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -5
END Cost: 2

Description: This spell creates a barrier around the caster's body that protects him from Chaos and Order Magic.

Game Information: *Power Defense (25 points) (25 Active Points); OAF Expendable (small fragment from a shield used in battle, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Works Against Limited Type Of Attack (Chaos and Order Magics; -¼), Requires A Chaos Magic Roll (-1 per 5 Active Points; -1), Side Effects (Drain END 3d6; -½). Total cost: 5 points.*

OPTIONS:

1) Strong Spell: Increase to Power Defense (30 points). 30 Active Points; total cost 6 points.

2) Weak Spell: Decrease to Power Defense (20 points). 20 Active Points; total cost 4 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 7 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 5 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 5 points.

6) Practitioner's Version: Remove Side Effects (-½). Total cost: 5 points.

7) Easier Spell: Change to Requires A Chaos Magic Roll (-1 per 10 Active Points; -½). Total cost: 5 points.

8) **Easiest Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

9) **Master's Version:** Remove Requires A Chaos Magic Roll (-1) and Side Effects (-½). Total cost: 7 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 4 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 7 points.

SENSORY SPELLS

CHAOS SIGHT

Effect:	Find Weakness 11- with All Attacks
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-6
END Cost:	3

Description: This spell gives the caster a sense for the Order inherent in crafted objects and living beings... and where that Order is weak, creating the potential for overcoming it.

Game Information: *Find Weakness 11- with All Attacks (30 Active Points); OAF Expendable (glass lens inscribed with a Chaos-rune, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Chaos Magic Roll (-1 per 5 Active Points; -1), Side Effects (Drain STUN 3d6; -½). Total cost: 6 points.*

OPTIONS:

1) **Strong Spell:** Increase to 14-. 45 Active Points; total cost 9 points.

2) **Weak Spell:** Decrease to with Chaos Magic spells. 20 Active Points; total cost 4 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.

6) **Practitioner's Version:** Remove Side Effects (-½). Total cost: 7 points.

7) **Easier Spell:** Change to Requires A Chaos Magic Roll (-1 per 10 Active Points; -½). Total cost: 7 points.

8) **Easiest Spell:** Change to Requires A Chaos Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) **Master's Version:** Remove Requires A Chaos Magic Roll (-1) and Side Effects (-½). Total cost: 9 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 6 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 9 points.

MONSTER MAGIC



Humans and other humanoid races commonly used to create *Fantasy Hero* player characters aren't necessarily the only races that know and practice magic. In some Fantasy settings, just about any sentient being could learn how to cast spells. This includes some creatures commonly considered "monsters," whether they're humanoid themselves (giants, trolls) or completely non-human (dragons).

This section includes some special spells for use only by particular races of monsters. Assuming the PCs ever learn about them, the GM has to decide whether members of other races can learn and cast them — but to maintain the spells' mystique, it may be better if they can't.

DRAGON MAGIC

Dragons are by definition magical creatures, and it's not at all uncommon for them to learn magic. In addition to ordinary spells such as those cast by Men, over the centuries they have created their own *Dragon Magic* — spells only dragons can learn and cast. Since many dragons lack manipulatory digits, Dragon Magic spells do not take the *Gestures Limitation*; for similar reasons they rarely

involve Foci. It's also not unusual for dragons to learn the Master's Version of a spell, since their innately magical nature makes it easy for them to cast spells. Few (if any) Dragon Magic spells have Side Effects because dragons understand magic well enough not to suffer any ill effects from a mis-casting.

ASSUME HUMAN FORM

Effect:	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form) plus Shrinking (to human size)
Target/Area Affected:	Self
Casting Time:	1 Turn
Casting Procedures:	Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3 to change shape

Description: Dragons who lack the innate ability to change into human form can use this spell to do so. The Shrinking aspect of this spell is enough to halve the dragon's size four times, reducing a Gigantic dragon to Human size (see pages 20 and



26 of *The HERO System Bestiary* for more information on these size categories).

Game Information: *Shape Shift* (Sight, Hearing, and Touch Groups, any humanoid form), Costs Endurance Only To Change Shape (+¼) (32 Active Points); Extra Time (1 Turn to cast; -¾), Incantations (throughout casting; -½), Requires A Dragon Magic Roll (-½) (total cost: 12 points) **plus** Shrinking (40 points' worth; see text), Reduced Endurance (0 END; +½) (60 Active Points); Extra Time (1 Turn to cast; -¾), Incantations (throughout casting; -½), Linked (-¼), Requires A Dragon Magic Roll (-½) (total cost: 20 points). Total cost: 32 points.

OPTIONS:

- 1) **Strong Spell:** Add Imitation. 45 + 60 = 105 Active Points; total cost 16 + 20 = 36 points.
- 2) **Weak Spell:** Remove Costs Endurance Only To Change Shape (+¼). 26 + 60 = 86 Active Points; total cost 9 + 20 = 29 points.
- 3) **Focused Spell:** Add OAF (-1). Total cost: 8 + 15 = 23 points.
- 4) **Silenced Spell:** Remove Incantations (-½). Total cost: 14 + 24 = 38 points.
- 5) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 + 17 = 27 points.
- 6) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 + 22 = 35 points.
- 7) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 14 + 24 = 38 points.
- 8) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¾). Total cost: 14 + 24 = 38 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 + 18 = 29 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 + 80 = 125 Active Points; total cost 16 + 27 = 43 points.

BREATH ALTERATION

Effect: Variable Special Effects (+½) for up to a 150 Active Point breath weapon

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -7

END Cost: 7

Description: Some dragons know a spell that changes their normally fiery breath to something else equally as deadly. With a casting of this spell, a dragon could breathe lightning, frost, acidic vapors, rays of mystic light, or any other damaging substance or energy instead of fire.

Game Information: Variable Special Effects (+½) for up to a 150 Active Point breath weapon (75 Active Points); Incantations (-¼), Requires A Dragon Magic Roll (-½). Total cost: 43 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Variable Special Effects (+½) for up to a 200 Active Point breath weapon. 100 Active Points; total cost 57 points.
- 2) **Weak Spell:** Decrease to Variable Special Effects (+½) for up to a 100 Active Point breath weapon. 50 Active Points; total cost 29 points.
- 3) **Focused Spell:** Add OAF (-1). Total cost: 27 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 50 points.
- 5) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 33 points.
- 6) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 50 points.
- 7) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 60 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 33 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 37 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 64 points.

HIDE HOARD

Effect: Sight and Touch Group Images, -6 to PER Rolls, Only To Hide Hoard

Target/Area Affected: 8" Radius

Casting Time: 5 Minutes (Attack Action)

Casting Procedures: Incantations

Duration: Uncontrolled (duration of 1 Week)

Range: No Range

Magic Roll Penalty: -7

END Cost: 0

Description: In their eternal quest to protect their hoards from rapacious adventurers and freebooters, dragons developed this spell. It hides a hoard with an illusion of the dragon's choice, though the illusion only covers an 8" radius area.

Game Information: Sight and Touch Group Images, -6 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Week; +½) (91 Active Points); Extra Time (5 Minutes to cast; -1), Incantations (throughout casting; -½), No Range (-½), Only To Hide A Hoard (-1), Requires A Dragon Magic Roll (-½). Total cost: 20 points.

OPTIONS:

- 1) **Strong Spell:** Increase to -8 to PER Rolls. 107 Active Points; total cost 24 points.
- 2) **Weak Spell:** Decrease to -4 to PER Rolls. 74 Active Points; total cost 16 points.
- 3) **Focused Spell:** Add OAF (-1). Total cost: 16 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 21 points.
- 5) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 18 points.
- 6) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 21 points.
- 7) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 23 points.
- 8) **Quick Spell:** Change to Extra Time (1 Turn to cast; -¾). Total cost: 21 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 19 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 107 Active Points; total cost 24 points.

HOARDSENSE

Effect:	Detect Hoard
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: While many dragons have the innate ability to sense the contents and size of their hoards, not all do. Some use this spell to learn the same information. Even dragons with the natural Hoardsense ability may buy it, for use in a Complementary Skill-like fashion.

Game Information: *Detect Hoard* (INT Roll) (no Sense Group), *Discriminatory*, *Analyze* (15 Active Points); *Costs Endurance* (-½), *Incantations* (-¼), *Instant* (-½), *Requires A Dragon Magic Roll* (-½). Total cost: 5 points.

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +5. 20 Active Points; total cost 7 points.
- 2) **Weak Spell:** Remove *Analyze*. 10 Active Points; total cost 4 points.
- 3) **Focused Spell:** Add OAF (-1). Total cost: 4 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 5) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

- 6) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 7) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 7 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 8 points.

HYPNOTIC GAZE

Effect:	Mind Control 12d6
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	None
Duration:	Instant
Range:	3" (eye contact)
Magic Roll Penalty:	-6
END Cost:	6

Description: While some dragons have the innate ability to charm those who gaze into their eyes, others do not. The latter can make up for the lack with this spell.

Game Information: *Mind Control* 12d6 (60 Active Points); *Eye Contact Required* (-½), *Requires A Dragon Magic Roll* (-½), *Spell* (-½). Total cost: 24 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Mind Control 14d6. 70 Active Points; total cost 28 points.
- 2) **Weak Spell:** Decrease to Mind Control 10d6. 50 Active Points; total cost 20 points.
- 3) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.
- 4) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 27 points.
- 5) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 30 points.
- 6) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 20 points.
- 7) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 8) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 36 points.
- 9) **Enhanced Hypnotic Gaze:** If a dragon possesses a natural hypnotic gaze power, he can buy a variant of this spell to enhance that ability. Change to Mind Control +6d6, *Lingering* (1 Turn; +½). 45 Active Points; total cost 18 points.

WINGS OF THE WIND

Effect: Aid Flight 3d6
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: This spell grants a dragon who can fly the ability to fly even faster.

Game Information: Aid Flight 3d6 (30 Active Points); Costs Endurance (-½), Incantations (-¼), Requires A Dragon Magic Roll (-½), Self Only (-½). Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid Flight 4d6. 40 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to Aid Flight 2d6. 20 Active Points; total cost 7 points.
- 3) **Focused Spell:** Add OAF (-1). Total cost: 8 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 5) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 6) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 7) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 13 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 16 points.
- 11) **Long-Lasting Spell:** The effects of this version of the spell don't wear off so quickly. Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 45 Active Points; total cost 16 points.

WYRM'S BREATH

Effect: RKA 3d6
Target/Area Affected: 36" Line
Casting Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant (Lingering for 1 Turn)
Range: No Range
Magic Roll Penalty: -13
END Cost: 13

Description: Not all dragons have a fiery breath. Those who lack such a weapon — wyrms — can temporarily have one through this spell.

Game Information: RKA 3d6, Area Of Effect (36" Line; +1), Armor Piercing (+½), Lingering (1 Turn; +½) (135 Active Points); Incantations (-¼), No Range (-½), Requires A Dragon Magic Roll (-½), Spell (-½). Total cost: 49 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 4d6. 180 Active Points; total cost 65 points.
- 2) **Weak Spell:** Decrease to RKA 2d6. 90 Active Points; total cost 33 points.
- 3) **Focused Spell:** Add OAF (-1). Total cost: 36 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 54 points.
- 5) **Difficult Spell:** Change to Requires A Dragon Magic Roll (-1 per 5 Active Points; -1). Total cost: 41 points.
- 6) **Easy Spell:** Change to Requires A Dragon Magic Roll (-1 per 20 Active Points; -¼). Total cost: 54 points.
- 7) **Master's Version:** Remove Requires A Dragon Magic Roll (-½). Total cost: 60 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 41 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 45 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 157 Active Points; total cost 57 points.
- 11) **Variant Spell:** Change to Area Of Effect (19" Cone; +1). 135 Active Points; total cost 49 points.

GIANT MAGIC

In many Fantasy settings, giants are, in their own way, as magical as dragons. It's not uncommon for adventurers to discover that they have magical powers and/or can cast spells. Many of them know ordinary spells related to their nature or favored environment: fire giants can cast Fire Magic spells; stone giants prefer Earth Magic; and so forth. However, giants also create spells specific to their kind, which ordinary PC races like Men, Elves, and Dwarves do not (or cannot) learn.

ENLARGE OBJECT

Effect: Minor Transform 4d6 (human-sized object into giant-sized object)
Target/Area Affected: One object
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: Giants often find (or take from their victims) human-sized objects that they would like

to keep, but whose small size makes it difficult or impossible for them to use. This spell enlarges such objects so they fit comfortably in giantish hands.

For weapons, refer to the Larger/Smaller Weapons table on page 153 of *Fantasy Hero* to determine the effects of enlarging them (and pages 164-66 of that book for weapon BODY ratings). If a giant wants to increase the size of something valuable, like a gold goblet, use the rules on page 153 of the *HERO System 5th Edition* to determine the effects of this increase in wealth.

While the GM could allow one successful use of the Minor Transform to change the object to any size desired, it may be more dramatically satisfying (or "realistic") to require one successful use for each size category of increase. All the giants in *Monsters, Minions, And Marauders* are "Large" or "Enormous" in size, so increasing an object to the proper size won't take too much effort in most instances.

Game Information: *Minor Transform* 4d6 (human-sized object into giant-sized object; heals back through another application of this or a similar spell) (40 Active Points); OAF Expendable (a piece of string tied to a piece of rope, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (inanimate objects sized for humans and their ilk; -¼), No Range (-½), Requires A Giant Magic Roll (-½), Spell (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Minor Transform 6d6. 60 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to Minor Transform 3d6. 30 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Giant Magic rolls for 1d6 hours; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Giant Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Giant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Giant Magic Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 14 points.

13) **Shrink Object:** Some giants have human allies, and occasionally need to give them a giant-sized object. This spell, the opposite of Enlarge Object, shrinks a giantish object to a size where humans can easily use and carry it. The spell's cost is the same.

GIANT'S HURL

Effect: +30 STR, Only To Increase Throwing Distance
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: Many giants use their prodigious strength to hurl boulders at their enemies. This spell allows the caster to hurl boulders even further.

Game Information: +30 STR (30 Active Points); OAF Expendable (chip of stone from a throwing boulder, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Only To Increase Throwing Distance (-1), Requires A Giant Magic Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +40 STR. 40 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to +20 STR. 20 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Giant Magic rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Giant Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Giant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Giant Magic Roll (-½). Total cost: 8 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 11 points.

GIGANTIC ILLUSION

Effect:	Sight, Touch, and Hearing Sense Groups Images
Target/Area Affected:	250" Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	200"
Magic Roll Penalty:	-10
END Cost:	10

Description: Many giants have powers of illusion-weaving and trickery. Like everything else they do, these powers work on a gigantic scale, allowing them to conceal entire castles and mountains... or create false ones.

Game Information: *Sight, Hearing, and Touch Groups Images, -4 to PER Rolls, Increased Size (250" radius; +2) (96 Active Points); OAF Expendable (six shards from a giantish mirror, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (200"; -¼), Requires A Giant Magic Roll (-½), Spell (-½). Total cost: 24 points.*

OPTIONS:

- 1) Strong Spell:** Increase to -6 to PER Rolls. 114 Active Points; total cost 28 points.
- 2) Weak Spell:** Decrease to -2 to PER Rolls. 78 Active Points; total cost 19 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 35 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 26 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 26 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Giant Magic rolls for 1d6 hours; -¼). Total cost: 23 points.
- 7) Difficult Spell:** Change to Requires A Giant Magic Roll (-1 per 5 Active Points; -1). Total cost: 21 points.
- 8) Easy Spell:** Change to Requires A Giant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.
- 9) Master's Version:** Remove Requires A Giant Magic Roll (-½). Total cost: 27 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 23 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 23 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 28 points.

HURLED HAIL

Effect:	Energy Blast 9d6, Indirect
Target/Area Affected:	6" Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	RBS
Magic Roll Penalty:	-9
END Cost:	9

Description: Like Jotunish Blizzard (see below), this spell was first created by the frost giants, but they long ago passed on its secrets to other giants who live in northerly climes. It allows a giant to pick up a large chunk of ice (one weighing at least 1,000 kg) and hurl it as he would a boulder — but as it travels the magic breaks it apart into a mass of hailstones that affect an entire area.

Game Information: *Energy Blast 9d6 (physical), Area Of Effect (6" Radius; +1), Indirect (always from above; +¼) (101 Active Points); OIF (ice "boulders" of opportunity; -½), Gestures (-¼), Incantations (-¼), Range Based On STR (-¼), Requires A Giant Magic Roll (-½), Spell (-½). Total cost: 31 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Energy Blast 10d6. 112 Active Points; total cost 34 points.
- 2) Weak Spell:** Decrease to Energy Blast 8d6. 90 Active Points; total cost 28 points.
- 3) Free Spell:** Remove OIF (-½). Total cost: 37 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 34 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 34 points.
- 6) Apprentice's Version:** Add Side Effects (ice "boulder" explodes in caster's hands, causing him Energy Blast 10d6 damage; -½). Total cost: 27 points.
- 7) Difficult Spell:** Change to Requires A Giant Magic Roll -1 per 5 Active Points; -1). Total cost: 27 points.
- 8) Easy Spell:** Change to Requires A Giant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.
- 9) Master's Version:** Remove Requires A Giant Magic Roll (-½). Total cost: 37 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 29 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 124 Active Points; total cost 38 points.

JOTUNISH BLIZZARD

Effect:	Change Environment, -3 Temperature Levels and -3 Sight Group PER Rolls
Target/Area Affected:	64" Radius
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	300"
Magic Roll Penalty:	-6
END Cost:	6

Description: The jotuns, or frost giants, developed this spell so they could call up blizzards and use them to blind and chill their foes.

Game Information: *Change Environment* 125" radius, -3 Temperature Levels and -3 Sight Group PER Rolls, *Multiple Combat Effects* (60 Active Points); *OAF Expendable* (clear quartz crystal incised with mystic runes, Difficult to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Requires A Giant Magic Roll* (-½), *Spell* (-½). Total cost: 16 points.

OPTIONS:

- 1) Strong Spell:** Increase to 250" radius. 65 Active Points; total cost 17 points.
- 2) Weak Spell:** Decrease to 64" radius. 55 Active Points; total cost 15 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to all Giant Magic rolls for 1d6 hours; -¼). Total cost: 15 points.
- 7) Difficult Spell:** Change to Requires A Giant Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) Easy Spell:** Change to Requires A Giant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) Master's Version:** Remove Requires A Giant Magic Roll (-½). Total cost: 18 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 14 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.

WALK AMONG MEN

Effect:	Shrinking (20 points' worth; see text)
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell reduces a giant's size so that he's the same height as a human and can mingle with Menfolk easily. Since giants (such as the ones in *Monsters, Minions, And Marauders*) are "Large" or "Enormous" in size, two levels of Shrinking is enough to halve any giant's size once or twice and thus reduce him to human size (in the process temporarily eliminating the DCV penalties and PER Roll bonuses to perceive him that come from his size).

Game Information: *Shrinking* (see text) (20 Active Points); *OAF Expendable* (miniature figurine of the caster carved of soapstone, Difficult to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Requires A Giant Magic Roll* (-½). Total cost: 6 points.

OPTIONS:

- 1) Strong Spell:** Add Costs Endurance Only To Activate (+¼). 25 Active Points; total cost 8 points.
- 2) Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 3) Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 4) Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 5) Apprentice's Version:** Add Side Effects (-2 to all Giant Magic rolls for 1d6 hours; -¼). Total cost: 6 points.
- 6) Difficult Spell:** Change to Requires A Giant Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 7) Easy Spell:** Change to Requires A Giant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 8) Master's Version:** Remove Requires A Giant Magic Roll (-½). Total cost: 7 points.
- 9) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 10) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 11) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 9 points.

12) Variant Spell: This form of the spell has a set duration. Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 6 Hours, +1 hour per point by which the character makes his Giant Magic roll; +½). 40 Active Points; total cost 12 points.

13) Shared Spell: Add Usable By Other (+¼). 25 Active Points; total cost 8 points.

TROLL MAGIC

Like giants, trolls often have their own special magics (and, being closely related to giants, may be able to use Giant Magic as well). Many human spellcasters regard Troll Magic as a strange and eerie thing and want nothing to do with it.

See pages 104-06 of *Monsters, Minions, And Marauders* for more information about trolls in the HERO System.

SUNWALKING

Effect: Multiform (into troll without Susceptibility to sunlight)
Target/Area Affected: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 3 Hours, +1 hour per point by which the caster makes his Troll Magic roll)
Range: Self
Magic Roll Penalty: -7
END Cost: 0

Description: As discussed on pages 104-05 of *Monsters, Minions, And Marauders*, some trolls turn to stone if exposed to sunlight. Such trolls can use this spell to render themselves immune to the petrifying effects of the sun for a few hours.

In game terms, this spell works by using Multiform to create an "alternate form" defined as the same troll without the *Susceptibility* (to sunlight) Disadvantage. It assumes the troll is built on no more than 250 Character Points; adjust the cost up or down as appropriate for specific trolls, if desired.

Game Information: *Multiform* (into version of self built on no more than 250 Character Points but without *Susceptibility* to sunlight; see text), *Uncontrolled* (duration of 3 Hours, +1 hour per point by which the caster makes his Troll Magic roll; +½) (75 Active Points); *OAF Expendable* (piece of sunstone carved with troll-runes, Difficult to obtain; -1¼), *Concentration* (½ DCV throughout casting; -½), *Extra Time* (1 Turn to cast; -¾), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires A Troll Magic Roll* (-½). Total cost: 15 points.

OPTIONS:

1) Strong Spell: Increase to built on no more than 300 Character Points. 90 Active Points; total cost 18 points.

2) Weak Spell: Decrease to built on no more than 200 Character Points. 60 Active Points; total cost 12 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 20 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 17 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 17 points.

6) Apprentice's Version: Add Side Effects (-2 to all Troll Magic rolls for 1d6 hours; -¼). Total cost: 14 points.

7) Difficult Spell: Change to Requires A Troll Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Troll Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove Requires A Troll Magic Roll (-½). Total cost: 17 points.

10) Quick Spell: Change to Extra Time (Full Phase to cast; -¼). Total cost: 17 points.

11) Inattentive Spell: Remove Concentration (-½). Total cost: 17 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 100 Active Points; total cost 20 points.

TROLL KNOT

Effect: Telekinesis (60 STR), Only To Hold Knot Closed
Target/Area Affected: One knot
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (see text)
Range: Touch
Magic Roll Penalty: -18
END Cost: 0

Description: Some trolls know a secret, magical way to tie knots in ropes, the necks of carrying sacks, and the like. Until the troll unties the knot (or someone else who knows the spell does, or someone cuts through it), no one can untie it.

Game Information: *Telekinesis* (60 STR), *Reduced Endurance* (0 END; +½), *Uncontrolled* (duration of 1 Century, or until untied by someone who also knows this spell, or until knot is cut through; +½) (180 Active Points); *OAF Expendable* (piece of cloth of gold thread, Difficult to obtain; -1¼), *Concentration* (0 DCV throughout casting; -1), *Extra Time* (1 Minute to cast; -¾), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *No Range* (-½), *Only To Hold Knot Tied* (-1), *Requires A Troll Magic Roll* (no Active Point penalty; -0), *Spell* (-½). Total cost: 26 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Telekinesis (80 STR). 240 Active Points; total cost 34 points.
- 2) **Weak Spell:** Decrease to Telekinesis (40 STR). 120 Active Points; total cost 17 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 31 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 28 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 28 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Troll Magic rolls for 1d6 hours; -¼). Total cost: 25 points.
- 8) **Difficult Spell:** Change to Requires A Troll Magic Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.
- 7) **More Difficult Spell:** Change to Requires A Troll Magic Roll (-1 per 10 Active Points; -½). Total cost: 24 points.
- 8) **Really Difficult Spell:** Change to Requires A Troll Magic Roll (-1 per 5 Active Points; -1). Total cost: 22 points.
- 9) **Master's Version:** Remove Requires A Troll Magic Roll (-½). Total cost: 28 points.
- 10) **Quick Spell:** Change to Extra Time (1 Turn to cast; -¾). Total cost: 26 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 30 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 225 Active Points; total cost 32 points.

TROLL SPLINTERS

Effect:	Major Transform 8d6 (sentient humanoid into sentient humanoid with Physical Limitation)
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	20"
Magic Roll Penalty:	-12
END Cost:	12

Description: Some trolls have *troll splinters* in their eyes. These make them see that which is harsh and ugly (such as themselves and their families) as soft and beautiful, and that which is noble and handsome as ugly, evil, and cruel. This spell lets a troll cast troll splinters into the eyes of another person, changing the way he perceives the world.

Game Information: *Major Transform 8d6 (sentient humanoid into sentient humanoid with Physical Limitation Troll Splinters, as described in the text; heal back through another application of this spell) (120 Active Points); OAF Expendable (splinter of wood from a tree in a troll forest, Easy to obtain; -1), All Or Nothing (-½), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Limited Target (sentient humanoids; -¼), Requires A Troll Magic Roll (-½), Spell (-½). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 10d6. 150 Active Points; total cost 33 points.
- 2) **Weak Spell:** Decrease to Major Transform 6d6. 90 Active Points; total cost 20 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 34 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 28 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 28 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Troll Magic rolls for 1d6 hours; -¼). Total cost: 25 points.
- 7) **Difficult Spell:** Change to Requires A Troll Magic Roll (-1 per 5 Active Points; -1). Total cost: 24 points.
- 8) **Easy Spell:** Change to Requires A Troll Magic Roll (-1 per 20 Active Points; -¼). Total cost: 28 points.
- 9) **Master's Version:** Remove Requires A Troll Magic Roll (-½). Total cost: 30 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 24 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 25 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 40 points.

TROLL TOUCH

Effect:	Major Transform 8d6 (living being to stone)
Target/Area Affected:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-12
END Cost:	12

Description: This spell turns a troll's weakness — the fact that the sunlight turns him to stone — into a weapon. It allows a troll to touch another living being and turn *him* to stone!



Game Information: *Major Transform 8d6 (living being to stone, heals back through another application of this spell or a like spell) (120 Active Points); OAF Expendable (chip of polished granite incised with troll-runes, Easy to obtain; -1), All Or Nothing (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (living beings; -¼), No Range (-½), Requires A Troll Magic Roll (-½), Spell (-½). Total cost: 23 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 10d6. 150 Active Points; total cost 29 points.
- 2) **Weak Spell:** Decrease to Major Transform 6d6. 90 Active Points; total cost 17 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 28 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 24 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 24 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all Troll Magic rolls for 1d6 hours; -¼). Total cost: 22 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 21 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 24 points.
- 9) **Master's Version:** Remove Requires A Troll Magic Roll (-½). Total cost: 25 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 25 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 34 points.

NAMING MAGIC



Page 227 of *The Fantasy Hero Grimoire* has a spell called *True Name* that represents a wizard's ability to use someone's "true name" — that being's innermost personal name, typically known only to himself and perhaps a few other trusted loved ones — to enhance the effect of magic used against him. However, Naming Magic (sometimes called *Onomancy*) can be an arcana of its own. The *True Name* spell would be a part of it, and the other spells belonging to it are all based on calling the subject of the spell by his or its true name.

Because a namer (a spellcaster who uses this arcana) must speak aloud the name of the being or thing he wishes to control or manipulate, all Naming spells must have *Incantations*. They may have other common trappings of magic (a *Focus*, *Gestures*, and the like), but it's possible to cast some just by speaking the proper name.

Naming spells that affect or use objects or natural phenomena rely on "generic" True Names. Bricks, thunder, and trees don't have their own True Names, so instead the caster uses the generic True Names of "brick," "thunder," or "tree."

Sentient beings, on the other hand, have True Names unique to them. Some of the offensive spells in this arcana have the Limitation *Must Know True Name* (-2). This means the caster must know the True Name of the being he uses the spell against; it's the power of the True Name that allows him to accomplish the spell's effect. Learning a being's True Name is difficult. Most people guard theirs (and any others they know) diligently; it would take an EGO +30 Mind Control roll or similarly strong methods of persuasion to force a True Name out of someone. Legends claim some demons, dragons, and gods know True Names, but bargaining with such beings is very dangerous.

The GM may, at his option, include other spells from *The Fantasy Hero Grimoire* or this book in this arcana, with appropriate changes. For example, The Spell Of Locking And Opening (FHG, page 243) could represent a naming-wizard speaking the True Name of "door" or "lock."

OFFENSIVE SPELLS

COLLAPSE WALL

Effect:	RKA 5d6, Only Versus Walls
Target/Area Affected:	One wall
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	450"
Magic Roll Penalty:	-7
END Cost:	7

Description: By speaking the True Names of brick and mortar and stone, the caster can cause them to come apart and collapse into a heap of rubble.

Game Information: RKA 5d6 (75 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Versus Walls (-1), Requires A Naming Magic Roll (-½), Spell (-½). Total cost: 13 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 6d6. 90 Active Points; total cost 16 points.
- 2) Weak Spell:** Decrease to RKA 4d6. 60 Active Points; total cost 10 points.
- 3) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 11 points.
- 4) Stilled Spell:** Remove Gestures (-½). Total cost: 14 points.
- 5) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 12 points.
- 6) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 7) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 8) Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 14 points.
- 9) Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 15 points.
- 10) Inattentive Spell:** Remove Concentration (-½). Total cost: 14 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 19 points.

CONTROL-SPELL

Effect: Mind Control 14d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 20"
Magic Roll Penalty: -7
END Cost: 7

Description: Knowledge of a being's True Name allows the spellcaster to take control of that being's mind.

Game Information: *Mind Control 14d6 (70 Active Points); Incantations (-¼), Limited Normal Range (10"; -½), Must Know True Name (-2), Requires A Naming Magic Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Mind Control 16d6. 80 Active Points; total cost 17 points.
- 2) Weak Spell:** Decrease to Mind Control 12d6. 60 Active Points; total cost 13 points.
- 3) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 12 points.
- 4) Somatic Spell:** Add Gestures (-¼). Total cost: 14 points.
- 5) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 14 points.
- 6) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 7) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 8) Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 16 points.
- 9) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 10) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 11) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 22 points.

FOGWEAVING

Effect: Change Environment, -2 to Sight Group PER Rolls; Dispel Mist Powers 14d6
Target/Area Affected: 64" Radius/One mist
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant/Instant
Range: 190"
Magic Roll Penalty: -4/-5
END Cost: 4/5

Description: By speaking the True Name of fog, a spellcaster can call forth a mist to blind the eyes of his enemies, or banish a fog that impedes or harms him.

Game Information:

Cost Powers

- 21** *Fogweaving:* Multipower, 52-point reserve; all Gestures (-¼), Incantations (-¼), Requires A Naming Magic Roll (-½), Spell (-½)
- 1u** 1) *Create Fog:* Change Environment 64" radius, -2 to Sight Group PER Rolls (38 Active Points); Gestures (-¼), Incantations (-¼), Requires A Naming Magic Roll (-½), Spell (-½)
- 2u** 2) *Banish Fog:* Dispel Mist Powers 14d6, any one Mist Power (+¼) (52 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (190"; -¼), Requires A Naming Magic Roll (-½), Spell (-½)

Total cost: 24 points.

OPTIONS:

- 1) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1) to reserve and both slots. Total cost: 17 points.
- 2) Stilled Spell:** Remove Gestures (-¼) from reserve and both slots. Total cost: 27 points.
- 3) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼) to reserve and both slots. Total cost: 22 points.
- 4) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1) for reserve and both slots. Total cost: 20 points.
- 5) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼) for reserve and both slots. Total cost: 27 points.
- 6) Master's Version:** Remove Requires A Naming Magic Roll (-½) from reserve and both slots. Total cost: 30 points.
- 7) Lengthy Spell:** Add Extra Time (Full Phase; -½) to reserve and both slots. Total cost: 20 points.
- 8) Attentive Spell:** Add Concentration (½ DCV; -¼) to reserve and both slots. Total cost: 22 points.
- 9) Stored Spell:** Increase reserve to 73 points and add Delayed Effect (x2 spells usable at once; +½) to both slots. Total cost: 34 points.

NAME OF THE THUNDERBOLT

Effect:	RKA 3d6, Armor Piercing, Indirect
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Instant
Range:	395"
Magic Roll Penalty:	-8
END Cost:	8

Description: By uttering the True Name of lightning, the caster can call down a thunderbolt from the sky. This only works when the conditions are right for lightning — during storms, or at least very cloudy weather. If the target is inside, the bolt must first blast through the roof or other obstacles, diminishing its effect considerably.

Game Information: RKA 3d6, Armor Piercing (+½), Indirect (always comes from the sky; +¼) (79 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works During Storms (-1), Requires A Naming Magic Roll (-½), Spell (-½). Total cost: 20 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 4d6. 105 Active Points; total cost 26 points.
- 2) Weak Spell:** Decrease to RKA 2d6. 52 Active Points; total cost 13 points.
- 3) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 16 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 21 points.
- 5) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 19 points.
- 6) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 7) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 21 points.
- 8) Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 23 points.
- 9) Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 23 points.
- 10) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 19 points.
- 11) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 101 Active Points; total cost 25 points.

SLAY

Effect:	RKA 8d6
Target/Area Affected:	One character
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	10"
Magic Roll Penalty:	-12
END Cost:	24

Description: If the spellcaster knows a being's True Name, he can speak it to him in such a way that he kills that person.

Game Information: RKA 8d6 (120 Active Points); Extra Time (Full Phase; -½), Incantations (-¼), Increased Endurance Cost (x2 END; -½), Limited Range (10"; -¼), Must Know True Name (-2), Requires A Naming Magic Roll (-½), Spell (-½). Total cost: 22 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 9d6. 135 Active Points; total cost 24 points.
- 2) Weak Spell:** Decrease to RKA 6d6. 90 Active Points; total cost 16 points.
- 3) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 18 points.
- 4) Somatic Spell:** Add Gestures (-¼). Total cost: 21 points.
- 5) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 21 points.
- 6) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.
- 7) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.
- 8) Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 24 points.
- 9) Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 24 points.
- 10) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 21 points.
- 11) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 33 points.
- 12) Less Tiring Spell:** Remove Increased Endurance Cost (-½). Total cost: 24 points.

DEFENSIVE SPELLS

NAME OF THE ARROW

Effect: Missile Deflection (non-gunpowder physical projectiles)
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: By speaking the True Name of an arrow, sling bullet, or like projectile and gesturing at it, the caster can "persuade" it not to hit him.

Game Information: *Missile Deflection* (non-gunpowder physical projectiles), +3 OCV (25 Active Points); *Costs Endurance* (-½), *Gestures* (-¼), *Incantations* (-¼), *Requires A Naming Magic Roll* (-½). Total cost: 10 points.

OPTIONS:

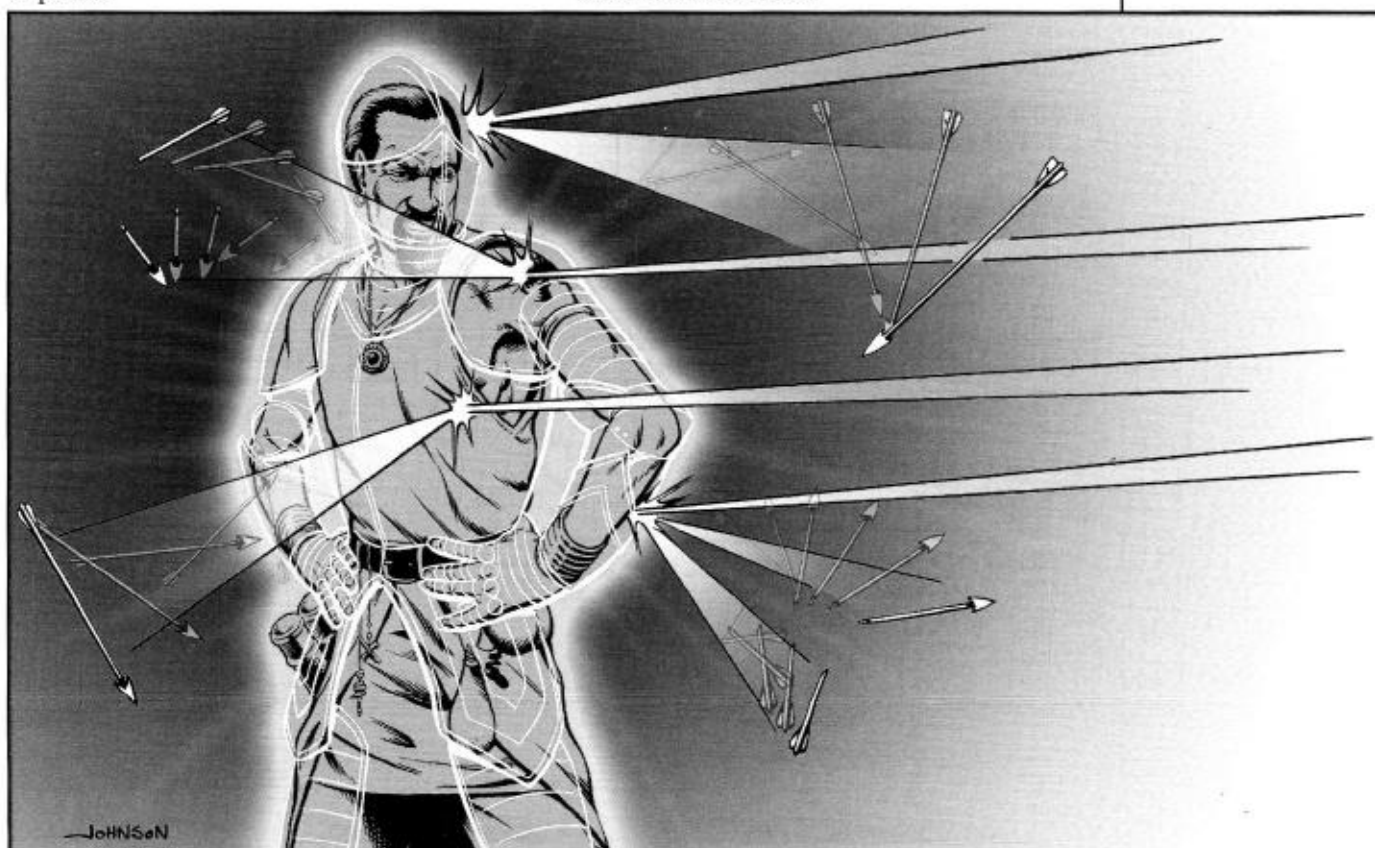
- Strong Spell:** Increase to +5 OCV. 35 Active Points; total cost 14 points.
- Weak Spell:** Decrease to +1 OCV. 15 Active Points; total cost 6 points.
- Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 7 points.
- Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.

- Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 9 points.
- Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 12 points.
- Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 15 points.
- Ranged Naming:** The caster can Deflect missiles not aimed at him. Add Ranged (+1). 50 Active Points; total cost 20 points.

NAME OF THE BLADE

Effect: +5 DCV
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: By speaking the True Name of a melee weapon and gesturing at it, the caster can "persuade" it not to hit him.



Game Information: +5 DCV (25 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Versus HTH Combat Attacks (-½), Requires A Naming Magic Roll (-½). Total cost: 8 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +7 DCV. 35 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to +3 DCV. 15 Active Points; total cost 5 points.
- 3) **Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 8 points.
- 6) **Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 7) **Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 8) **Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 10 points.
- 9) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 7 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 12 points.

MOVEMENT SPELLS

WINDCALLING

Effect:	Succor Swimming 6d6/ Suppress Swimming 6d6, Only For Sailed Vehicles
Target/Area Affected:	One sailed vehicle
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-3
END Cost:	3

Description: By speaking the True Name of the wind, the caster can call it forth and direct it how he wills to move a sailed vessel more swiftly, or reduce such a vessel's speed.

Game Information:

Cost Power

- 7 **Windcalling:** Multipower, 30-point reserve; all Extra Time (Full Phase to cast and to maintain; -½), Gestures (-¼), Incantations (throughout casting; -½), Only For Vehicles With The Sailed Limitation (-1), Requires A Naming Magic Roll (-½), Spell (-½)
- 1u 1) **Call The Wind Into Your Sails:** Succor Swimming 6d6; common Limitations as described above
- 1u 2) **Misdirect The Winds:** Suppress Swimming 6d6; common Limitations as described above, plus No Range (only works against sailing vessels the caster is on; -½),

Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase reserve to 40 points and both slots to 8d6. Total cost: 11 points.
- 2) **Weak Spell:** Decrease reserve to 20 points and both slots to 4d6. Total cost: 7 points.
- 3) **Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 9 points.
- 6) **Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 7) **Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 8) **Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 10 points.
- 9) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 10 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 11) **Stored Spell:** Increase reserve to 45 points and add Delayed Effect (x2 spells usable at once; +½) to both slots. Total cost: 13 points.

MISCELLANEOUS SPELLS

ANIMAL-CALLING

Effect: Summon one animal built on up to 300 Character Points

Target/Area Affected: One animal

Casting Time: Half Phase

Casting Procedures: Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -7

END Cost: 7

Description: By speaking the True Name of a type of animal — such as “rabbit,” “wolf,” or “falcon” — the caster can call that type of animal to him, provided it lives nearby.

Game Information: *Summon one animal built on up to 300 Character Points, Expanded Class (any animal; +¼) (75 Active Points); Incantations (-¼), Requires A Naming Magic Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 27 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Summon one animal built on up to 400 Character Points, 100 Active Points; total cost 36 points.
- 2) Weak Spell:** Decrease to Summon one animal built on up to 200 Character Points, 50 Active Points; total cost 18 points.
- 3) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 20 points.
- 4) Somatic Spell:** Add Gestures (-¼). Total cost: 25 points.
- 5) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 25 points.
- 6) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 23 points.
- 7) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 8) Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 33 points.
- 9) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 23 points.
- 10) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 25 points.
- 11) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 38 points.

WEATHERCALLING

Effect: Change Environment (alter the weather), +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1)

Target/Area Affected: 4 km Radius

Casting Time: 5 minutes

Casting Procedures: Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -16

END Cost: 16 per 20 Minutes

Description: With this spell, the caster speaks the True Name of whatever sort of weather he wishes to “summon.” Within about five minutes it “appears” in a four kilometer radius around where he was standing when he cast the spell. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: *Change Environment (alter the weather) 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Delayed Endurance Cost (once per 20 Minutes; +½) (157 Active Points); Extra Time (5 Minutes' onset time; -1), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), No Range (-½), Requires A Naming Magic Roll (-½), Spell (-½). Total cost: 31 points.*

OPTIONS:

- 1) Strong Spell:** Increase to 8" radius, 170 Active Points; total cost 34 points.
- 2) Weak Spell:** Decrease to 2" radius, 143 Active Points; total cost 29 points.
- 3) Focused Spell:** The caster needs a wizard's staff (or similar object, chosen when he buys the spell) to focus his power. Add OAF (-1). Total cost: 26 points.
- 4) Stilled Spell:** Remove Gestures (-1). Total cost: 39 points.
- 5) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 30 points.
- 6) Difficult Spell:** Change to Requires A Naming Magic Roll (-1 per 5 Active Points; -1). Total cost: 28 points.
- 7) Easy Spell:** Change to Requires A Naming Magic Roll (-1 per 20 Active Points; -¼). Total cost: 33 points.
- 8) Master's Version:** Remove Requires A Naming Magic Roll (-½). Total cost: 35 points.
- 9) Quick Spell:** Change to Extra Time (1 Turn onset time; -¾). Total cost: 33 points.
- 10) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 185 Active Points; total cost 37 points.

PROFESSIONAL MAGIC



In some High Fantasy settings, virtually *everyone* can use magic. Even normal people like merchants and farmers — not to mention non-spellcasting adventurers such as rogues and warriors — can learn a spell or three to make their lives easier. Most of these spells are fairly low-powered, but they still make performing vital tasks simpler or provide other benefits. The spells described in this section are just a few examples of this sort of “Professional Magic.”

These spells are grouped into several categories based on who tends to learn and use them. Each category has its own Magic Roll — that way rogues can't easily learn Warrior Magic or Merchant Magic — but the GM can change this to a single *Professional Magic* roll for all of them if he prefers.

Many of the spells in this “arcana” provide a character with Skills or Skill-like abilities, or enhance the Skills he already has. The GM should review the cautionary sidebars on pages 35 and 61 of *The Fantasy Hero Grimoire* before allowing such spells in his campaign.

CRAFTSMAN AND MERCHANT SPELLS

These spells are learned and used by blacksmiths, potters, tradesmen, and other folk who work at similar jobs for a living.

APPRAISING-SPELL

Effect: Detect Monetary Value
Target/Area Affected: One object
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -1
END Cost: 1

Description: Merchants (and some thieves!) use this spell to determine the exact value of an object based on its composition, form, quality, and other factors. It tells the caster the value in whatever currency he wants, or even multiple currencies. In the GM's discretion, Trading may be Complementary to this roll, even though it's a Sense rather than a Skill.

Game Information: *Detect Monetary Value Of Object* (INT Roll) (no Sense Group), *Discriminatory*, *Analyze* (15 Active Points); OAF *Expendable* (tiny chip of gold from a gold coin, *Difficult to obtain*; -1¼), *Costs Endurance* (-½), *Gestures* (-¼), *Incantations* (-¼), *Instant* (-½), *Requires A Craftsman/Merchant Magic Roll* (-½). *Total cost:* 3 points.

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +5. 20 Active Points; total cost 5 points.
- 2) **Weak Spell:** Remove Discriminatory and Analyze. 5 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all INT Rolls and Intellect Skill rolls for 1d6 x 10 minutes; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) **Master's Version:** Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 4 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.
- 13) **Ranged Spell:** Add Range. 20 Active Points; total cost 5 points.

CLEAN SHOP

Effect: Change Environment (clean and do related chores)
Target/Area Affected: 16" Radius (one building)
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -7
END Cost: 0

Description: Merchants and craftsmen use this spell to keep their places of work and trade-goods neat and tidy.

Game Information: *Change Environment* 16" radius (clean and do related chores), Long-Lasting (lasts until dirtied again), Reduced Endurance (0 END; +½) (67 Active Points); OAF Expendable (tiny duster made of a feather and a broomstick, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Only Cleans One Building (-¼), Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 18 points.

OPTIONS:

- 1) **Strong Spell:** Increase to 32" radius. 75 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to 8" radius. 60 Active Points; total cost 16 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 17 points.
- 7) **Difficult Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 8) **Easy Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 21 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 17 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.

EVALUATE GOODS

Effect: Detect Weight And Measure
Target/Area Affected: One object
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -1
END Cost: 1

Description: Merchants often need to know the precise dimensions and weights of the goods they trade. This helps them determine things like whether an article of furniture will fit into a particular crate, how many camels are needed to carry bundles across the desert, and so forth. This spell provides the merchant with that information right down to the hair's-breadth and dram.

Game Information: *Detect Weight And Measurements Of Object* (INT Roll) (no Sense Group), Discriminatory, Analyze (15 Active Points); OAF Expendable (tiny wooden scale, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +5. 20 Active Points; total cost 5 points.
- 2) **Weak Spell:** Remove Discriminatory and Analyze. 5 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all INT Rolls and Intellect Skill rolls for 1d6 x 10 minutes; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) **Master's Version:** Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 4 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.
- 13) **Ranged Spell:** Add Range. 20 Active Points; total cost 5 points.

GUILD-SPELL

Effect:	+4 with three related Professional Skills
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: This spell (or, more precisely, category of spells) takes its name from the fact that in many locations, craft guilds control who can learn and use it — they're guild secrets, passed on only to qualified guild members and kept secret from rivals and non-members. It provides a bonus for up to three related Professional Skills (though many craftsmen really only need it for one). The character must choose which three PSs the spell applies to when he buys it, and cannot change them thereafter. (The GM may choose to allow a character to substitute some other appropriate Skill for one or more PSs.)

The exact name of this spell may vary depending upon the PSs it applies to and the type of craftsman who learns it. For example, a blacksmith might learn it for PS: Blacksmithing, PS: Shoe Horses, and (with the GM's permission) Weaponsmith, and call it *Metalweaving*.

Game Information: +4 with three related Professional Skills (see text) (12 Active Points); OAF (a miniature silver version of a tool or other object used in the performance of the craft; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) Strong Spell:** Increase to +5. 15 Active Points; total cost 4 points.
- 2) Weak Spell:** Decrease to +3. 9 Active Points; total cost 3 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 5 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) Apprentice's Version:** Add Side Effects (-2 on all rolls with the three chosen PSs for 1d6 hours; -¼). Total cost: 3 points.
- 7) Difficult Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) Easy Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) Master's Version:** Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 4 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) Variant Spell: This form of the Guild-Spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

ICE FOR SALE

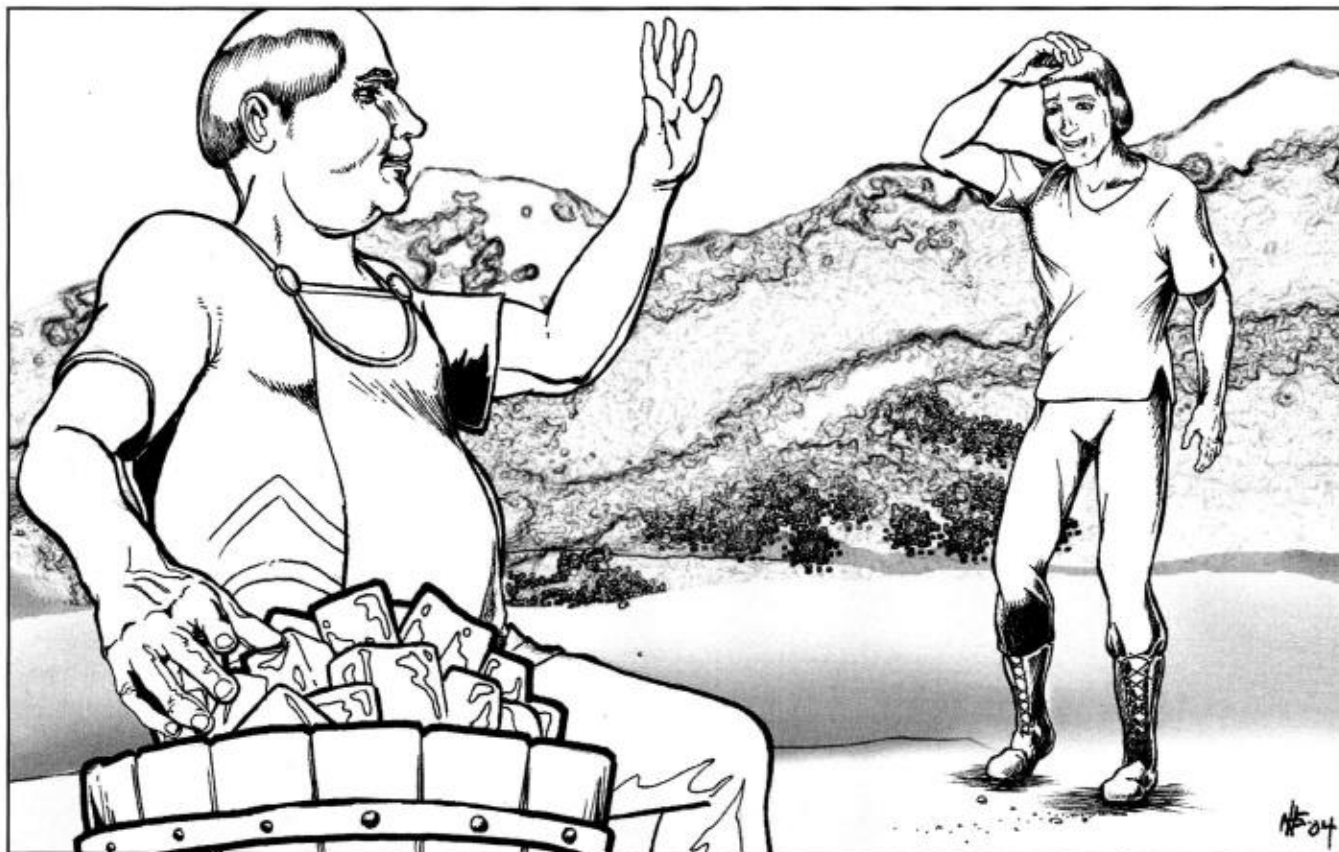
Effect:	Change Environment, -5 Temperature Levels, Only To Freeze Liquids
Target/Area Affected:	1" Radius (see text)
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant (see text)
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: In many Fantasy cities, during most (if not all) of the year, the only way for someone to obtain ice is to purchase it from a merchant who knows this spell. Ice For Sale freezes solid up to one barrel of water (or other liquid); clever merchants may even create icetray-like wooden lattices so the ice is in cube form. The ice melts at the normal rate for the prevailing environmental conditions after the spell is cast; people can often preserve it for a long time by packing it in sawdust in an icehouse.

Game Information: Change Environment 1" radius, -5 Temperature Levels (17 Active Points); OAF (a cube of ivory; -1), Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only Affects Specified Amount Of Liquids (see text; -½), Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) Free Spell:** Remove OAF (-1). Total cost: 3 points.
- 2) Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 3) Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 4) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 3 points.
- 5) Difficult Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.



6) Easy Spell: Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.

7) Master's Version: Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 3 points.

8) Quick Spell: Change to Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

9) Inattentive Spell: Remove Concentration (-½). Total cost: 3 points.

10) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 25 Active Points; total cost 4 points.

LIGHT FOR SALE

Effect: Sight Group Images, Usable As Attack, Only To Create Light
Target/Area Affected: 2" Radius
Casting Time: 5 Minutes (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 1 Month)
Range: No Range
Magic Roll Penalty: -5
END Cost: 0

Description: Another product Fantasy denizens can have when merchants use magic is light. The merchant casts this spell on one side of a specially-prepared object — typically a small wooden or metal disk he provides to the customer. (He cannot cast the light on a living being or the like.) The customer places the disk wherever he wants the light. When he wants to turn the light off, he simply turns the disk so it's face-down on a flat surface, thus

blocking the light it gives off. The spell only lasts for one month, forcing the customer to return to the merchant and pay for a "recharge."

Game Information: Sight Group Images, +2 to PER Rolls, Increased Size (2" radius; +¼), Usable As Attack (to "stick" light to defined object; +1), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Month; +½) (52 Active Points); OAF (a wand of ivory; -1), Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Attach Light To A Specified Nonliving Object (see text; -½), Only To Create Light (-1), Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 8 points.

OPTIONS:

1) Free Spell: Remove OAF (-1). Total cost: 9 points.

2) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

3) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

4) Apprentice's Version: Add Side Effects (Drain END 2d6; -¼). Total cost: 8 points.

5) Difficult Spell: Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

6) Easy Spell: Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

- 7) **Master's Version:** Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 9 points.
- 8) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼). Total cost: 9 points.
- 9) **Inattentive Spell:** Remove Concentration (-½). Total cost: 9 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 9 points.

SONG OF THE MARKETPLACE

Effect:	+4 with Conversation, Persuasion, and Trading
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: The "song of the marketplace" is a merchants' poetic term for the constant hubbub of negotiation, dickering, bartering, and deal-making that takes place in the bazaars, market squares, and shops of the world. The name has been adopted for this spell, which allows a merchant to sing that song very well. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Conversation, Persuasion, and Trading (12 Active Points); OAF (a miniature silver version of a tool or other object used in the performance of the craft; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +5. 15 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to +3. 9 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 on all rolls with the three chosen PSs for 1d6 hours; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Craftsman/Merchant Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

- 9) **Master's Version:** Remove Requires A Craftsman/Merchant Magic Roll (-½). Total cost: 4 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.
- 13) **Variant Spell:** This form of the Song doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

ROGUE SPELLS

These spells help thieves, assassins, bards, bounty hunters, gamblers, and other roguish types perform their larcenous tasks.

ACROBAT'S GRACE

Effect:	+4 with Acrobatics, Breakfall, and Contortionist
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: Agile rogues use this spell to become even better at acrobatic feats. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Acrobatics, Breakfall, and Contortionist (12 Active Points); OAF (a miniature boot sewn of finest leather; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +5. 15 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to +3. 9 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 on all rolls with the three Skills for 1d6 hours; -¼). Total cost: 3 points.

7) Difficult Spell: Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) Easy Spell: Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) Master's Version: Remove Requires A Rogues' Magic Roll (-½). Total cost: 4 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) Variant Spell: This form of the spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

BURGLAR'S BOON

Effect: +4 with Climbing, Lockpicking, and Security Systems
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Burglars — rogues who specialize in breaking into buildings to steal what's inside — use this spell to improve their chances to get inside without alerting anyone. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Climbing, Lockpicking, and Security Systems (12 Active Points); OAF (a miniature silver lockpick; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 3 points.

OPTIONS:

1) Strong Spell: Increase to +5. 15 Active Points; total cost 4 points.

2) Weak Spell: Decrease to +3. 9 Active Points; total cost 3 points.

3) Free Spell: Remove OAF (-1). Total cost: 5 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 4 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 4 points.

6) Apprentice's Version: Add Side Effects (-2 on all rolls with the three Skills for 1d6 hours; -¼). Total cost: 3 points.

7) Difficult Spell: Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) Easy Spell: Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) Master's Version: Remove Requires A Rogues' Magic Roll (-½). Total cost: 4 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) Variant Spell: This form of the spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

DEFT FINGERS

Effect: +4 with Sleight Of Hand, Lockpicking, and Fast Draw
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Gamblers, pickpockets, assassins, and like rogues use this spell to improve their skill at tasks requiring high manual dexterity. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Fast Draw, Lockpicking, and Sleight Of Hand (12 Active Points); OAF (a miniature glove sewn of finest leather; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 3 points.

OPTIONS:

1) Strong Spell: Increase to +5. 15 Active Points; total cost 4 points.

2) Weak Spell: Decrease to +3. 9 Active Points; total cost 3 points.

3) Free Spell: Remove OAF (-1). Total cost: 5 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 4 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 4 points.

6) Apprentice's Version: Add Side Effects (-2 on all rolls with the three Skills for 1d6 hours; -¼). Total cost: 3 points.

7) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 4 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) **Variant Spell:** This form of the spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

IMPERSONATION

Effect: +4 with Acting, Disguise, and Mimicry
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Spies, con-men, and their ilk use Impersonation to enhance their power to look and act like someone else. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Acting, Disguise, and Mimicry (12 Active Points); OAF (a miniature silver mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 3 points.

OPTIONS:

1) **Strong Spell:** Increase to +5. 15 Active Points; total cost 4 points.

2) **Weak Spell:** Decrease to +3. 9 Active Points; total cost 3 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.

6) **Apprentice's Version:** Add Side Effects (-2 on all rolls with the three Skills for 1d6 hours; -¼). Total cost: 3 points.

7) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 4 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) **Variant Spell:** This form of the spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

ROGUEISH FOOTFALL

Effect: Invisible to Hearing Group (+¼) for up to Running 6"
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell prevents a rogue's steps from creating any noise, even on creaky stairs or leaf-strewn paths.

Game Information: Invisible to Hearing Group (+¼) for up to Running 6" (3 Active Points); OAF (miniature boot sewn from cat's skin; -1), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 1 point.

OPTIONS:

1) **Free Spell:** Remove OAF (-1). Total cost: 1 point.

2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 1 point.

3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 1 point.

4) **Apprentice's Version:** Add Side Effects (-2 to all DEX Rolls and DEX-Based rolls for 1d6 hours; -¼). Total cost: 1 point.

5) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 1 point.

6) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.

7) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 1 point.

8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 1 point.

9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 1 point.

10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 4 Active Points; total cost 1 point.

SILVER TONGUE

Effect: +4 with Conversation, Persuasion, Seduction
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: A favorite of bards, con-men, and rakes, this spell enhances a character's ability to speak and persuade. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Conversation, Persuasion, and Seduction (12 Active Points); OAF (a miniature mask made of lace and silk; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 3 points.

OPTIONS:

1) **Strong Spell:** Increase to +5. 15 Active Points; total cost 4 points.

2) **Weak Spell:** Decrease to +3. 9 Active Points; total cost 3 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.

6) **Apprentice's Version:** Add Side Effects (-2 on all rolls with the three Skills for 1d6 hours; -¼). Total cost: 3 points.

7) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 4 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) **Variant Spell:** This form of the spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

THIEF'S BLESSING

Effect: +4 with Shadowing, Stealth, and Tracking
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Many types of rogues can make use of this spell, which helps a character move as stealthily as possible and follow his victim (or quarry) with ease. The character may, if appropriate, substitute other Skills for the three listed here when he buys the spell.

Game Information: +4 with Shadowing, Stealth, and Tracking (12 Active Points); OAF (a miniature mask made of black velvet; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 3 points.

OPTIONS:

1) **Strong Spell:** Increase to +5. 15 Active Points; total cost 4 points.

2) **Weak Spell:** Decrease to +3. 9 Active Points; total cost 3 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.

6) **Apprentice's Version:** Add Side Effects (-2 on all rolls with the three Skills for 1d6 hours; -¼). Total cost: 3 points.

7) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 4 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) Variant Spell: This form of the spell doesn't cost END, but only lasts for a specific time. Add Uncontrolled (duration of 1 Hour, +1 hour per point by which caster makes his Magic Roll; +½) and remove Costs Endurance (-½). 18 Active Points; total cost 6 points.

THIEF'S EYE

Effect: Nightvision
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell grants a rogue superb night-sight, allowing him to see without difficulty in dark rooms and on moonless paths.

Game Information: *Nightvision (5 Active Points); OAF (a moonstone carved with a thieves' rune; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 1 point.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 1 point.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 1 point.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Sight Group PER Rolls for 1d6 hours; -¼). Total cost: 1 point.
- 5) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 7) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 1 point.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 1 point.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 7 Active Points; total cost 2 points.

TRICKSTER'S HAND

Effect: Telekinesis (6 STR), Fine Manipulation
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 95"
Magic Roll Penalty: -2
END Cost: 2

Description: This spell, perhaps the most intriguing of the Rogues' Grimoire, allows a rogue to manipulate objects at a distance without touching them. Not only does this make stealing things easy, it allows the character to use Skills like Lockpicking, Sleight Of Hand to pick pockets, or Security Systems to disarm traps at range. (To do such a thing, the character must, of course, make an appropriate Skill Roll in addition to his Rogues' Magic roll.)

Game Information: *Telekinesis (6 STR), Fine Manipulation (19 Active Points); OAF (a miniature gold hand; -1), Gestures (-¼), Incantations (-¼), Requires A Rogues' Magic Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Telekinesis (8 STR). 22 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Telekinesis (4 STR). 16 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to all DEX Rolls and DEX-Based rolls for 1d6 hours; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 8 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 28 Active Points; total cost 9 points.

TRUE AIM	
Effect:	+4 with All Combat, Only To Improve OCV With Next Attack
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant (see text)
Range:	Self
Magic Roll Penalty:	-3
END Cost:	3

Description: Sometimes also learned by warriors (or even wizards), this assassins' spell makes the character's next attack highly accurate. The four Combat Skill Levels it grants only apply to the character's next attack; after that he has to cast the spell again to get the bonus again. However, casting the spell only takes a Half Phase and isn't an Attack Action, so the character can cast it as a Half Phase Action, then attack as a Half Phase Action in the same Phase.

Game Information: +4 with All Combat (32 Active Points); OAF Expendable (miniature dagger, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Levels Can Only Be Used To Improve Character's OCV With His Next Attack (-1), Requires A Rogues' Magic Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) Strong Spell:** Increase to +5 with All Combat. 40 Active Points; total cost 8 points.
- 2) Weak Spell:** Decrease to +3 with All Combat. 24 Active Points; total cost 5 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) Apprentice's Version:** Add Side Effects (-2 OCV for 1d6 minutes; -¼). Total cost: 6 points.
- 7) Difficult Spell:** Change to Requires A Rogues' Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) Easy Spell:** Change to Requires A Rogues' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) Master's Version:** Remove Requires A Rogues' Magic Roll (-½). Total cost: 7 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 48 Active Points; total cost 10 points.

13) Variant Spell: This version of the spell applies to all attacks the character makes for a period of a minute or more. Change to: +4 with All Combat, Uncontrolled (duration of 1 Minute, +1 Turn for each point by which the caster makes his Rogues' Magic roll; +½) (48 Active Points); OAF Expendable (miniature dagger, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Levels Can Only Improve Character's OCV (-½), Requires A Rogues' Magic Roll (-½). Total cost: 13 points.

WARRIOR SPELLS

These spells help soldiers, archers, rangers, and other warrior types perform the many tasks associated with fighting for a living. They cover only more or less mundane aspects of fighting — they don't provide combat bonuses or other abilities that help a warrior fight better (for that, see *Ulronei Warrior-Magic* arcana on pages 240-44 of *The Tura-kian Age* setting book).

BANISH FATIGUE

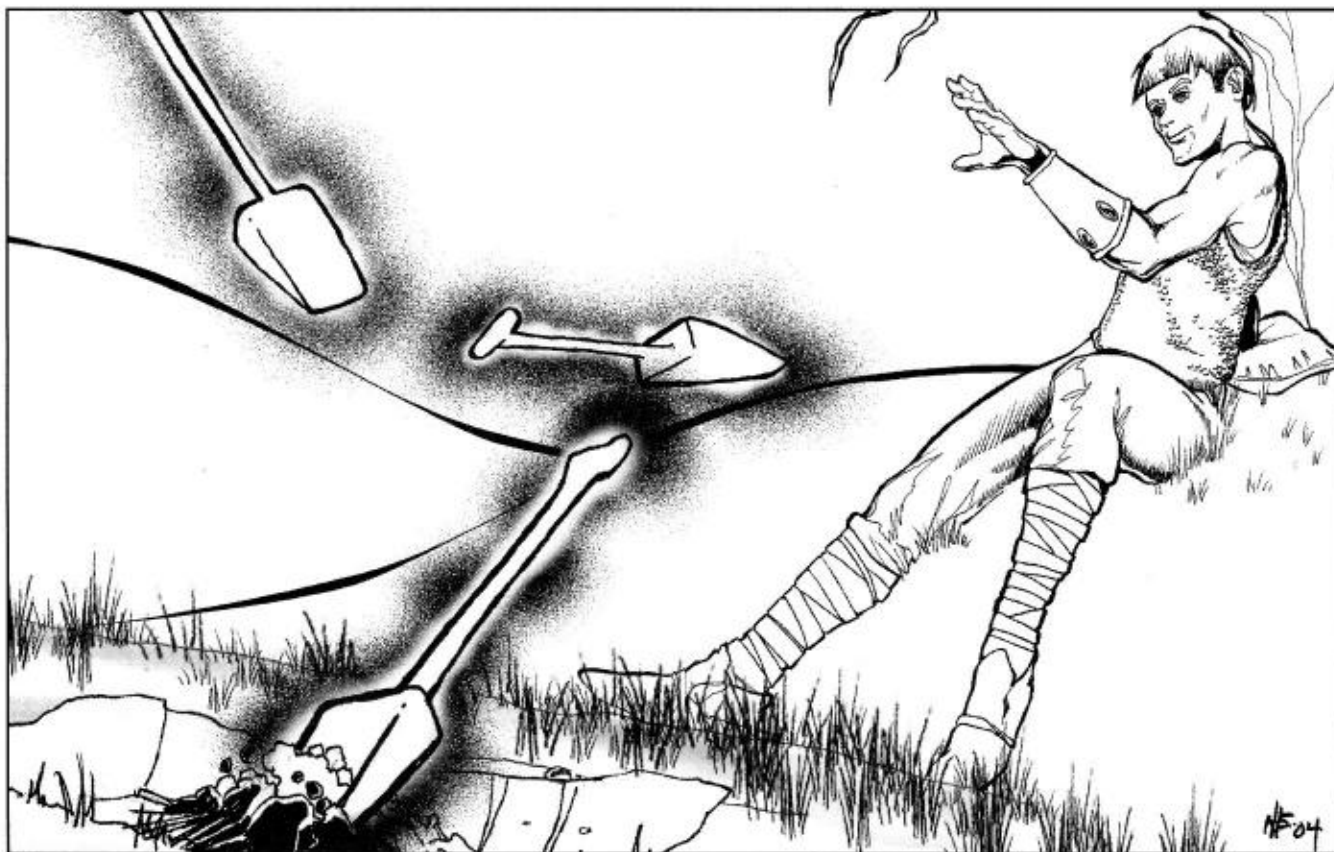
Effect:	Aid END 3d6
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-7
END Cost:	0

Description: During battles, forced marches, or the endless daily hard work necessary to maintain an army camp, soldiers can easily become exhausted. This spell perks them up, banishing their fatigue for a few hours so they can fight (or labor) on.

Game Information: Aid END 3d6, Delayed Return Rate (points fade at the rate of 5 per 3 Hours; +1¼) (67 Active Points); OAF Expendable (down feather, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Warriors' Magic Roll (-½), Self Only (-½). Total cost: 19 points.

OPTIONS:

- 1) Strong Spell:** Increase to Aid END 4d6. 90 Active Points; total cost 26 points.
- 2) Weak Spell:** Decrease to Aid END 2d6. 45 Active Points; total cost 13 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 27 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 21 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 21 points.
- 6) Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 18 points.
- 7) Difficult Spell:** Change to Requires A Warriors' Magic Roll (-1 per 5 Active Points; -1). Total cost: 17 points.



8) **Easy Spell:** Change to Requires A Warriors' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 21 points.

9) **Master's Version:** Remove Requires A Warriors' Magic Roll (-½). Total cost: 22 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 17 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 18 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 23 points.

13) **Universal Spell:** The character can cast his spell on other people as well as himself. This version is commonly used for, among other things, banishing the fatigue of a horse that has to be ridden further or harder than is prudent. Remove Self Only (-½). Total cost: 22 points.

14) **Banish Fatigue Variant:** This form of the spell is the same as the standard version... except that when it wears off, it leaves the character more exhausted than before. Add Side Effects (character automatically suffers a Drain END 3d6 with same Delayed Return Rate when all points added by the Aid have faded; -1). Total cost: 15 points.

DIG TRENCH

Effect:	Tunneling 1" through DEF 2 material
Target/Area Affected:	Self
Casting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: The onerous and time-consuming task of digging trenches, latrines, moats, and the like becomes quick and easy with this spell. A clever soldier may find other uses for it, but it can't affect stone, most wood, or other hard substances.

Game Information: Tunneling 1" through DEF 2 material (8 Active Points); OAF (tiny silver shovel; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Instant (-½), Requires A Warriors' Magic Roll (-½). Total cost: 2 points.

OPTIONS:

1) **Strong Spell:** Increase to Tunneling 2" through DEF 2 material. 10 Active Points; total cost 2 points.

2) **Weak Spell:** Decrease to Tunneling 1" through DEF 1 material. 5 Active Points; total cost 1 point.

3) **Free Spell:** Remove OAF (-1). Total cost: 3 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 2 points.

- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 2 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Warriors' Magic Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Warriors' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 9) **Master's Version:** Remove Requires A Warriors' Magic Roll (-½). Total cost: 2 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 2 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 12 Active Points; total cost 3 points.

POLISH ARMOR

Effect:	Cosmetic Transform 4d6 (shabby/dirty armor into clean armor)
Target/Area Affected:	One suit of armor
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: One of the most onerous tasks a soldier faces is having to keep his armor clean and free of rust. With this spell, he can take care of the problem in just a few seconds. See *Fantasy Hero*, page 198, regarding the BODY of armor.

Game Information: *Cosmetic Transform 4d6* (dirty, shabby, or rusty armor into clean armor, heals back by getting dirty or shabby again) (20 Active Points); OAF Expendable (chip of soap, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (metal armor; -1), No Range (-½), Requires A Warriors' Magic Roll (-½). Total cost: 4 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Cosmetic Transform 6d6. 30 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Cosmetic Transform 2d6. 10 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 4 points.

7) **Difficult Spell:** Change to Requires A Warriors' Magic Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) **Easy Spell:** Change to Requires A Warriors' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) **Master's Version:** Remove Requires A Warriors' Magic Roll (-½). Total cost: 4 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 4 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 4 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 7 points.

13) **Decorate Armor:** A variant on this spell is one that doesn't clean dirty armor, it decorates clean armor. An application of Decorate Armor can make ordinary armor look gilded or silvered, arrange the links in chainmail to show the wearer's personal symbol, add engraving to a breastplate, or the like. The spell costs the same; its effects wear off after a set period (typically one day or one week).

14) **Polish or Decorate Weapon:** Soldiers can also learn versions of these spells that work on weapons rather than armor. The spell costs and effects are the same.

REPAIR ARMOR

Effect:	Healing BODY 4d6, Only Works On Armor
Target/Area Affected:	One suit of armor
Casting Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	12

Description: Armor gets cut and damaged during battles and campaigns, and there isn't always an armorsmith available to make repairs. This spell knits armor back together, making it whole and sturdy once more. See *Fantasy Hero*, page 198, regarding the BODY of armor.

Game Information: *Healing BODY 4d6* (40 Active Points); OAF Expendable (intact link from a suit of chainmail that's never been worn in combat, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Only Works On Armor (-1), Requires A Warriors' Magic Roll (-½). Total cost: 5 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Healing BODY 5d6. 50 Active Points; total cost 6 points.
- 2) **Weak Spell:** Decrease to Healing BODY 3d6. 30 Active Points; total cost 3 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 4 points.
- 7) **Difficult Spell:** Change to Requires A Warriors' Magic Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) **Easy Spell:** Change to Requires A Warriors' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **Master's Version:** Remove Requires A Warriors' Magic Roll (-½). Total cost: 5 points.
- 10) **Quick Spell:** Change to Extra Time (1 Turn; -1¼). Total cost: 5 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 7 points.

SENTINEL'S EYE

Effect:	Nightvision, plus +2 to Sight Group PER Rolls, plus Life Support (Diminished Sleep: no need to sleep)
Target/Area Affected:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Uncontrolled (duration of 6 Hours)
Range:	Self
Magic Roll Penalty:	-2
END Cost:	0

Description: Sentry duty is sometimes boring, sometimes dangerous, but never looked forward to. This spell makes the job a little easier by giving the character superb night-sight and keeping him from becoming sleepy. These effects last for six hours, after which the character's vision returns to normal and he's as tired as he'd expect to be based on his recent sleep and activity patterns.

Game Information: *Nightvision, Uncontrolled (duration of 6 Hours; +½) (7 Active Points); OAF (small opal; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Warriors' Magic Roll (-½) (total cost: 1 point) plus +2 to Sight Group PER Rolls, Uncontrolled (duration of 6 Hours; +½) (6 Active Points); OAF (small opal; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Warriors' Magic Roll (-½) (total cost: 1 point) plus Life Support (Diminished Sleep: no need*

to sleep), Uncontrolled (duration of 6 Hours; +½) (4 Active Points); OAF (small opal; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Warriors' Magic Roll (-½) (total cost: 1 point), Total cost: 3 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +3 to Sight Group PER Rolls. 7 + 9 + 4 = 20 Active Points; total cost 1 + 2 + 1 = 4 points.
- 2) **Weak Spell:** Decrease to +1 to Sight Group PER Rolls. 7 + 3 + 4 = 14 Active Points; total cost 1 + 1 + 1 = 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 1 + 1 + 1 = 3 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 1 + 1 + 1 = 3 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 1 + 1 + 1 = 3 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 1 + 1 + 1 = 3 points.
- 7) **Difficult Spell:** Change to Requires A Warriors' Magic Roll (-1 per 5 Active Points; -1). Total cost: 1 + 1 + 1 = 3 points.
- 8) **Easy Spell:** Change to Requires A Warriors' Magic Roll (-1 per 20 Active Points; -¼). Total cost: 1 + 1 + 1 = 3 points.
- 9) **Master's Version:** Remove Requires A Warriors' Magic Roll (-½). Total cost: 1 + 1 + 1 = 3 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 10 + 8 + 6 = 24 Active Points; total cost 2 + 1 + 1 = 4 points.

RUNE MAGIC



Rune Magic involves the use of spoken or painted runes, sigils, glyphs, and like symbols. To create a spell effect, the spellcaster must place the rune on the appropriate object, and perhaps concentrate on it to activate the magic. In some cases, the caster may use a short incantation to activate the rune's power, but he can mutter it under his breath in a word or two, so it doesn't qualify for the *Incantations* Limitation.

In *HERO System* terms, Rune Magic spells are designed one of two ways. Most are Uncontrolled spells that cost no END; they last until someone obliterates, removes, mars, or covers up the rune. (For non-Uncontrolled spells, this may constitute a $-\frac{1}{2}$ Limitation.) This can lead to some extremely long-lasting effects, so GMs may want to restrict the use of such spells (or even require the character to make them Independent). The other type of rune-spell either creates a Constant effect that lasts as long as the user expends personal energy to power it, or uses the *Lingering Advantage* to represent how long the rune remains in effect before fading or becoming powerless. Both types of spells have the Limitations *Focus* (the materials used to carve or paint the rune) and *Requires A Rune Magic Roll*. If the rune must be carved, this takes Extra Time (even painting one may require a Full Phase); creating or activating many runes also requires Concentration.

To prevent over-use of some runes, GMs may want to require characters to use the *Blood Rune* option, which requires that they use their own blood (and thus take damage) when creating a rune.

OFFENSIVE RUNES

BROTNALA, THE RUNE OF SHATTERING

Effect:	RKA 4d6, Only Works Against Stationary Objects
Target/Area Affected:	One object
Carving Time:	2 Turns (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: When a rune-wizard wishes to destroy some object — be it a cup, a wagon, or a castle wall — he can do so by carving this rune upon the object. The shattering itself does not hurt or affect him in any way, but at the GM's option the secondary effects (such as a wall falling) might, if he

doesn't find some way to avoid them.

This spell does not work at range — the caster has to touch (carve a rune upon) the object he wants to shatter. The *No Range* Limitation is a part of the *Only Works Against Stationary Targets* Limitation and thus is not listed separately.

Game Information: RKA 4d6, Penetrating (+ $\frac{1}{2}$) (90 Active Points); OAF (rune-carving knife; -1), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (2 Turns; $-1\frac{1}{4}$), Requires A Rune Magic Roll ($-\frac{1}{2}$), Only Works Against Objects ($-\frac{1}{2}$), Only Works Against Stationary Targets (-1). Total cost: 16 points.

OPTIONS:

- 1) Strong Rune:** Increase to RKA 5d6. 112 Active Points; total cost 19 points.
- 2) Weak Rune:** Decrease to RKA 3d6. 67 Active Points; total cost 12 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; $-\frac{1}{4}$). Total cost: 15 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 16 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll ($-\frac{1}{2}$). Total cost: 17 points.
- 7) Quick Rune:** Change to Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 18 points.
- 8) Inattentive Rune:** Remove Concentration ($-\frac{1}{2}$). Total cost: 17 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 120 Active Points; total cost 21 points.
- 10) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to activate Brotnala. Add Side Effects (caster loses 1 BODY, always occurs; $-\frac{1}{2}$). Total cost: 14 points.
- 11) Ongoing Rune:** The effects of the rune last until the object is utterly destroyed (i.e., takes double its BODY in damage) or the caster ceases to focus on the spell (i.e., stops paying END). Decrease to RKA 3d6 and add Continuous (+1). 112 Active Points; total cost 19 points.

LODSOGRIR, THE RUNE OF THE DEAD

Effect:	Summon one 178-point zombie, Slavishly Loyal
Target/Area Affected:	One zombie
Painting Time:	5 Minutes
Casting Procedures:	Focus, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-7
END Cost:	7

Description: The accursed rune Lodsognir can cause the dead to rise and walk again. The caster must cut the palm of his hand and use the blood to paint the rune on the forehead of a corpse (the corpse must be reasonably intact) while loudly chanting the words to activate the rune. If he casts the spell properly, the corpse becomes his zombie servant. The zombie must take a Susceptibility: 3d6 per Segment if rune is destroyed, removed, or obliterated.

Game Information: *Summon one 178-point zombie, Slavishly Loyal (+1) (72 Active Points); OAF (rune-painting brush made of human hair; -1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Incantations (throughout; -½), Must Have Reasonably-Intact Corpse (-1), Requires A Rune Magic Roll (-½), Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 10 points.*

OPTIONS:

- 1) More Zombies:** Increase to four 178-point zombies. 92 Active Points; total cost 12 points.
- 2) Many More Zombies:** Increase to 16 178-point zombies. 112 Active Points; total cost 15 points.
- 3) Apprentice's Rune:** Add Side Effects (created undead attacks caster; -1). Total cost: 8 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 10 points.
- 7) Quick Rune:** Change to Extra Time (1 Minute; -1½). Total cost: 10 points.
- 8) Less Attentive Rune:** Change to Concentration (½ DCV throughout casting; -½). Total cost: 10 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 12 points.

NAAKOR, THE RUNE OF MASTERY

Effect:	Mind Control 14d6
Target/Area Affected:	One character
Painting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-7
END Cost:	7

Description: By painting this rune on the forehead of another person, the caster can take control of his mind and force him to follow a command. The caster cannot alter the command unless he recasts the spell (i.e., erases the rune and redraws it), but can cause the spell to cease.

Game Information: *Mind Control 14d6 (70 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Cannot Change Commands Unless Spell Is Re-Cast (-¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), No Range (-½), Requires A Rune Magic Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) Strong Rune:** Increase to Mind Control 18d6. 90 Active Points; total cost 16 points.
- 2) Weak Rune:** Decrease to Mind Control 12d6. 60 Active Points; total cost 11 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 12 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 14 points.
- 7) Quick Rune:** Change to Extra Time (Full Phase; -½). Total cost: 15 points.
- 8) Inattentive Rune:** Remove Concentration (-½). Total cost: 14 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 19 points.
- 10) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Naakor. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 12 points.

SELGARI, THE RUNE OF BLOOD'S-POWER

Effect:	Aid Magic 6d6, any Rune Magic spell one at a time
Target/Area Affected:	Self
Casting Time:	Extra Phase (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-7
END Cost:	7

Description: This rune allows the caster to call upon the power of his own blood to enhance the potency of any other rune. He uses his rune-carving knife to cut his hand, then draws a rune with his blood next to the rune he wants to enhance. The more blood he uses, the more powerful he can make the other rune.

Game Information: *Aid Magic 6d6, any Rune Magic spell one at a time (but not on this rune; +¼) (75 Active Points); OAF (rune-carving knife; -1), Costs Endurance (-½), Extra Time (Extra Phase; -¼), Requires A Rune Magic Roll (-½), Self Only (-½), Side Effects (suffers 1 BODY damage per Aid 2d6 [or fraction thereof] used, always occurs; -½), Spell (-½). Total cost: 14 points.*

OPTIONS:

- 1) Strong Rune:** Increase to Aid Magic 8d6. 100 Active Points; total cost 19 points.
- 2) Weak Rune:** Decrease to Aid Magic 4d6. 50 Active Points; total cost 9 points.
- 3) Difficult Rune:** Change to Requires A Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 4) Easy Rune:** Change to Requires A Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 5) Master's Rune:** Remove Requires A Magic Roll (-½). Total cost: 16 points.
- 6) Quick Rune:** Change to Extra Time (Full Phase; -½). Total cost: 15 points.
- 7) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 8) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 20 points.

SKELVALDI, THE RUNE OF LIGHTNING-CALLING

Effect:	RKA 3d6, Indirect
Target/Area Affected:	One object or character
Carving Time:	2 Turns (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	No Range (see text)
Magic Roll Penalty:	-6
END Cost:	6

Description: If the character wants to damage a structure, or perhaps inflict a gruesome death on a prisoner, he carves this rune on the target and then backs away and concentrates on it. A few seconds later, a bolt of lightning lances down out of the sky and strikes the rune... and whatever it's carved upon. If the target is inside a structure, the lightning first has to blast through the roof before it can damage it/him.

This spell does not work at range — the caster has to touch (carve a rune upon) the object or person that will be struck by lightning. The *No Range Limitation* is a part of the *Only Works Against Stationary Targets* Limitation and thus is not listed separately.

Game Information: *RKA 3d6, Indirect (always comes from the sky; +¼) (56 Active Points); OAF (rune-carving knife; -1), Concentration (½ DCV throughout casting; -½), Extra Time (2 Turns; -1¼), Requires A Rune Magic Roll (-½), Only Works Against Stationary Targets (-1). Total cost: 11 points.*

OPTIONS:

- 1) Strong Rune:** Increase to RKA 4d6. 75 Active Points; total cost 14 points.
- 2) Weak Rune:** Decrease to RKA 2d6. 37 Active Points; total cost 7 points.
- 3) Apprentice's Rune:** Add Side Effects (blast of lightning hits caster; -1). Total cost: 9 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 12 points.
- 7) Quick Rune:** Change to Extra Time (Extra Phase; -¾). Total cost: 12 points.
- 8) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 79 Active Points; total cost 15 points.
- 9) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to activate Skelvaldi. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 10 points.

SIGRUNAL, THE RUNE OF VICTORY

Effect:	+4 with All Combat, Usable By Other
Target/Area Affected:	One character
Painting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

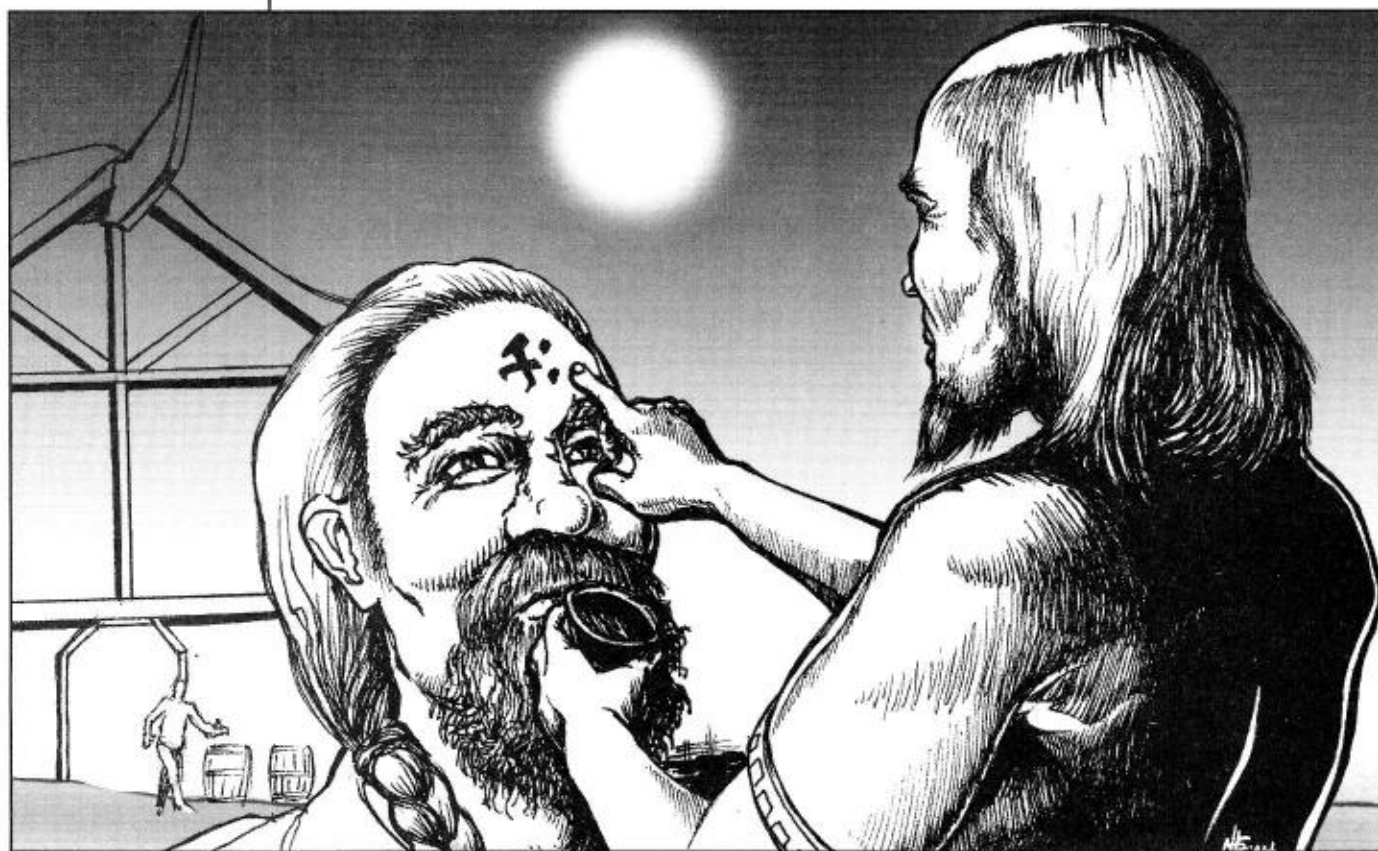
Description: This rune, which the character can paint on himself or one other person, grants the recipient greater prowess in combat. If the rune is destroyed, marred, or covered, the power fades immediately.

Game Information: +4 with All Combat, Usable By Other (+¼) (40 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Costs Endurance (-½), Extra Time (1 Turn; -1¼), Requires A Rune Magic Roll (-½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½). Total cost: 8 points.

OPTIONS:

- 1) Strong Rune:** Increase to +5 with All Combat. 50 Active Points; total cost 9 points.
- 2) Weak Rune:** Decrease to +3 with All Combat. 30 Active Points; total cost 6 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 7 points.

- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 8 points.
- 7) Quick Rune:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 8) Inattentive Rune:** Remove Concentration (-½). Total cost: 8 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 56 Active Points; total cost 11 points.
- 10) Blood Rune I:** The character must cut his hand or wrist and use some of his own blood to activate Sigrunal. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 7 points.
- 11) Blood Rune II:** The caster must carve the rune into the person who receives its power, slightly injuring that person in the process. Even though he could choose himself as the recipient, the value of the Side Effects Limitation includes the "affects recipient" modifier. Add Side Effects (recipient loses 1 BODY, always occurs; -0). Total cost: 8 points.
- 12) Multiple Recipients:** The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¼). 56 Active Points; total cost 11 points.
- 13) Untiring Rune:** Change to Costs Endurance (to cast; -¼). Total cost: 8 points.



SPILA, THE RUNE OF RUIN

Effect:	Drain PD 6d6
Target/Area Affected:	One gate, wall, or like object
Carving Time:	1 Turn (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-12
END Cost:	0

Description: This spell is designed to enhance the effects of battering rams (and, at the GM's option, like objects or weapons). It adds to the ram's Normal Damage a potent magic that weakens the gate, wall, or other object being attacked with the ram. Use the OCV of the crew manning the battering ram (*Fantasy Hero*, pages 214-15) to attack with the Drain, treating it as a multiple-power attack together with the ram's Normal Damage.

When the caster carves Spila into a battering ram, he must specify which object the rune's power works against — a specific gate, door, or the like. The battering ram retains the power of Spila and can keep using it until the targeted object is destroyed. If it does not destroy the object, it retains the rune's power for up to a day (or until the caster chooses to end the spell), but cannot use the rune's power against any other target. A caster could, of course, place another Spila rune on the ram for use against a second target, and so on.

Game Information: Drain PD 6d6, Usable By Other (any battering ram of up to 800 kg mass; +1) (120 Active Points); OAF (rune-carving knife; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Only Works On Battering Rams Against A Specific Target (see text; -2), Requires A Rune Magic Roll (-½). Total cost: 18 points.

OPTIONS:

- 1) Strong Rune:** Increase to Drain PD 7d6. 140 Active Points; total cost 21 points.
- 2) Weak Rune:** Decrease to Drain PD 5d6. 100 Active Points; total cost 15 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 17 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 19 points.
- 7) Quick Rune:** Decrease to Extra Time (Full Phase; -½). Total cost: 20 points.
- 8) Inattentive Rune:** Remove Concentration (-1). Total cost: 21 points.

9) Stored Rune: Add Delayed Effect (x2 spells usable at once; +½). 150 Active Points; total cost 22 points.

10) Blood Rune: The character must cut his hand or wrist and use some of his own blood to activate Spila. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 16 points.

SVANDRAL, THE RUNE OF STRENGTH

Effect:	Aid STR 4d6
Target/Area Affected:	One character
Painting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-6
END Cost:	6

Description: By painting this rune on himself, another person, or even an animal, the caster can prodigiously increase that being's strength for several minutes.

Game Information: Aid STR 4d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (60 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Costs Endurance (-½), Extra Time (Full Phase; -½), Requires A Rune Magic Roll (-½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½). Total cost: 15 points.

OPTIONS:

- 1) Strong Rune:** Increase to Aid STR 5d6. 75 Active Points; total cost 19 points.
- 2) Weak Rune:** Decrease to Aid STR 3d6. 45 Active Points; total cost 11 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 14 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 17 points.
- 7) Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 17 points.
- 8) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 20 points.
- 10) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Svandral. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 13 points.

USABLE SIMULTANEOUSLY, ONE AT A TIME

The rules specify that a Usable By Others power can only be used by one character at a time; Usable Simultaneously increases this number by allowing the character to give the power to multiple people (possibly including himself) at once. However, in some Fantasy settings or schools of magic, a spellcaster can cast a spell on multiple people — he just has to take the time and energy to do so.

To create this sort of power, reduce the value of Usable Simultaneously by ¼ (minimum value +¼). The Usable Simultaneously Advantage defines the maximum number of people the power can be given to in the normal fashion, but the character must use an Attack Action and make an Attack Roll for each individual he wants to give the power to (including himself, if appropriate). He must take any other appropriate preparations — using an Expendable Focus, paying END, making a Skill Roll, and so forth — each time he grants the power to another person.

TAVTHRUDNIR, THE RUNE OF TRUTH

Effect:	Mind Control 16d6, Only To Compel Victim To Tell The Truth
Target/Area Affected:	One character
Painting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-8
END Cost:	8

Description: By painting this rune on the forehead of another person, the caster can force that person to answer questions truthfully. The victim can only answer to the best of his knowledge — the rune doesn't impart to his mind information he lacks, nor does it identify as incorrect statements the victim believes to be truthful.

Game Information: *Mind Control 16d6 (80 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), No Range (-½), Only To Compel Victim To Tell The Truth (-1), Requires A Rune Magic Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) Strong Rune:** Increase to Mind Control 20d6. 100 Active Points; total cost 16 points.
- 2) Weak Rune:** Decrease to Mind Control 15d6. 75 Active Points; total cost 12 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 12 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 14 points.
- 7) Quick Rune:** Change to Extra Time (Full Phase; -½). Total cost: 14 points.
- 8) Inattentive Rune:** Remove Concentration (-½). Total cost: 14 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 19 points.
- 10) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Tavthrudnir. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 12 points.

THURSWALR, THE RUNE OF MADNESS

Effect:	Major Transform 8d6 (sane person to insane person), BOECV
Target/Area Affected:	One character
Carving Time:	5 Minutes (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-16
END Cost:	0

Description: This dreaded rune has the power to rob a man of his wits and his sanity. Carving it on him takes 5 minutes (and inflicts no BODY damage); this of course requires him to be stationary — typically he's tied or chained. Only casting the spell on him again, or applying other magic to restore his mind, can heal the condition.

Game Information: *Major Transform 8d6 (sane person to person with the Psychological Limitation Utterly, Gibberingly Insane [Very Common, Total]; heals back through application of this spell or a like spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (330 Active Points); OAF (rune-carving knife; -1), All Or Nothing (-½), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Limited Target (sentient humanoid; -½), Only Works Against Stationary Targets (-1), Requires A Rune Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 43 points.*

OPTIONS:

- 1) Strong Rune:** Increase to Major Transform 9d6. 371 Active Points; total cost 48 points.
- 2) Weak Rune:** Decrease to Major Transform 6d6. 247 Active Points; total cost 32 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 41 points.
- 4) Really Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 39 points.
- 5) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 10 Active Points; -½). Total cost: 41 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-¼). Total cost: 44 points.
- 7) Quick Rune:** Change to Extra Time (Full Phase; -½). Total cost: 53 points.
- 8) Inattentive Rune:** Remove Concentration (-1). Total cost: 49 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 390 Active Points; total cost 50 points.

10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Thurswalr. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 40 points.

VELDR, THE RUNE OF WEAPON ENHANCEMENT

Effect: Aid HKA 5d6
Target/Area Affected: One weapon
Painting Time: 1 Turn (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Touch
Magic Roll Penalty: -10
END Cost: 10 to cast

Description: Also known as the Rune of Murder, Veldr enhances the power of bladed weapons. When painted on one, it makes that weapon sharper and harder-hitting for a time, increasing the damage it does. The rune's effects last for one hour, or until something mars, covers, or destroys the rune (if the rune is poorly-placed upon the weapon, this often happens when blood runs over it).

Game Information: Aid HKA 5d6 (standard effect: HKA +1d6), Delayed Return Rate (points fade at the rate of 5 per 1 Hour; +1) (100 Active Points); OAF Expendable (rune-points, Easy to obtain; -1), Costs Endurance (to cast; -¼), Extra Time (1 Turn; -1¼), Requires A Rune Magic Roll (-½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½). Total cost: 22 points.

OPTIONS:

- 1) **Strong Rune:** Increase to Aid HKA 7d6 (standard effect: HKA +1d6+1). 140 Active Points; total cost 31 points.
- 2) **Weak Rune:** Decrease to Aid HKA 4d6 (standard effect: HKA +½d6). 80 Active Points; total cost 18 points.
- 3) **Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 21 points.
- 4) **Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.
- 5) **Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.
- 6) **Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 25 points.
- 7) **Quick Rune:** Change to Extra Time (Full Phase; -½). Total cost: 27 points.
- 8) **Attentive Rune:** Add Concentration (¼ DCV throughout casting; -½). Total cost: 20 points.
- 9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 125 Active Points; total cost 28 points.

10) **Longer-Lasting Rune:** Increase to Delayed Return Rate (points fade at the rate of 5 per 6 Hours; +¼). 112 Active Points; total cost 25 points.

11) **Shorter-Lasting Rune:** Decrease to Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 75 Active Points; total cost 17 points.

12) **Quicker-Expiring Rune:** Change to Delayed Return Rate (all points fade immediately after 1 Hour; +½). 75 Active Points; total cost 17 points.

13) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Veldr. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 20 points.

DEFENSIVE RUNES

BRELGA, THE RUNE OF PROTECTION FROM FIRE

Effect: Force Field (16 ED), Only To Protect Buildings From Fire
Target/Area Affected: One building
Carving Time: 20 Minutes
Casting Procedures: Focus
Duration: Uncontrolled (lasts until rune is marred, destroyed, or covered up)
Range: No Range
Magic Roll Penalty: -12
END Cost: 0

Description: When carved on a building (a Base, in other words), this rune makes it very difficult to set any part of the building — even a thatched roof — on fire. The contents of the building can still burn normally, and the protection ends if anything ever defaces or covers the rune.

A spellcaster can only protect one building at a time with this rune; if he wants to protect more, he should buy the *Multiple Buildings* option, below.

Game Information: Force Field (16 ED), Reduced Endurance (0 END; +½), Uncontrolled (lasts until rune is marred, destroyed, or covered up; +½), Usable By Other (one building of up to 100 ktons weight; +5¼) (116 Active Points); OAF (rune-carving knife; -1), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes; -2½), Requires A Rune Magic Roll (-½), Only Works Against Limited Type Of Damage (fire; -½), Only Works On Buildings (Bases) (-1). Total cost: 15 points.

OPTIONS:

- 1) **Strong Rune:** Increase to Force Field (20 ED). 145 Active Points; total cost 19 points.
- 2) **Weak Rune:** Decrease to Force Field (12 ED). 87 Active Points; total cost 12 points.
- 3) **Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 15 points.

INCREASED FADE (RETURN) RATE

Some spells and powers, such as the Veldr-rune, change the rate at which the Character Points added or removed by an Adjustment Power fade or return.

If an Adjustment Power does not have the *Delayed Return Rate* Advantage, then every doubling of the amount of points that fade/return per time increment is a -¼ Limitation, *Increased Fade(Return) Rate*: -¼ if the points fade/return at 10 per time increment; -½ if the points fade/return at the rate of 20 per time increment; and so on (assuming the GM allows any further increase in the rate of fade/return). If all the points fade/return immediately when 1 Turn or some lesser increment of time passes, that's worth a flat -½ (the GM may reduce this to -¼ if the Adjustment Power typically adds/removes 10 or fewer Character Points).

If the Power has the *Delayed Return Rate* Advantage, the Limitation described above simply reduces the value of the Advantage, but the Advantage has a minimum value of +¼ regardless of this effect. The GM may adjust the value of the Advantage as he sees fit to preserve game balance.

- 4) **Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 5) **Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 6) **Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 17 points.
- 7) **Quick Rune:** Change to Extra Time (1 Turn; -1¼). Total cost: 19 points.
- 8) **Inattentive Rune:** Remove Concentration (-1). Total cost: 18 points.
- 9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 124 Active Points; total cost 16 points.
- 10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Brelga. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 14 points.
- 11) **Multiple Buildings:** The character can protect up to 8 buildings at once with this spell, but must cast it separately on each of them. Change to Usable Simultaneously (up to eight buildings of up to 100 ktons weight, one at a time; +5¼). 124 Active Points; total cost 16 points.
- 12) **Eldrskjaldi, the Rune of Protection Against Fire:** This rune protects people, not buildings, from fire. Change to Force Field (12 ED), Usable By Other (+¼) (15 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Only Works Against Limited Type Of Damage (fire; -½), Power Stops Working If Rune Is Marred, Destroyed, Or Covered Up (-½), Requires A Rune Magic Roll (-½). Total cost: 3 points.
- 13) **Other Runes Of Protection:** By changing the Limitation that specifies what the spell protects against, and perhaps changing the Force Field to PD, you can create many different protective runes. Examples include:

Halaverja, the Rune of Protection from Lightning

Vatnar, the Rune of Protection from Water (floods, rain damage, and the like)

Verjaki, the Rune of Protection from Hail

KALTHIR, THE RUNE OF PROTECTION

Effect:	Force Field (10 PD/10 ED), Usable By Other
Target/Area Affected:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	2

Description: A spellcaster paints this rune on himself or another person. As long as the recipient keeps the rune powered (i.e., pays END for it), it protects him from harm. If he ever stops paying END, the power of the rune fades, and the recipient becomes unprotected by the spell unless the spellcaster casts it again.

Game Information: *Force Field (10 PD/10 ED), Usable By Other (+¼) (25 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Power Stops Working If Rune Is Marred, Destroyed, Covered Up, Or Unpowered (-½), Requires A Rune Magic Roll (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Rune:** Increase to Force Field (12 PD/12 ED). 30 Active Points; total cost 9 points.
- 2) **Weak Rune:** Decrease to Force Field (8 PD/8 ED). 20 Active Points; total cost 6 points.
- 3) **Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 7 points.
- 4) **Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 5) **Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 6) **Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 8 points.
- 7) **Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 8 points.
- 8) **Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 35 Active Points; total cost 10 points.
- 10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Kalthir. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 6 points.
- 11) **Multiple Recipients:** The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¼). 35 Active Points; total cost 10 points.
- 12) **Tiring Rune:** Add Increased Endurance Cost (x2 END; -½). Total cost: 6 points.

VUNDILFARI, THE RUNE OF STEALTH

Effect:	Invisibility to Sight Group
Target/Area Affected:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	0

Description: A spellcaster paints this rune on himself or another person in the center of the forehead. As long as the recipient keeps the rune powered (i.e., pays END for it), it shields him from the sight of men — though someone who gets close enough may see the faintly-glowing rune floating in the air. If he ever stops paying END, the power of the rune fades, and the recipient becomes unprotected by the spell unless the spellcaster casts it again.

Game Information: *Invisibility to Sight Group, Usable By Other (+¼) (25 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Power Stops Working If Rune Is Marred, Destroyed, Covered Up, Or Unpowered (-½), Requires A Rune Magic Roll (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Rune:** The rune does not glow faintly. Add No Fringe. 37 Active Points; total cost 11 points.
- 2) **Weak Rune:** The recipient only remains unseen if he stands still. Add Chameleon (-½). Total cost: 6 points.

- 3) **Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Sight Group PER Rolls for 1d6 hours; -¼). Total cost: 7 points.
- 4) **Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 5) **Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 6) **Master's Rune:** Remove Requires A Rune Magic Roll (-¼). Total cost: 8 points.
- 7) **Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 8 points.
- 8) **Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 35 Active Points; total cost 10 points.
- 10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Vundilfari. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 6 points.
- 11) **Multiple Recipients:** The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¾). 35 Active Points; total cost 10 points.
- 12) **Tiring Rune:** Add Increased Endurance Cost (x2 END; -½). Total cost: 6 points.

MOVEMENT RUNES

VATHRENNR, THE RUNE OF SWIFT RUNNING

Effect:	Running +6", Usable By Other
Target/Area Affected:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	0

Description: When painted on the caster or another person, this rune allows the recipient to run at much greater speeds — typically twice as fast as normal! — for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: Running +6", Reduced Endurance (0 END; +½), Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; +½), Usable By Other (+¼) (27 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Rune Magic Roll (-½). Total cost: 9 points.

OPTIONS:

- 1) Strong Rune:** Increase to Running +9". 40 Active Points; total cost 13 points.
- 2) Weak Rune:** Decrease to Running +3". 13 Active Points; total cost 4 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 8 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 11 points.
- 7) Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 11 points.
- 8) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 33 Active Points; total cost 11 points.
- 10) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Vathrennr. Add Side Effects (caster loses 1 BODY,

always occurs; -½). Total cost: 8 points.

11) Multiple Recipients: The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¾). 33 Active Points; total cost 11 points.

SENSORY RUNES

ATHREK, THE RUNE OF THE OWL'S EYE

Effect:	Nightvision, Usable By Other
Target/Area Affected:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range:	Touch
Magic Roll Penalty:	-1
END Cost:	0

Description: When painted on the caster or another person, this rune allows the recipient to see as well at night as he can in daylight for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: Nightvision, Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; +½), Usable By Other (+¼) (9 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Rune Magic Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 3 points.
- 2) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 3) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 4) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 4 points.
- 5) Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 4 points.
- 5) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 7) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 11 Active Points; total cost 4 points.
- 8) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Athrek. Add Side Effects (caster loses 1 BODY,

always occurs; $-\frac{1}{2}$). Total cost: 3 points.

9) Multiple Recipients: The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; $+\frac{1}{4}$). 11 Active Points; total cost 4 points.

10) Tiring Rune: Add Costs Endurance ($-\frac{1}{2}$). Total cost: 3 points.

EITNSKJALDR, THE RUNE OF PROTECTION FROM POISON

Effect:	Detect Poisoned Drink plus RKA 1d6, Only Versus Object Holding Drink
Target/Area Affected:	One drink
Carving Time:	Full Phase
Casting Procedures:	Focus
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	0 + 2

Description: This rune allows the caster to detect the presence of poison in wine, beer, mead, or other drinks. He grasps the cup, drinking horn, or other object holding the beverage and carves a small rune in it. If poison is detected, the power of the rune shatters the object (this does not hurt the caster in any way, though it spills the drink on his hand).

Game Information: *Detect Poisoned Drink* (INT +5) (no Sense Group) (8 Active Points); OAF (rune-carving knife; -1), Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Nonpersistent ($-\frac{1}{4}$), Requires A Rune Magic Roll ($-\frac{1}{2}$) (total cost: 2 points) **plus** RKA 1d6,

Trigger (when poison detected; $+\frac{1}{4}$) (19 Active Points); OAF (rune-carving knife; -1), Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Linked ($-\frac{1}{4}$), No Range ($-\frac{1}{2}$), Only Versus Object Holding Drink (-2), Requires A Rune Magic Roll ($-\frac{1}{2}$) (total cost: 3 points). Total cost: 5 points.

OPTIONS:

1) Strong Rune: Increase to INT +8 and RKA 2d6. $11 + 37 = 48$ Active Points; total cost $3 + 6 = 9$ points.

2) Weak Rune: Decrease to INT +3 and RKA $\frac{1}{2}$ d6. $6 + 12 = 18$ Active Points; total cost $2 + 2 = 4$ points.

3) Apprentice's Rune: Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; $-\frac{1}{4}$) to both parts of the spell. Total cost: $2 + 3 = 5$ points.

4) Difficult Rune: Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: $2 + 3 = 5$ points.

5) Easy Rune: Change to Requires A Rune Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: $2 + 3 = 5$ points.

6) Master's Rune: Remove Requires A Rune Magic Roll ($-\frac{1}{2}$). Total cost: $3 + 3 = 6$ points.

7) Quick Rune: Remove Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: $3 + 3 = 6$ points.

8) Inattentive Rune: Remove Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: $2 + 3 = 5$ points.



9) Stored Rune: Add Delayed Effect (x2 spells usable at once; +½). 12 + 26 Active Points; total cost 3 + 4 = 7 points.

10) Blood Rune: The character must cut his hand or wrist and use some of his own blood to paint Eitnskjaldr on the drinking cup or horn. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 2 + 3 = 5 points.

RUNE-READING

Effect:	Precognition
Target/Area Affected:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Runes have magical power in and of themselves, whether they're used to cast spells or not. Drawing on his knowledge of the runes and their mystic meanings, the caster can obtain glimpses of the future — often vague ones, but perhaps useful nevertheless. To do this, he must have a collection of pebbles, bones, or like objects, with one rune inscribed on each. He casts the stones down, on a tabletop or on the ground, and then reads the future in the pattern they create when they land.

Game Information: *Clairsentience (Sight Group), Precognition (40 Active Points); OAF (rune-stones; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -¼), Instant (-½), Precognition Only (-1), Requires A Rune Magic Roll (-½), Vague And Uncertain (-½). Total cost: 6 points.*

OPTIONS:

- 1) Strong Rune:** Remove Vague And Unclear (-½). Total cost: 6 points.
- 2) Weak Rune:** Add Time Modifiers (-½). Total cost: 5 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 6 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 6 points.
- 7) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 9 points.

8) Blood Rune: The character must cut his hand or wrist and use some of his own blood to consecrate the rune-stones before casting them. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 5 points.

SEIDRAUGA, THE RUNE OF AWARENESS

Effect:	Detect Magic
Target/Area Affected:	Self
Painting Time:	Full Phase (Attack Action)
Casting Procedures:	Focus
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	0

Description: By painting the rune Seidrauga on an object he thinks might be enchanted, the caster can determine whether magic is present. If it is, the rune glows; the intensity of the glow indicates the strength of the magic, and the color of the glow the type of magic.

Game Information: *Detect Magic (INT +5), Discriminatory (15 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Instant (-½), Only Detects Magic In Objects (-1), Requires A Rune Magic Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) Strong Rune:** Increase to INT +8. 18 Active Points; total cost 4 points.
- 2) Weak Rune:** Decrease to INT Roll. 10 Active Points; total cost 2 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 3 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 4 points.
- 7) Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 4 points.
- 8) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.
- 10) Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Seidrauga on the item he wants to test. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 3 points.

MISCELLANEOUS RUNES

GULLINTALA, THE RUNE OF THE GOLDEN TONGUE

Effect:	+4 with Interaction Skills, Usable By Other
Target/Area Affected:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	0

Description: When painted on the caster or another person, this rune transforms the recipient into a speaker as talented as any bard. His every word seems well-chosen and witty, and the logic of his arguments (or forcefulness of his attempts to intimidate) are likely to sway anyone who listens. The effect lasts for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: +4 with Interaction Skills, Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; +½), Usable By Other (+¼) (35 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Rune Magic Roll (-½). Total cost: 12 points.

OPTIONS:

- 1) Strong Rune:** Increase to +6 with Interaction Skills. 52 Active Points; total cost 17 points.
- 2) Weak Rune:** Decrease to +3 with Interaction Skills. 26 Active Points; total cost 9 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 11 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 14 points.
- 7) Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 14 points.
- 8) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 9) Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 15 points.

10) Blood Rune: The character must cut his hand or wrist and use some of his own blood to paint Gullintala. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 10 points.

11) Multiple Recipients: The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¾). 45 Active Points; total cost 15 points.

12) Tiring Rune: Add Costs Endurance (-½). Total cost: 10 points.

HAMINGJARLA, THE RUNE OF LUCK

Effect:	Luck 4d6, Usable By Other
Target/Area Affected:	One character
Painting Time:	Full Phase
Casting Procedures:	Focus
Duration:	Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first)
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	0

Description: When painted on the caster or another person, this rune makes the recipient extremely lucky. Things just seem to go his way... for up to an hour. However, if the rune is marred, destroyed, or covered up before the duration ends, the spell expires immediately.

Game Information: Luck 4d6, Uncontrolled (lasts until rune is marred, destroyed, or covered up, or for 1 Hour from the time of casting, whichever occurs first; +½), Usable By Other (+¼) (35 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Extra Time (Full Phase; -½), Requires A Rune Magic Roll (-½). Total cost: 12 points.

OPTIONS:

- 1) Strong Rune:** Increase to Luck 6d6. 52 Active Points; total cost 17 points.
- 2) Weak Rune:** Decrease to Luck 3d6. 26 Active Points; total cost 9 points.
- 3) Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 11 points.
- 4) Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 5) Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 6) Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 14 points.
- 7) Quick Rune:** Remove Extra Time (Full Phase; -½). Total cost: 14 points.
- 8) Attentive Rune:** Add Concentration (½ DCV; -¼). Total cost: 11 points.

- 9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 15 points.
- 10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Hamingjarla. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 10 points.
- 11) **Multiple Recipients:** The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¾). 45 Active Points; total cost 15 points.
- 12) **Tiring Rune:** Add Costs Endurance (-½). Total cost: 10 points.

LYFJAVRATHR, THE RUNE OF SWIFT HEALING

Effect: Aid REC 4d6, Usable By Other
Target/Area Affected: One character
Painting Time: 1 Turn (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Touch
Magic Roll Penalty: -11
END Cost: 0

Description: When painted on the caster or another person, this rune grants the recipient the ability to heal much more swiftly. It does not knit wounds instantly, but it increases the speed of the natural healing process. The rune's power remains in effect until one of the following events occurs: one month passes; the wounds the character had when the rune was painted on him are completely healed (either as a result of this spell or other means); or the the rune is marred, destroyed, or covered up.

Game Information: Aid REC 4d6, Delayed Return Rate (all points fade after 1 Month; +1½), Usable By Other (+¾) (110 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Points Fade Immediately If Subject Wounds Heal Or Rune Is Marred, Destroyed, Or Covered Up (-½), Requires A Rune Magic Roll (-½). Total cost: 21 points.

OPTIONS:

- 1) **Strong Rune:** Increase to Aid REC 5d6. 137 Active Points; total cost 26 points.
- 2) **Weak Rune:** Decrease to Aid REC 3d6. 82 Active Points; total cost 16 points.
- 3) **Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 20 points.
- 4) **Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 19 points.
- 5) **Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; -¾). Total cost: 22 points.

- 6) **Master's Rune:** Remove Requires A Rune Magic Roll (-½). Total cost: 23 points.
- 7) **Quick Rune:** Decrease to Extra Time (Full Phase; -½). Total cost: 24 points.
- 8) **Inattentive Rune:** Remove Concentration (-1). Total cost: 26 points.
- 9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; +½). 130 Active Points; total cost 25 points.
- 10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Lyfjavrathr. Add Side Effects (caster loses 1 BODY, always occurs; -½). Total cost: 19 points.
- 11) **Multiple Recipients:** The character can cast this spell repeatedly on up to eight people, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight people, one at a time; +¾). 130 Active Points; total cost 25 points.

SJUKVOR, THE RUNE OF FEVER-BREAKING

Effect: Major Transform 3d6 (sick person into well person)
Target/Area Affected: One character
Painting Time: 5 Minutes (Attack Action)
Casting Procedures: Focus
Duration: Instant
Range: Touch
Magic Roll Penalty: -4
END Cost: 4

Description: The character can cure diseases, plagues, fevers, and other illnesses by crushing a fire-berry and using the juice to paint the rune Sjukvor on the forehead of the sick person (at the GM's option, other berries work, too, but at half effect). The more intense the effects of the disease, the longer it may take to cure.

In game terms, this is a Major Transform, "sick person to well person," that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell does not automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform (see page 153 of the *HERO System 5th Edition* for more information).

Game Information: Major Transform 3d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (45 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Limited Target (sentient beings; -¼), No Range (-½), Requires A Rune Magic Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Rune:** Increase to Major Transform 4d6. 60 Active Points; total cost 10 points.



2) **Weak Rune:** Decrease to Major Transform 2d6. 30 Active Points; total cost 5 points.

3) **Apprentice's Rune:** Add Side Effects (caster suffers a -2 to Rune Magic rolls for 1d6 x 5 Minutes; $-\frac{1}{4}$). Total cost: 7 points.

4) **Difficult Rune:** Change to Requires A Rune Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

5) **Easy Rune:** Change to Requires A Rune Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 7 points.

6) **Master's Rune:** Remove Requires A Rune Magic Roll ($-\frac{1}{2}$). Total cost: 8 points.

7) **Quick Rune:** Change to Extra Time (1 Turn; $-1\frac{1}{4}$). Total cost: 8 points.

8) **Inattentive Rune:** Remove Concentration (-1). Total cost: 9 points.

9) **Stored Rune:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 67 Active Points; total cost 11 points.

10) **Blood Rune:** The character must cut his hand or wrist and use some of his own blood to paint Sjukvor. Add Side Effects (caster loses 1 BODY, always occurs; $-\frac{1}{2}$). Total cost: 7 points.

11) **Sjukvor Variant:** This form of the rune works by Healing the Characteristics lost to the disease. However, if the disease remains present and active within the character's body, he may continue to lose Characteristics after a character casts this spell upon him. Change to Healing 6d6, any four Characteristics at once (+1) (120 Active Points); OAF Expendable (rune-paints, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Only To Heal Characteristics Lost To Disease (-1), Requires A Rune Magic Roll ($-\frac{1}{2}$). Total cost: 18 points.

SHAMANISM



The arcana of *Shamanism* features spells that summon, contact, control, or otherwise make use of spirits (or allow the caster to interact with them). Primarily it focuses on nature spirits, spirit creatures, and the Spirit World in which they live, but in some cases it goes beyond that to involve human spirits.

Because shamans (practitioners of Shamanism) interact with and depend upon spirits for their power, they often try to maintain a close relationship with them. As such Shamanism has some similarities to Divine Magic (*The Fantasy Hero Grimoire*, page 245), particularly when the shaman summons a spirit and then beseeches its aid... but in the end it falls on the side of the arcane rather than the divine.

Shamanism also has some fairly close connections with other arcana. Chief among these are Druidry and Witchcraft; many spells in either of those arcana are appropriate purchases for shamans (the *Shaman* template on page 118 of *Monsters, Minions, And Marauders* lists some of the most commonly-chosen of these spells). Similarly, some Elemental Magic spells work well as Shamanism spells. To the extent Shamanism deals with human spirits, it also has at least some tenuous ties to Necromancy.

SPIRIT-SUMMONING SPELLS

Among the most common of the spells of Shamanism are spells to call spirits forth. These spells do not turn the spirit into the shaman's slave, but rather make the spirit manifest that the summoner might beseech it for aid. More powerful shamans, or those with a greater than normal natural gift for Shamanism, may be able to call upon spirits that are already favorably inclined toward them (*i.e.*, may have one or more of these spells with a version of the *Amicable Advantage*).

CALLING UPON THE SPIRITS OF THE CITY

Effect:	Summon one 419-point city spirit
Target/Area Affected:	One city spirit
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-8
END Cost:	8

Description: Not all spirits dwell in woods and waters wild. Some shamans have a gift for speaking with the spirits that live within the domains of man — cities, towns, villages, castles.

Game Information: *Summon one 419-point city spirit (84 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 15 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Summon two 419-point city spirits. 89 Active Points; total cost 15 points.
- 2) Weak Spell:** Add Antagonistic (-¼). Total cost: 14 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 18 points.
- 4) Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.
- 5) Silenced Spell:** Remove Incantations (-½). Total cost: 16 points.
- 6) Apprentice's Version:** Add Side Effects (spirit attacks shaman; -1). Total cost: 12 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 16 points.
- 10) Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 17 points.
- 11) Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 13 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 126 Active Points; total cost 22 points.
- 13) Friendly Spirit:** Add Friendly (+¼). 105 Active Points; total cost 18 points.
- 14) Loyal Spirit:** Add Loyal (+½). 126 Active Points; total cost 22 points.
- 15) Devoted Spirit:** Add Devoted (+¾). 147 Active Points; total cost 26 points.

16) Slavishly Loyal Spirit: Add Slavishly Loyal (+1). 168 Active Points; total cost 29 points.

CALLING UPON THE SPIRITS OF THE FIELDS

Effect: Summon one 424-point field spirit
Target/Area Affected: One field spirit
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -8
END Cost: 8

Description: With this spell a shaman can request aid or information from a field spirit. Usually he does this to ask for directions, or perhaps assistance with some vital task of reaping or sowing.

Game Information: *Summon one 424-point field spirit (85 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 15 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon two 424-point field spirits. 90 Active Points; total cost 16 points.
- 2) **Weak Spell:** Add Antagonistic (-¼). Total cost: 14 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 18 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (spirit attacks shaman; -1). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 16 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 17 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 14 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 127 Active Points; total cost 22 points.
- 13) **Friendly Spirit:** Add Friendly (+¼). 106 Active Points; total cost 18 points.

14) Loyal Spirit: Add Loyal (+½). 127 Active Points; total cost 22 points.

15) Devoted Spirit: Add Devoted (+¾). 149 Active Points; total cost 26 points.

16) Slavishly Loyal Spirit: Add Slavishly Loyal (+1). 170 Active Points; total cost 30 points.

CALLING UPON THE SPIRITS OF THE FLAMES

Effect: Summon one 457-point fire spirit
Target/Area Affected: One fire spirit
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -9
END Cost: 9

Description: With this spell a shaman can request aid or information from a fire spirit. Fire spirits are capricious and crafty, sometimes even malicious, so most shamans treat with them only when they must. To win the help or allegiance of a fire-spirit, a shaman often has to give it something precious or unusual to burn.

Game Information: *Summon one 457-point fire spirit (91 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon two 457-point fire spirits. 96 Active Points; total cost 17 points.
- 2) **Weak Spell:** Add Antagonistic (-¼). Total cost: 15 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (spirit attacks shaman; -1). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 17 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 18 points.



11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV throughout; $-\frac{1}{2}$). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 136 Active Points; total cost 24 points.

13) Friendly Spirit: Add Friendly ($+\frac{1}{4}$). 114 Active Points; total cost 20 points.

14) Loyal Spirit: Add Loyal ($+\frac{1}{2}$). 136 Active Points; total cost 24 points.

15) Devoted Spirit: Add Devoted ($+\frac{3}{4}$). 159 Active Points; total cost 28 points.

16) Slavishly Loyal Spirit: Add Slavishly Loyal (+1). 182 Active Points; total cost 32 points.

CALLING UPON THE SPIRITS OF THE FOREST

Effect: Summon one 473-point forest spirit
Target/Area Affected: One forest spirit
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -9
END Cost: 9

Description: With this spell a shaman can request aid or information from a forest spirit. Forest spirits fit no set pattern — some seem old, some young; some are helpful (or at least not hostile), others delight in misleading humans or punishing them for the tiniest transgressions.

Game Information: *Summon one 473-point forest spirit (95 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; $-\frac{1}{4}$), Gestures (throughout; $-\frac{1}{2}$), Incantations (throughout; $-\frac{1}{2}$), Requires A Shamanism Roll ($-\frac{1}{2}$), Arrives Under Own Power ($-\frac{1}{2}$), Summoned Being Must Inhabit Locale ($-\frac{1}{2}$). Total cost: 16 points.*

OPTIONS:

1) Strong Spell: Increase to Summon two 473-point forest spirits. 100 Active Points; total cost 17 points.

2) Weak Spell: Add Antagonistic ($-\frac{1}{4}$). Total cost: 16 points.

3) Free Spell: Remove OAF (-1). Total cost: 20 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{2}$). Total cost: 18 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{2}$). Total cost: 18 points.

6) Apprentice's Version: Add Side Effects (spirit attacks shaman; -1). Total cost: 14 points.

7) Difficult Spell: Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

8) Easy Spell: Change to Requires A Shamanism Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 17 points.

9) Master's Version: Remove Requires A Shamanism Roll ($-\frac{1}{2}$). Total cost: 18 points.

- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 19 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 142 Active Points; total cost 25 points.
- 13) **Friendly Spirit:** Add Friendly (+¼). 119 Active Points; total cost 21 points.
- 14) **Loyal Spirit:** Add Loyal (+½). 142 Active Points; total cost 25 points.
- 15) **Devoted Spirit:** Add Devoted (+¾). 166 Active Points; total cost 29 points.
- 16) **Slavishly Loyal Spirit:** Add Slavishly Loyal (+1). 190 Active Points; total cost 33 points.
- 17) **Forest Spirit Summoning Variant:** Change to Summon one 661-point leshi. 132 Active Points; total cost 23 points.
- 18) **Calling Upon The Spirit Of The Tree:** Change to Summon one 387-point dryad. 77 Active Points; total cost 13 points.

CALLING UPON THE SPIRITS OF THE HOUSE

Effect: Summon one 414-point house spirit

Target/Area Affected: One house spirit

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -8

END Cost: 8

Description: Although many house spirits are friendly, or at least willing to show themselves if kindly asked, sometimes a shaman needs to call them forth whether they will or no.

Game Information: *Summon one 414-point house spirit (83 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 14 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon two 414-point house spirits. 88 Active Points; total cost 15 points.
- 2) **Weak Spell:** Add Antagonistic (-¼). Total cost: 14 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 17 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 16 points.

- 6) **Apprentice's Version:** Add Side Effects (spirit attacks shaman; -1). Total cost: 12 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 16 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 17 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 124 Active Points; total cost 22 points.
- 13) **Friendly Spirit:** Add Friendly (+¼). 104 Active Points; total cost 18 points.
- 14) **Loyal Spirit:** Add Loyal (+½). 124 Active Points; total cost 22 points.
- 15) **Devoted Spirit:** Add Devoted (+¾). 145 Active Points; total cost 25 points.
- 16) **Slavishly Loyal Spirit:** Add Slavishly Loyal (+1). 166 Active Points; total cost 29 points.

CALLING UPON THE SPIRITS OF THE STONES

Effect: Summon one 471-point stone spirit

Target/Area Affected: One stone spirit

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -9

END Cost: 9

Description: With this spell a shaman can request aid or information from a stone spirit. Stone spirits tend to be slow and ponderous, taking ten minutes to say what a human would say in one, and equally slow to consider requests for assistance unless convinced of the urgency of the matter. Some are stubborn to boot, or like to show off their strength by threatening the shaman and his friends.

Game Information: *Summon one 471-point stone spirit (94 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon two 471-point stone spirits. 99 Active Points; total cost 17 points.

- 2) **Weak Spell:** Add Antagonistic (-¼). Total cost: 16 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 20 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 18 points.
- 6) **Apprentice's Version:** Add Side Effects (spirit attacks shaman; -1). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 18 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 19 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 141 Active Points; total cost 24 points.
- 13) **Friendly Spirit:** Add Friendly (+¼). 117 Active Points; total cost 20 points.
- 14) **Loyal Spirit:** Add Loyal (+½). 141 Active Points; total cost 24 points.
- 15) **Devoted Spirit:** Add Devoted (+¾). 164 Active Points; total cost 28 points.
- 16) **Slavishly Loyal Spirit:** Add Slavishly Loyal (+1). 188 Active Points; total cost 33 points.
- 17) **Stone Spirit Summoning Variant:** Substitute one 472-point oread. Total cost: 16 points.

CALLING UPON THE SPIRITS OF THE WATERS

Effect:	Summon one 462-point water spirit
Target/Area Affected:	One water spirit
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-9
END Cost:	9

Description: With this spell a shaman can request aid or information from a water spirit. Water spirits are often difficult to interact with, coming as they do from the liquid realm rather than the solid; a few are even capricious or malicious. To win the help or allegiance of a water-spirit, a shaman often has to throw something precious or valuable into the pool or river the spirit calls home.

Game Information: *Summon one 462-point water spirit (92 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon two 462-point water spirits. 97 Active Points; total cost 17 points.
- 2) **Weak Spell:** Add Antagonistic (-¼). Total cost: 15 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (spirit attacks shaman; -1). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 17 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 18 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 138 Active Points; total cost 24 points.
- 13) **Friendly Spirit:** Add Friendly (+¼). 115 Active Points; total cost 20 points.
- 14) **Loyal Spirit:** Add Loyal (+½). 138 Active Points; total cost 24 points.
- 15) **Devoted Spirit:** Add Devoted (+¾). 161 Active Points; total cost 28 points.
- 16) **Slavishly Loyal Spirit:** Add Slavishly Loyal (+1). 184 Active Points; total cost 32 points.

SUMMON SPIRIT ANIMAL

Effect:	Summon one spirit animal built on up to 655 points
Target/Area Affected:	One spirit animal
Casting Time:	1 Turn (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-20
END Cost:	20

Description: With this spell a shaman can summon and seek the aid of a spirit animal (see accompanying text box), if one is nearby (there are always spirit animals nearby in the Spirit World, but not necessarily in the normal world). See the section on *Totem Spells* for descriptions of various animals that might appear in response to this summons and what they're like. To win the help or allegiance of a spirit animal, a shaman often has to give it food it likes.

Game Information: *Summon one spirit animal built on up to 655 points, Expanded Class (any spirit animal; +½) (196 Active Points); OAF (spirit fetish; -1), Extra Time (1 Turn; -¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Shamanism Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 34 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Summon any two spirit animals built on up to 655 points. 204 Active Points; total cost 35 points.
- 2) Weak Spell:** Add Antagonistic (-¼). Total cost: 33 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 41 points.
- 4) Stilled Spell:** Remove Gestures (-½). Total cost: 37 points.
- 5) Silenced Spell:** Remove Incantations (-½). Total cost: 37 points.
- 6) Apprentice's Version:** Add Side Effects (spirit animal attacks shaman; -1). Total cost: 29 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 31 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 36 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 37 points.
- 10) Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 39 points.
- 11) Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 31 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 262 Active Points; total cost 46 points.

SPIRIT ANIMALS

The *Summon Spirit Animal* spell allows the caster to summon spirit animals, such as the Spirit Eagles on pages 97-100 of *Monsters, Minions, And Marauders*. To create a spirit animal, use the animal's normal character sheet from *The HERO System Bestiary*, then add the following abilities:

Cost Spirit Animal Powers

60	<i>Spirit's Form:</i> Physical and Energy Damage Reduction, Resistant, 50%
45	<i>Spirit's Form:</i> Life Support (Total)
9	<i>Spirit's Senses:</i> +3 PER with all Sense Groups
5	<i>Spirit's Eyes:</i> Infrared Perception (Sight Group)
5	<i>Spirit's Eyes:</i> Ultraviolet Perception (Sight Group)
12	<i>Spirit's Eyes:</i> +8 versus Range Modifier for Sight Group

You can, of course, add any other abilities that seem appropriate for a specific type of spirit animal, such as the bmo's *Create Blizzard* and *Rain Of Icicles* powers.

Spirit animals are sentient and can speak, either with their voices or mind-speech (Mind Link or Telepathy).

- 13) Friendly Spirit:** Add Friendly (+¼). 229 Active Points; total cost 40 points.
- 14) Loyal Spirit:** Add Loyal (+½). 262 Active Points; total cost 46 points.
- 15) Devoted Spirit:** Add Devoted (+¾). 295 Active Points; total cost 51 points.
- 16) Slavishly Loyal Spirit:** Add Slavishly Loyal (+1). 327 Active Points; total cost 57 points.
- 17) Conjure Spirit Animal:** The spirit animal need not be nearby; it appears instantly when the spell is cast. Remove Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 41 points.

OFFENSIVE SPELLS**COMMAND SPIRITS**

Effect:	+40 PRE, Only To Make Presence Attacks Against Spirits
Target/Area Affected:	Self
Casting Time:	Full Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: This spell enhances the shaman's prestige and appearance of power *vis-a-vis* spirits, allowing him to more easily persuade or intimidate them.

Game Information: +40 PRE (40 Active Points); OAF (fetish bag; -1), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only To Make Presence Attacks (-1), Only Works Against Spirits (-1), Requires A Shamanism Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +60 PRE. 60 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to +30 PRE. 30 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Shamanism rolls for 1d6 x 10 minutes; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 10 points.

SPIRIT DESTRUCTION

Effect: RKA 4d6, Affects Desolidified, Only Versus Spirits
Target/Area Affected: One spirit
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 375"
Magic Roll Penalty: -7
END Cost: 7

Description: Sometimes shamans must confront evil spirits, or spirits who for some reason intend harm to themselves or another person. As a last resort, some shamans can use their power to destroy a spirit utterly.

Game Information: RKA 4d6, Affects Desolidified (only versus spirit Desolidification; +¼) (75 Active Points); OAF Expendable (consecrated knife made of flint, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Spirits (-1), Requires A Shamanism Roll (-½), Spell (-½). Total cost: 16 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 6d6. 112 Active Points; total cost 24 points.
- 2) **Weak Spell:** Decrease to RKA 3d6. 56 Active Points; total cost 12 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 21 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 22 points.

SPIRIT HORDE

Effect: Drain PRE 6d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300"
Magic Roll Penalty: -9
END Cost: 9

Description: The spirits of the dead are all too often restless, and some shamans can call upon them to manifest and terrify one of the shaman's enemies.

Game Information: Drain PRE 6d6, Ranged (+½) (90 Active Points); OAF Expendable (human fingerbone painted with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Spell (-½). Total cost: 24 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain PRE 8d6. 120 Active Points; total cost 32 points.
- 2) **Weak Spell:** Decrease to Drain PRE 4d6. 60 Active Points; total cost 16 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 36 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 26 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 26 points.
- 6) **Apprentice's Version:** The shaman loses control of the spirits and they attack him instead. Add Side Effects (caster suffers effects of spell; -1). Total cost: 19 points.



7) Difficult Spell: Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 21 points.

8) Easy Spell: Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.

9) Master's Version: Remove Requires A Shamanism Roll (-½). Total cost: 28 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 21 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 22 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 32 points.

13) Greater Spirit Horde: The shaman can call up enough spirits to terrify many people. Decrease to Drain PRE 4d6 and add Area Of Effect (6" Radius; +1), Selective (+¼). 110 Active Points; total cost 29 points.

14) Ongoing Terror: The spirits remain, and continue to terrify, until the shaman dismisses them (i.e., stops paying END). Decrease to Drain PRE 4d6 and add Continuous (+1). 100 Active Points; total cost 27 points.

SPEAKING TO THE SWORD-SPIRIT

Effect:	+4 HTH with one weapon, Usable By Other
Target/Area Affected:	One character
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Gestures, Incantations
Duration:	Uncontrolled (duration of 1 hour, +10 minutes per point by which the caster makes his Shamanism roll)
Range:	Touch
Magic Roll Penalty:	-3
END Cost:	3 to cast

Description: Not all spirits live in field and forest. In some cultures, the people know that swords, spears, and other weapons have spirits, too. A skilled shaman can speak to these spirits before a battle, awakening them and appealing to their skill, bravery, valor, or vanity (as the case may be) to help the weapon's wielder fight better.

To cast this spell, the shaman must handle the weapon whose spirit he wishes to arouse. He speaks to the spirit, exhorting it to fight well in the coming battle. He then returns the weapon to its owner (if it's not one of his own). For the duration of the spell, the owner has a 4 Combat Skill Levels with HTH Combat that only apply to that weapon. He can add them to OCV, DCV, or damage in the standard manner. If someone else tries to wield the weapon, the levels won't apply, and the recipient cannot apply them when using any other weapon.

Game Information: +4 HTH, Usable By Other (+¼), Uncontrolled (duration of 1 hour, +10 minutes per point by which the caster makes his Shamanism roll; +½) (35 Active Points); Costs Endurance (to cast; -¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only Apply To One Designated Weapon (-0), Requires A Shamanism Roll (-½). Total cost: 10 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +6 HTH. 52 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to +2 HTH. 17 Active Points; total cost 5 points.
- 3) **Focused Spell:** The shaman must have a special fetish to invoke a weapon-spirit. Add OAF (-1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (-4 OCV for same duration; -½). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 12 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 13 points.
- 13) **Multiple Recipients:** The character can cast this spell repeatedly on up to eight weapons, taking an Attack Action for each one. Change to Usable Simultaneously (up to eight weapons, one at a time; +¾). 45 Active Points; total cost 13 points.
- 14) **Spirit Of The Awl:** Instead of speaking to the spirits in a weapon, the shaman speaks to the spirits in hammers, nails, awls, and other tools, so that craftsmen can do their work better. Change to 5-point Skill Levels instead of Combat Skill Levels. 35 Active Points; total cost 10 points.

DEFENSIVE SPELLS

LESSER SPIRIT WARD

Effect:	Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Only Versus Spirits
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	2

Description: Since not all spirits are friendly, and even seemingly friendly spirits sometimes play "pranks" that can harm humans, a wise shaman learns this spell, which protects him from spirit powers. As a Focus he must make a fetish bag, a tiny leather pouch containing items of mystic significance to him.

Game Information: Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (½ END; +¼) (50 Active Points); OAF (fetish bag; -1), Gestures (-¼), Incantations (-¼), Only Versus Spirits And Their Attacks (-1), Requires A Shamanism Roll (-½). Total cost: 12 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense). 75 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense). 30 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 17 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 1d6 hours; -¼). Total cost: 12 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 14 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 17 points.

GREATER SPIRIT WARD

Effect:	Force Wall (6 PD/6 ED/6 Mental Defense/6 Power Defense; 6" long)
Target/Area Affected:	Varies
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	350"
Magic Roll Penalty:	-7
END Cost:	4

Description: This spell is similar to *Lesser Spirit Ward*, but it allows the shaman to create a "barrier" of mystic energy that affects spirits' attacks.

Game Information: *Force Wall* (6 PD/6 ED/6 Mental Defense/6 Power Defense; 6" long), *Reduced Endurance* (½ END; +¼) (87 Active Points); *OAF* (fetish bag: -1), *Gestures* (-¼), *Incantations* (-¼), *Only Versus Spirits And Their Attacks* (-1), *Requires A Shamanism Roll* (-½). Total cost: 22 points.

OPTIONS:

- 1) Strong Spell:** Increase to Force Wall (8 PD/8 ED/8 Mental Defense/8 Power Defense; 6" long). 112 Active Points; total cost 28 points.
- 2) Weak Spell:** Decrease to Force Wall (4 PD/4 ED/4 Mental Defense/4 Power Defense; 6" long). 62 Active Points; total cost 15 points.
- 3) Free Spell:** Remove *OAF* (-1). Total cost: 29 points.
- 4) Stilled Spell:** Remove *Gestures* (-¼). Total cost: 23 points.
- 5) Silenced Spell:** Remove *Incantations* (-¼). Total cost: 23 points.
- 6) Apprentice's Version:** Add Side Effects (-3 to Shamanism rolls for 1d6 hours; -¼). Total cost: 20 points.
- 7) Difficult Spell:** Change to *Requires A Shamanism Roll* (-1 per 5 Active Points; -1). Total cost: 19 points.
- 8) Easy Spell:** Change to *Requires A Shamanism Roll* (-1 per 20 Active Points; -¼). Total cost: 23 points.
- 9) Master's Version:** Remove *Requires A Shamanism Roll* (-½). Total cost: 25 points.
- 10) Lengthy Spell:** Add *Extra Time* (Full Phase to cast; -¼). Total cost: 20 points.
- 11) Attentive Spell:** Add *Concentration* (½ DCV; -¼). Total cost: 20 points.
- 12) Stored Spell:** Add *Delayed Effect* (x2 spells usable at once; +½). 122 Active Points; total cost 30 points.

13) Spirit Barrier: One drawback to the Greater Spirit Ward is that many spirits possess the ability to walk through it (i.e., Desolidification). This version corrects that flaw, creating a barrier not only to spirits' attacks, but their selves. Add *Affects Desolidified* only versus spirit Desolidification; +¼). 105 Active Points; total cost 26 points.

MOVEMENT SPELLS**JOURNEY TO THE SPIRIT REALM**

Effect:	Extra-Dimensional Movement (to Spirit Realm)
Target/Area Affected:	Self
Casting Time:	1 Minute
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This spell allows the shaman to enter the Spirit Realm. This is the land where spirits dwell and he can interact with them directly instead of having to beseech their aid with spells, where even symbols live and have meaning (and peril), where thoughts sometimes cause new beings to spring to life unbidden... the wellspring from whence, ultimately, come all his powers. While not inherently dangerous, it's not a place that welcomes fleshly beings (even if many spirits appear to clothe themselves in flesh or leaf), so only the wisest and most powerful shamans tread there. Some find that their spells do not work in the Spirit Realm, or that they work better, or that they work differently — or all three at once!

Game Information: *Extra-Dimensional Movement* (to any point in the Spirit Realm corresponding to the caster's current location in the real world) (25 Active Points); *OAF Expendable* (specially-prepared fetish bag, Difficult to obtain; -1¼), *Concentration* (0 DCV throughout casting; -1), *Extra Time* (1 Minute to cast; -¼), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires A Shamanism Roll* (-½). Total cost: 4 points.

OPTIONS:

- 1) Strong Spell:** Add x8 Increased Weight. 40 Active Points; total cost 7 points.
- 2) Free Spell:** Remove *OAF* (-1¼). Total cost: 6 points.
- 3) Stilled Spell:** Remove *Gestures* (-½). Total cost: 5 points.
- 4) Silenced Spell:** Remove *Incantations* (-½). Total cost: 5 points.
- 5) Apprentice's Version:** Add Side Effects (-3 to Shamanism rolls for 1d6 hours; -¼). Total cost: 4 points.

- 6) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 7) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 8) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 5 points.
- 9) **Quick Spell:** Change to Extra Time (1 Turn to cast; -¾). Total cost: 4 points.
- 10) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 7 points.

SPIRIT-WALKING

Effect:	Teleportation 20"
Target/Area Affected:	Self
Casting Time:	Half Phase
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: With this spell a shaman can walk as the spirits so often do — he steps, for the merest second, into the Spirit Realm, traversing it almost instantaneously before emerging into the real world at his intended destination.

A shaman cannot buy this spell unless he has also bought the *Journey To The Spirit Realm* spell. However, with the GM's permission he might be able to combine both effects into one Multipower and buy that as a spell.

Game Information: *Teleportation 20"* (40 Active Points); *OAF Expendable* (piece of string tied in a complex mystic knot, Easy to obtain; -1), *Gestures* (-¼), *Incantations* (-¼), *Requires A Shamanism Roll* (-½). Total cost: 13 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Teleportation 25". 50 Active Points; total cost 17 points.
- 2) **Weak Spell:** Decrease to Teleportation 15". 30 Active Points; total cost 10 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 20 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Shamanism rolls for 1d6 hours; -¼). Total cost: 12 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 16 points.

- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.

- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.

- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 20 points.

- 13) **Long Spirit-Walking:** Add MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾). 70 Active Points; total cost 23 points.

SENSORY SPELLS

DEATH VIGIL

Effect:	Detect Time Of Dying
Target/Area Affected:	Self
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: If he wishes, a shaman may use his ability to perceive spirits to determine exactly when a dying man's spirit will leave his body (i.e., when he will die). This only works if the subject is actually dying; if he's healthy or for some reason is not soon to die, the spell has no effect (other than to let the shaman know the subject's death is yet far off).

Game Information: *Detect Time Of Dying* (INT Roll) (no Sense Group) (3 Active Points); *Costs Endurance* (-½), *Extra Time* (1 Turn; -1¼), *Instant* (-½), *Requires A Shamanism Roll* (-½). Total cost: 1 point.

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +5. 8 Active Points; total cost 2 points.
- 2) **Focused Spell:** Add OAF (mirror made of mica, obsidian, or the like; -1). Total cost: 1 point.
- 3) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 1 point.
- 4) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 1 point.
- 5) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 4 Active Points; total cost 1 point.

PERCEIVE SPIRITS

Effect:	Detect Spirits
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-2
END Cost:	2

Description: This common shamanic spell grants the caster the power to perceive spirits.

Game Information: *Detect Spirits* (INT Roll) (no Sense Group), Discriminatory, Ranged, Targeting (25 Active Points); OAF (mirror made of mica, obsidian, or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) Strong Spell:** Increase to INT Roll +5. 30 Active Points; total cost 9 points.
- 2) Weak Spell:** Remove Discriminatory. 20 Active Points; total cost 6 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 10 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 1d6 x 10 minutes; -¼). Total cost: 7 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 8 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 11 points.

SPEAK WITH THE DEAD

Effect:	Summon one 405-point ghost
Target/Area Affected:	One ghost
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-18
END Cost:	18

Description: This spell allows the shaman to call forth the spirit of a dead person so he may speak with it. He cannot compel service from the ghost, and in fact may not even get it to answer — though usually the spirits of the dead are willing to speak with the living, at least for a time.

This spell requires the GM's permission because it uses Summon in an unusual way. Ordinarily the *Specific Being* Advantage means just that: the Summon can only conjure a single, specific, individual. However, this Summon also has the *Expanded Class* Advantage so the shaman can Summon the ghost of any dead person he chooses. Ordinarily this might pose game balance problems, but the relatively restricted nature of this spell should alleviate that difficulty.

Game Information: *Summon one 405-point ghost*, Expanded Class (any ghost; +¼), Specific Being (see text; +1) (182 Active Points); OAF Expendable (fetish bag, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Tasks (ghost will, at most, talk with the shaman; -½), Requires A Shamanism Roll (-½). Total cost: 28 points.

OPTIONS:

- 1) Strong Spell:** Add Friendly (+¼). 202 Active Points; total cost 31 points.
- 2) Weak Spell:** Add Annoyed (-¼). 182 Active Points; total cost 27 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 35 points.
- 4) Stilled Spell:** Remove Gestures (-½). Total cost: 30 points.
- 5) Silenced Spell:** Remove Incantations (-½). Total cost: 30 points.
- 6) Apprentice's Version:** Add Side Effects (-3 to Shamanism rolls for 1d6 hours; -¼). Total cost: 27 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 26 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 29 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 30 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 32 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 33 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 223 Active Points; total cost 34 points.

SPEAKING WITH THE SPIRITS

Effect:	Retrocognition (Sight and Hearing Groups)
Target/Area Affected:	See text
Casting Time:	1 Turn
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-5
END Cost:	5

Description: This spell awakens the local nature spirits that they might talk with the shaman and tell him what has occurred near them in the past. This works best with stationary nature spirits, such as stone spirits, water spirits tied to a particular pool, or dryads; if the spirit can roam, he may not have been nearby to witness the events the shaman wishes to know about. (To simulate this, the GM can, if necessary, impose an Activation Roll on the spell.)

As beings not entirely of this world, spirits often pay little attention to the dealings of men and other physical beings. They may have trouble remembering things accurately the further back in time the shaman asks them to remember, and sometimes have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); OAF (wizard's staff or the like; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Shamanism Roll (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 6 points.*

OPTIONS:

1) Clear Revelation: The spirits can remember any point in the past with equal clarity. Remove Time Modifiers (-½). Total cost: 7 points.

2) Free Spell: Remove OAF (-1). Total cost: 7 points.

3) Stilled Spell: Remove Gestures (-½). Total cost: 7 points.

4) Silenced Spell: Remove Incantations (-½). Total cost: 7 points.

5) Apprentice's Version: Add Side Effects (-2 to Shamanism rolls for 1d6 hours; -¼). Total cost: 6 points.

6) Difficult Spell: Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

7) Easy Spell: Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

8) Master's Version: Remove Requires A Shamanism Roll (-½). Total cost: 7 points.

9) Quick Spell: Remove Extra Time (-1¼). Total cost: 8 points.

10) Inattentive Spell: Remove Concentration (-½). Total cost: 7 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 10 points.

MISCELLANEOUS SPELLS

BANISH DISEASE SPIRIT

Effect:	Major Transform 3d6 (cure sick person)
Target/Area Affected:	One character
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: It's well-known to shamans that illnesses are caused by disease spirits who maliciously attack humans. This spell, an hour-long ritual involving the burning of special substances, the drawing of sacred patterns with mystic powders, and other procedures, drives out the disease spirit and heals the sick person. The more intense the effects of the disease, the longer it may take to cure (i.e., if necessary, the shaman may have to cast the spell two or more times to effect a full Transformation).

In game terms, this is a Major Transform, "sick person to well person," that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell does not automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore and treat them as "powers" being granted to the target by the Transform (see page 153 of the *HERO System 5th Edition* for more information).

Game Information: *Major Transform 3d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (45 Active Points); OAF Expendable (special herbs, mystic powders, and the like, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting;*



-½), Limited Target (sentient beings; -¼), No Range (-½), Requires A Shamanism Roll (-½). Total cost: 5 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 4d6. 60 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Major Transform 2d6. 30 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 1d6 hours; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 6 points.
- 10) **Quick Spell:** Change to Extra Time (1 Turn; -1¼). Total cost: 7 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells

usable at once; +½). 67 Active Points; total cost 8 points.

13) **Variant Spell:** This form of the spell's effect don't occur immediately. Add Gradual Effect (6 Hours, 1d6/2 Hours; -1½). Total cost: 4 points.

INVIGORATING DREAM

Effect:	+30 END, Usable By Other
Target/Area Affected:	One character
Casting Time:	6 Hours
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	0

Description: A shaman uses this spell to banish evil spirits from the dreams of himself or another person, ensuring a particularly restful sleep (and thus more energy to perform tasks upon awakening). The recipient of the Invigorating Dreams must sleep, so the shaman casts the spell upon himself by going to sleep (that's why it lacks Gestures and Incantations, which the caster obviously cannot perform if he's sleeping).

For game purposes, the "reasonably common way to turn the power off" is to use the END. As a character uses the 30 END, it goes away for good; he cannot Recover it. If he has not used it all within 6 Hours of awakening, any unused END fades away at that time.

Game Information: +30 END, Usable By Other (+¼) (19 Active Points); OAF Expendable (dream-herbs, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1),

Extra Time (6 Hours; -3½), Recipient Must Sleep During Casting Time (-1), Requires A Shamanism Roll (-½), 1 Continuing Charge lasting 6 Hours (removed by expenditure of the END; -0). Total cost: 2 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +60 END. 37 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to +18 END. 11 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 1d6 hours; -¼). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 2 points.
- 8) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 26 Active Points; total cost 3 points.

RELEASING THE SPIRIT

Effect:	Duplication (create astral form)
Target/Area Affected:	Self
Casting Time:	1 Hour
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent
Range:	Self
Magic Roll Penalty:	-34
END Cost:	34 to cast

Description: With this spell, a shaman can disconnect his spirit from his material form, allowing it to roam at will. His spirit can fly at tremendous speed and is immaterial, but possesses his memories, spells, and so forth. While disconnected from his spirit, the shaman cannot use his body at all, and harm caused to either spirit or body affects both. Furthermore, his spirit cannot remain outside his body for more than 24 hours, or both will die.

In game terms, this spell is built with a heavily Limited form of Duplication. You should build the Duplicate with powers appropriate to a spirit — Flight, Desolidification, and the like — in addition to most of the character's normal abilities (including spells). This version assumes a Duplicate built on 250 Character Points for a character built on 150 Character Points; you should recalculate the cost for characters built on more or fewer points.

Game Information: Duplication (creates 250-point spirit form), Easy Recombination (Half Phase Action at half DCV), Ranged Recombination (+½), Altered Duplicate (51+%; +1) (337 Active Points); OAF (special fetish bag

filled with items of personal significance; -1), Costs Endurance To Activate (-¼), Extra Time (must enter trance and meditate to allow spirit to leave its fleshy prison, 1 Hour to cast; -1½), Feedback (-1), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½), Requires A Shamanism Roll (-½). Total cost: 50 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Duplication (creates 350-point spirit form). 587 Active Points; total cost 87 points.
- 2) **Weak Spell:** Decrease to Duplication (creates 200-point spirit form). 212 Active Points; total cost 31 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 57 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 1d6 hours; -¼). Total cost: 48 points.
- 5) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 46 points.
- 6) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 52 points.
- 7) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 54 points.
- 8) **Attentive Spell:** Add Concentration (0 DCV throughout casting; -1). Total cost: 43 points.
- 9) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 405 Active Points; total cost 60 points.

RETRIEVING THE SPIRIT

Effect:	Healing BODY 4d6, Resurrection
Target/Area Affected:	One character
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-12
END Cost:	30

Description: This spell allows a shaman to call back the spirit of a dead person, thus bringing him back to life. Of course, for him to do this, he must have access to the body, which must be sufficiently intact to support life. This is not an easy spell to cast, and requires special herbs and powders that are rare, dangerous to obtain, and expensive.

A character can only learn this spell if he knows the *Shamanic Healing* spell.

Game Information: Healing BODY 4d6, Resurrection (60 Active Points); OAF Expendable (special herbs, mystic powders, and the like, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra

Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x5 END; -2), Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Healing BODY 6d6. 80 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Healing BODY 3d6. 50 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 2d6 hours; -¼). Total cost: 5 points.
- 7) **Easier Spell:** Change to Requires A Shamanism Roll (-1 per 10 Active Points; -½). Total cost: 6 points.
- 8) **Easiest Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-1). Total cost: 6 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 8 points.
- 11) **Ritual Spell:** Casting this spell requires several shamans. Add Ritual (3 casters; -½). Total cost: 5 points.

SHAMANIC HEALING

Effect:	Healing BODY 6d6
Target/Area Affected:	One character
Casting Time:	1 Hour (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-6
END Cost:	12

Description: With this spell, the shaman calls upon his knowledge of the body and its spirit to work a rapid healing of wounds. During an hour-long ceremony, he speaks to the spirit, coaxing it back into greater vigor.

Game Information: *Healing BODY 6d6 (60 Active Points); OAF Expendable (special herbs, mystic powders, and the like, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Requires A Shamanism Roll (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Healing BODY 7d6. 70 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to Healing BODY 5d6. 50 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 8 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 8 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 2d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 8 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 11 points.
- 11) **Ritual Spell:** Casting this spell requires several shamans. Add Ritual (3 casters; -½). Total cost: 7 points.
- 12) **Slow-Working Spell:** After the spell is cast, it takes some time for it to have full effect. Add Gradual Effect (6 Hours, 1d6/Hour; -1½). Total cost: 6 points.

TOTEM SPELLS

Many shamans have a *totem* — a sort of guiding philosophy of life represented by an archetypal spirit animal or being, such as Raven, Bear, or Wolf. Some shamans have more than one totem, since adopting the guidance/worship of one doesn't necessarily prevent the shaman from adopting others (though some may be considered mutually exclusive in some shamanic traditions). If he adopts a totem, the shaman can, if he wishes, learn a spell that lets him more purely and mystically embody one (or more) of the qualities of that totem.

The totem spells listed here are just a few of the many possibilities inherent in the concept of having and embodying a totem. The GM should examine them to make sure that they're not only appropriate for the campaign, but for the shaman as well. A shaman with a totem should have other abilities, and often Disadvantages, that reflect that totem. A player shouldn't just pick totem spells because they're powerful, but because they fit his shaman character (and help to define him better). For example, a shaman with the Psychological Limitation *Love Of Combat* probably shouldn't choose Mouse, Raven, or Serpent as a totem; they're not combative or aggressive in that way. But Wolf,

Bear, or Shark might fit his temperament just fine. Almost all shamans take just one totem, but with the GM's permission a character might have multiple totems (as long as they don't conflict with each other "personality-wise").

Although all the totems described here are ordinary, real-world animals, in a Fantasy setting it's possible that a shaman could choose a monster totem instead. The power of Dragon, the might of Griffin, or the bloodlust of Manticore could make for some very interesting totem spells indeed.

DEFTNESS OF THE RACCOON

Effect: Aid DEX 3d6, Self Only
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Raccoon is nimble and deft, able to do clever work with his paws to match the clever workings of his mind. This spell grants the shaman some of Raccoon's dexterousness for a short time.

Game Information: Aid DEX 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Raccoon fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid DEX 4d6. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid DEX 2d6. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to DEX Rolls for 1d6 x 10 minutes; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.

FIERCENESS OF THE WOLF

Effect: +3 HTH
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 3

Description: Hunter, leader, loyal mate — Wolf is all these, and more. When battling to protect himself or those under his care, he is a fierce and skilled warrior who will sacrifice everything to ensure the safety of the pack.

Game Information: +3 HTH (15 Active Points); OAF (Wolf fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Shamanism Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +4 HTH. 20 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to +2 HTH. 10 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 4 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 CV in HTH Combat for 1d6 minutes; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 4 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.

LOYALTY OF THE DOG

Effect:	Mental Defense (15 points + EGO/5), Only Versus Mind Control
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: The loyalty and comradeship of Dog are legendary, and with good reason. Even powerful spells have difficulty making a Dog shaman act contrary to his wishes... or the interests of his friends.

Game Information: *Mental Defense (15 points + EGO/5) (15 Active Points); OAF (Dog fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Versus Mind Control (-1), Requires A Shamanism Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Mental Defense (20 points. 20 Active Points; total cost 4 points.
- 2) Weak Spell:** Decrease to Mental Defense (10 points). 10 Active Points; total cost 2 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 4 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) Apprentice's Version:** Add Side Effects (-2 to Shamanism rolls for 1d6 minutes; -¼). Total cost: 3 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 4 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.

MAJESTY OF THE EAGLE

Effect:	Aid PRE 3d6, Self Only
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Eagle is proud and imperial... majestic, in other words. His stern ability to lead, and his power to impress, may be of great help to a shaman.

Game Information: *Aid PRE 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Eagle fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 9 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Aid PRE 4d6. 50 Active Points; total cost 12 points.
- 2) Weak Spell:** Decrease to Aid PRE 2d6. 25 Active Points; total cost 6 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) Apprentice's Version:** Add Side Effects (-10 to the Effect Rolls of all Presence Attacks the shaman makes for 1d6 x 10 minutes; -¼). Total cost: 9 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 11 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.

PATIENCE OF THE SPIDER

Effect: Aid INT 3d6, Self Only
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Spider is an unusual, but powerful, totem. Spider waits. Spider watches. Spider lays traps others cannot avoid. This spell grants some of that intelligence, that ability to observe, to the shaman.

Game Information: Aid INT 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Spider fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid INT 4d6. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid INT 2d6. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-10 to Presence Attacks effect rolls for 1d6 x 10 minutes; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.

SIGHT OF THE OWL

Effect: Nightvision
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Owl is master of the night. He hunts where others cannot see, striking unheard and unexpected from the darkness. This spell grants to the shaman sight as keen as Owl's.

Game Information: Nightvision (5 Active Points); OAF (Owl fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½). Total cost: 1 point.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 1 point.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 1 point.
- 4) **Apprentice's Version:** Add Side Effects (-10 to Presence Attacks effect rolls for 1d6 x 10 minutes; -¼). Total cost: 1 point.
- 5) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 7) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 1 point.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 1 point.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 7 Active Points; total cost 2 points.

SILENCE OF THE CAT

Effect:	Invisible to Hearing Group (+¼) for up to Running 3"
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	1

Description: Cat is a silent hunter, one whose foot-fall makes no sound. This spell grants that same ability to the shaman. As long as he moves no faster than 3" per Phase, his feet make no sound. If he moves faster, the spell has no effect.

Game Information: *Invisible to Hearing Group (+¼) for up to Running 3" (1 Active Point); OAF (Cat fetish or mask; -1), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 1 point.*

OPTIONS:

- 1) Strong Spell:** Increase to Invisible to Hearing Group (+¼) for up to Running 6". 3 Active Points; total cost 1 point.
- 2) Weak Spell:** Decrease to Invisible to Hearing Group (+¼) for up to Running 1". 1 Active Point; total cost 1 point.
- 3) Free Spell:** Remove OAF (-1). Total cost: 1 point.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 1 point.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 1 point.
- 6) Apprentice's Version:** Add Side Effects (-2 to Hearing Group PER Rolls for 1d6 minutes; -¼). Total cost: 1 point.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 1 point.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 1 point.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 1 point.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 1 Active Point; total cost 1 point.

SNEAKINESS OF THE RAT

Effect:	+3 with all "Sneakiness Skills"
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	3

Description: Of all the totems, Rat is perhaps the sneakiest, greediest, most selfish. He thinks nothing of stealing or taking advantage of others, and few are as skilled at doing so as he. This spell grants the shaman some of Rat's powers by enhancing his ability with "Sneakiness Skills." These include Gambling, Lockpicking, Security Systems, Sleight Of Hand, Stealth, Streetwise, and any others the GM feels fit the power of Rat.

Game Information: *+3 with all "Sneakiness Skills" (see text) (15 Active Points); OAF (Rat fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Shamanism Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) Strong Spell:** Increase to +4 with all "Sneakiness Skills." 20 Active Points; total cost 4 points.
- 2) Weak Spell:** Decrease to +2 with all "Sneakiness Skills." 10 Active Points; total cost 2 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 4 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) Apprentice's Version:** Add Side Effects (-1 CV in HTH Combat for 1d6 minutes; -¼). Total cost: 3 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 4 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.

STEADFASTNESS OF THE OAK

Effect: Aid PD 3d6, Self Only
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Not all totems are animals; trees and plants have spirits, too. Oak is a powerful totem for many shamans. Strong and durable, he resists everything that tries to change or topple him: wind; storms; even the passing of the centuries. This spell grants the shaman some of Oak's durability.

Game Information: Aid PD 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Oak fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid PD 4d6. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid PD 2d6. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-10 to Presence Attacks effect rolls for 1d6 x 10 minutes; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.

STEALTH OF THE MOUSE

Effect: Shrinking
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Mouse is not a common totem, but some shamans favor him due to his blend of cleverness, stealth, and inquisitiveness. This spell allows the shaman to assume the mouse's size (but not his form).

Game Information: Shrinking (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12° KB) (40 Active Points); OAF (Mouse fetish or mask; -1), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½). Total cost: 13 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1). Total cost: 20 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Sight Group PER Rolls for 1d6 x 10 minutes; -¼). Total cost: 12 points.
- 5) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 6) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 7) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 16 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 20 points.



STRENGTH OF THE BEAR

Effect: Aid STR 3d6, Self Only
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: Bear is one of the most popular totems; he combines a certain degree of wisdom and majesty with great strength. It is his strength that this spell grants to the shaman, making the caster a powerful warrior and worker.

Game Information: Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Bear fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid STR 4d6. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid STR 2d6. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.

- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-10 to Presence Attacks effect rolls for 1d6 x 10 minutes; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.

TERROR OF THE SHARK

Effect:	Aid PRE 3d6, Self Only, Only To Make Fear-Based Presence Attacks
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant
Range:	Self
Magic Roll Penalty:	-4
END Cost:	4

Description: Shark is a totem of almost elemental power. He represents pure bloodlust, pure warrior's ruthlessness... pure terror. This spell imparts to the shaman some of the terrifying might of Shark.

Game Information: Aid PRE 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Shark fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only To Make Fear-Based Presence Attacks (-1), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 7 points.

OPTIONS:

- 1) Strong Spell:** Increase to Aid PRE 4d6. 50 Active Points; total cost 10 points.
- 2) Weak Spell:** Decrease to Aid PRE 2d6. 25 Active Points; total cost 5 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 9 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) Apprentice's Version:** Add Side Effects (-20 to the Effect Rolls of all Presence Attacks the shaman makes for 1d6 x 10 minutes; -¼). Total cost: 7 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 8 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 10 points.

TOTEM CLAWS

Effect:	HKA 1d6
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Instant (Lingering)
Range:	Touch
Magic Roll Penalty:	-2
END Cost:	2

Description: Many totems — such as Bear, Cat, Eagle, and Wolf — have claws. This spell causes the shaman's fingernails to lengthen and become claws like those of his totem.

Game Information: HKA 1d6 (plus STR), Lingering (1 Turn; +½) (22 Active Points); OAF (fetish for the appropriate totem, plus a claw or talon from that animal; -1), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½). Total cost: 7 points.

OPTIONS:

- 1) Strong Spell:** Increase to HKA 2d6. 45 Active Points; total cost 15 points.
- 2) Weak Spell:** Decrease to HKA ½d6. 15 Active Points; total cost 5 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 11 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) Apprentice's Version:** Add Side Effects (-2 on all DEX Rolls and DEX-Based Rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 9 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 10 points.

TOTEM FORM

Effect:	Multiform (assume totem animal form)
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Persistent
Range:	Touch
Magic Roll Penalty:	-4
END Cost:	4

Description: Also known in some cultures as *Skin-changing*, this spell grants the shaman the power to assume the form of the animal he has taken as his totem. However, in animal form he retains his own intelligence, memories, and the like, and he does not risk personality loss for staying in that shape for long periods of time.

The cost of the spell varies based on the animal. This one uses a bear as an example.

Game Information: *Multiform (assume 200-point bear form) (40 Active Points); OAF (fetish for the appropriate totem, plus a claw, tooth, skull, or like object from that animal; -1), Costs Endurance (to change form; -½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Multiform (assume 300-point animal form). 60 Active Points; total cost 17 points.
- 2) **Weak Spell:** Decrease to Multiform (assume 100-point animal form). 20 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 on all Shamanism rolls for 1d6 minutes; -¼). Total cost: 11 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 13 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 17 points.

TRICKERY OF THE RAVEN

Effect:	+3 with all "Trickery Skills"
Target/Area Affected:	Self
Casting Time:	Half Phase (Attack Action)
Casting Procedures:	Focus, Gestures, Incantations
Duration:	Constant
Range:	Self
Magic Roll Penalty:	-1
END Cost:	3

Description: Raven is wise, but he uses his wisdom to trick as much as to teach. He loves to demonstrate his cleverness and wit at the expense of others. This spell grants the shaman some of Raven's powers by enhancing his ability with "Trickery Skills." These include Concealment, Forgery, Persuasion, Seduction, Sleight Of Hand, and any others the GM feels fit the power of Raven.

Game Information: *+3 with all "Trickery Skills" (see text) (15 Active Points); OAF (Raven fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Shamanism Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to +4 with all "Trickery Skills." 20 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to +2 with all "Trickery Skills." 10 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 4 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 CV in HTH Combat for 1d6 minutes; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 4 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.



WISDOM OF THE SNAKE

Effect: Aid EGO 3d6, Self Only
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: While many people fear Snake, for when angry or disturbed he is dangerous indeed, the shaman knows that Snake possesses great wisdom, insight, and strength of will. It is those good qualities which this spell bestows on the shaman for a time.

Game Information: Aid EGO 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); OAF (Snake fetish or mask; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Shamanism Roll (-½), Self Only (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid EGO 4d6. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid EGO 2d6. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.

- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-10 to Presence Attacks effect rolls for 1d6 x 10 minutes; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Shamanism Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Shamanism Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Shamanism Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.

SONG MAGIC



Song Magic is a form of spellcasting involving the singing of magical songs to create various arcane effects. (Some spells involve jests, poetry, or the like, but the basic effect is the same.) It's a favorite of bards in High Fantasy campaigns, but it doesn't have to be limited to them.

Song Magic spells require singing, and thus have the *Incantations* Limitation — but the mystic songs are distinctive; characters can't disguise them as ordinary songs or the like (but see the *Hidden Song* option for each spell). Some even have complex Incantations, using the optional rules for that on page 255 of *Fantasy Hero*, or "voice range" Incantations described on page 134 of that book. They typically do not have the *Focus* or *Gestures* Limitation, but may if the character also has to play an instrument while singing (the instrument counts as the Focus, and the need to hold and play it qualifies as Gestures, since the hand-motions and music are clearly a spell instead of an ordinary song). The options listed for each spell cover these possibilities.

Song Magic is in many ways a limited arcana. While a song-mage can accomplish many effects, most of them are offensive in nature — generally speaking he cannot use his songs to defend himself, move, or sense things.

OFFENSIVE SONGS

CAIRELL'S FATAL JEST

Effect:	RKA 1 point, NND, Does BODY
Target/Area Affected:	One character
Speaking Time:	Full Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: This rare and deadly spell is a magical joke so humorous that the person to whom it's told can literally laugh himself to death because he's unable to draw breath. It only works if told to a single person when no one else can overhear it (the GM determines if this condition applies, though it's usually obvious).

At the GM's option, characters can, for 1 Character Point, buy Life Support (Immunity) to the Fatal Jest.



Game Information: RKA 1 point, NND (the defense is Life Support [Self-Contained Breathing or the appropriate Immunity]; +1), Does BODY (+1), Continuous (+1) (20 Active Points); Can Only Be Cast When Only Target Can Hear (-1), Extra Time (Full Phase; -½), Incantations (to cast; -¼), No Range (-½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 5 points.

OPTIONS:

- 1) **Strong Jest:** Increase to RKA ½d6. 40 Active Points; total cost 9 points.
- 2) **Complicated Jest:** Change to Incantations (complex; -½). Total cost: 4 points.
- 3) **Hidden Jest:** The character can disguise the Jest as an ordinary joke, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 21 Active Points; total cost 5 points.
- 4) **Apprentice's Jest:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 4 points.
- 5) **Difficult Jest:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 6) **Easy Jest:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 7) **Master's Jest:** Remove Requires A Song Magic Roll (-½). Total cost: 5 points.
- 8) **Lengthy Jest:** Change to Extra Time (1 Turn; -1¼). Total cost: 4 points.
- 9) **Attentive Jest:** Add Concentration (½ DCV; -¼). Total cost: 4 points.
- 10) **Stored Jest:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.
- 11) **Group Jest:** Anyone who hears the Jest suffers the effects. Add Area Of Effect (voice range; +1) and Personal Immunity (+¼) and remove Can Only Be Cast When Only Target Can Hear (-1). 26 Active Points; total cost 8 points.
- 12) **Tiring Jest:** Add Increased Endurance Cost (x3 END; -1). Total cost: 4 points.

OVERPOWERING SONG

Effect: Darkness to Hearing Group
Target/Area Affected: 4" Radius
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -2
END Cost: 2

Description: The character sings a song so beautiful, so penetrating, so loud that it drowns out all other nearby sounds and/or makes people listen so intently that they hear nothing else. The area affected moves with the caster as he moves.

Game Information: Darkness to Hearing Group 4" radius (20 Active Points); Incantations (throughout; -½), No Range (-½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Song:** Increase to Darkness to Hearing Group 6" radius. 30 Active Points; total cost 10 points.
- 2) **Weak Song:** Decrease to Darkness to Hearing Group 3" radius. 15 Active Points; total cost 5 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 5 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 5 points.
- 5) **Complicated Song:** Change to Incantations (complex, throughout; -1). Total cost: 6 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 25 Active Points; total cost 10 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 6 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 8 points.
- 11) **Lengthy Song:** Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 12) **Attentive Song:** Add Concentration (½ DCV; -¼). Total cost: 6 points.

13) Stored Song: Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 10 points.

SATIRE

Effect: Drain PRE 6d6, Indirect
Target/Area Affected: One character
Singing Time: 5 Minutes (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 15,000"
Magic Roll Penalty: -24
END Cost: 24

Description: This spell allows the character to make someone — typically a king, general, or other important leader — look ridiculous and foolish in the eyes of the people, rendering him less able to command. The character composes a song or poem criticizing the target for faults real, imagined, or concocted (the GM may grant the caster a +1 to +3 bonus to his Song Magic roll and/or OCV if the complaints against the target are both real and significant in the eyes of the people). He must then perform the song or poem in public, before a large crowd (the GM decides what constitutes "in public" and "large" — sometimes a smaller group of more important or influential persons suffices). This, of course, is likely to earn the victim's wrath and make the caster a target of the victim's soldiers, guards, assassins, and friends. A character may only Satire a specific victim once per season (three months), and the effect on the victim's PRE only applies against his own people, followers, subjects, and the like (though the GM may, in his discretion, extend the effect to others who hear about the Satire).

Technically, Satire should suffer negative OCV modifiers if the caster cannot perceive the target with a Targeting Sense because he's far away. On the other hand, it usually gains extensive Surprise bonuses to OCV. In the interest of common sense and dramatic sense, GMs can, if they wish, simply let the caster make a normal Attack Roll against the target's base DCV to resolve the attack. For GMs who prefer for casters to buy the ability to target these spells, see the *Bard's Eye* option.

Game Information: Drain PRE 6d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Ranged (+½), Increased Maximum Range (26,250", or approximately 33 miles; +½), Indirect (always comes from caster, but can strike target from any angle; +½) (240 Active Points); Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes; -2), Incantations (complex, throughout casting; -1), Must Be Cast In Public Before A Large Crowd (-1), Only Works Once Per Season Per Target (-1), Presence Reduction Only Applies Versus The Subject's People/Followers (-1), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 28 points.

OPTIONS:

1) Strong Satire: Increase to Drain PRE 8d6. 320 Active Points; total cost 38 points.

2) Weak Satire: Decrease to Drain PRE 4d6. 160 Active Points; total cost 19 points.

3) Instrument Song I: Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 25 points.

4) Instrument Song II: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 26 points.

5) Simple Satire: Change to Incantations (throughout casting; -½). Total cost: 30 points.

6) Apprentice's Satire: Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 27 points.

7) Difficult Satire: Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 27 points.

8) Easy Satire: Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 29 points.

9) Master's Satire: Remove Requires A Song Magic Roll (-½). Total cost: 30 points.

10) Quick Satire: Change to Extra Time (1 Minute; -1½). Total cost: 30 points.

11) Inattentive Satire: Remove Concentration (-½). Total cost: 30 points.

12) Stored Satire: Add Delayed Effect (x2 spells usable at once; +½). 270 Active Points; total cost 32 points.

13) Bard's Eye: The spell has a built-in sense that allows the caster to attack the target. Detect Target Of Satire (INT +10), Range, Targeting, Telescopic (+10 versus Range Modifier) (38 Active Points); Concentration (½ DCV throughout casting; -½), Costs Endurance (-½), Extra Time (5 Minutes; -2), Incantations (complex, throughout casting; -1), Linked (-½), Requires A Song Magic Roll (-½) (total cost: 6 points). 240 + 38 = 278 Active Points; total cost 28 + 6 = 34 points.

SONG OF CALMING

Effect: Mind Control 12d6, Only To Calm Target Down
Target/Area Affected: One character
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 20"
Magic Roll Penalty: -5
END Cost: 5

Description: This song allows the caster to calm down those who are angry, scared, or the like. Use the Anger table on page 169 of *The Fantasy Hero Grimoire* to determine the effects of Mind Control that calms people down.

Game Information: Mind Control 12d6 (60 Active Points); Incantations (-¼), Limited Normal Range (20"; -½), Requires A Song Magic Roll (-½), Set Effect (only to calm target down; -1), Spell (-½). Total cost: 16 points.

OPTIONS:

- 1) **Strong Song:** Increase to Mind Control 14d6. 70 Active Points; total cost 19 points.
- 2) **Weak Song:** Decrease to Mind Control 10d6. 50 Active Points; total cost 13 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 12 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 13 points.
- 5) **Complicated Song:** Change to Incantations (complex; -½). Total cost: 15 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 75 Active Points; total cost 21 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 15 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 18 points.
- 11) **Lengthy Song:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 12) **Attentive Song:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.
- 14) **Voice Range Song:** Everyone nearby who can hear the caster becomes calm. Add Area Of Effect (voice range; +1). 120 Active Points; total cost 32 points.
- 15) **Tiring Song:** Add Increased Endurance Cost (x2 END; -½). Total cost: 14 points.
- 16) **Other Songs Of Specific Emotions:** By altering the emotional state this Song can instill, you can create many other song-spells. Examples include:

Song Of Envy: only to make people envious

Song Of Greed: only to make people greedy and grasping

Song Of Love: only to make people fall in love

Song Of Sorrow: only to afflict people with profound grief

SONG OF CONTROL

Effect:	Mind Control 10d6
Target/Area Affected:	One character
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	20"
Magic Roll Penalty:	-5
END Cost:	5

Description: This song allows the caster to take control of the victim's mind and make him do things against his will. The orders are sung as part of the song; changing orders requires further singing.

Game Information: *Mind Control 10d6 (50 Active Points); Incantations (-¼), Limited Normal Range (20"; -½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 18 points.*

OPTIONS:

- 1) **Strong Song:** Increase to Mind Control 12d6. 60 Active Points; total cost 22 points.
- 2) **Weak Song:** Decrease to Mind Control 8d6. 40 Active Points; total cost 14 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 12 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 14 points.
- 5) **Complicated Song:** Change to Incantations (complex; -½). Total cost: 17 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 62 Active Points; total cost 25 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 17 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 22 points.
- 11) **Lengthy Song:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 12) **Attentive Song:** Add Concentration (½ DCV; -¼). Total cost: 17 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 27 points.

14) Voice Range Song: Everyone nearby who can hear the caster falls under his control. Add Area Of Effect (voice range; +1). 100 Active Points; total cost 36 points.

15) Tiring Song: Add Increased Endurance Cost (x2 END; -½). Total cost: 15 points.

SONG OF DESTRUCTION

Effect: RKA 3d6, Penetrating
Target/Area Affected: One object
Singing Time: 1 Minute (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 335"
Magic Roll Penalty: -7
END Cost: 7

Description: This Song invokes the power of the singer's voice to destroy objects, be they small personal items or entire walls. Even the sturdiest walls can rarely resist the Song Of Destruction for long.

The GM may, at his option, increase or decrease the time it takes to sing this Song based on the nature and size of the object. The walls surrounding a city might require the character to sing for 1 Hour, but shattering a piece of glass might only take a Full Phase.

Game Information: RKA 3d6, Penetrating (+½) (67 Active Points); Extra Time (1 Minute; -1½), Incantations (-¼), Only Works On Objects (-1), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

1) Strong Song: Increase to RKA 4d6. 90 Active Points; total cost 19 points.

2) Weak Song: Decrease to RKA 2d6. 45 Active Points; total cost 9 points.

3) Instrument Song I: Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 11 points.

4) Instrument Song II: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 12 points.

5) Complicated Song: Change to Incantations (complex; -½). Total cost: 13 points.

6) Hidden Song: The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 79 Active Points; total cost 17 points.

7) Apprentice's Song: Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 13 points.

8) Difficult Song: Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

9) Easy Song: Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

10) Master's Song: Remove Requires A Song Magic Roll (-½). Total cost: 16 points.

11) Quick Song: Change to Extra Time (1 Turn; -1¼). Total cost: 15 points.

12) Attentive Song: Add Concentration (½ DCV throughout casting; -½). Total cost: 13 points.

13) Stored Song: Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 19 points.

14) Lasting Song: As long as the character keeps singing, the target object keeps taking damage, until eventually it crumbles to dust. Decrease to RKA 2d6 and add Continuous (+1). 75 Active Points; total cost 16 points.

SONG OF DISHARMONY

Effect: Dispel Song Magic 15d6
Target/Area Affected: One character
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 280"
Magic Roll Penalty: -6
END Cost: 6

Description: This Song is a "countersong" — one whose discords and disharmonies disrupt other Song Magic spells, thus protecting the caster from their effects or allowing him to disperse them.

Some characters buy this Song in a Multiplier with the Song Of Negation, since they both represent different aspects of the same ability.

Game Information: Dispel Magic 15d6, any Song Magic spell one at a time (+¼) (56 Active Points); Incantations (-¼), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 25 points.

OPTIONS:

1) Strong Song: Increase to Dispel Magic 20d6. 75 Active Points; total cost 33 points.

2) Weak Song: Decrease to Dispel Magic 12d6. 45 Active Points; total cost 20 points.

3) Instrument Song I: Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 16 points.

4) Instrument Song II: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 19 points.

5) Complicated Song: Change to Incantations (complex; -½). Total cost: 22 points.

6) Hidden Song: The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary

song is not; +¼). 67 Active Points; total cost 33 points.

7) Apprentice's Song: Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 22 points.

8) Difficult Song: Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.

9) Easy Song: Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 28 points.

10) Master's Song: Remove Requires A Song Magic Roll (-½). Total cost: 32 points.

11) Lengthy Song: Add Extra Time (Full Phase; -½). Total cost: 20 points.

12) Attentive Song: Add Concentration (½ DCV; -¼). Total cost: 22 points.

13) Stored Song: Add Delayed Effect (x2 spells usable at once; +½). 79 Active Points; total cost 35 points.

SONG OF ILLUSION

Effect:	Sight Group Images, +2 to PER Rolls
Target/Area Affected:	4" Radius
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-2
END Cost:	2

Description: Through the power and beauty of his song, the character can invoke an image of that which he describes. The illusion is obviously an illusion — anyone who sees it knows it's not real — but it's highly entertaining regardless.

Game Information: *Sight Group Images*, +2 to PER Rolls, *Increased Size* (4" radius; +½) (24 Active Points); *Incantations* (throughout; -½), *No Range* (-½), *Obvious Illusions* (see text; -1), *Requires A Song Magic Roll* (-½), *Spell* (-½). Total cost: 6 points.

OPTIONS:

1) Strong Song: Increase to +4 to PER Rolls. 33 Active Points; total cost 8 points.

2) Weak Song: Decrease to +0 to PER Rolls. 15 Active Points; total cost 4 points.

3) Instrument Song I: Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 5 points.

4) Instrument Song II: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 5 points.

5) Complicated Song: Change to Incantations (complex, throughout; -1). Total cost: 5 points.

6) Hidden Song: The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incanta-

tions to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 28 Active Points; total cost 8 points.

7) Apprentice's Song: Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 6 points.

8) Difficult Song: Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

9) Easy Song: Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

10) Master's Song: Remove Requires A Song Magic Roll (-½). Total cost: 7 points.

11) Lengthy Song: Add Extra Time (Full Phase; -½). Total cost: 5 points.

12) Attentive Song: Add Concentration (½ DCV throughout; -½). Total cost: 5 points.

13) Stored Song: Add Delayed Effect (x2 spells usable at once; +½). 32 Active Points; total cost 8 points.

14) Larger Illusion: Increase to Increased Size (8" radius; +¾). 28 Active Points; total cost 7 points.

SONG OF LAUGHTER

Effect:	Entangle 4d6, 4 DEF, Takes No Damage From Attacks
Target/Area Affected:	One character
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	20"
Magic Roll Penalty:	-6
END Cost:	6

Description: The character sings a song so mirthful, so amusing, so full of the zest and wonder of life that the person hearing it convulses with laughter (and/or can do nothing but listen, enraptured, to the verses) and can do nothing else.

Game Information: *Entangle* 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); *Incantations* (-¼), *Limited Range* (20"; -¼), *Requires A Song Magic Roll* (-½), *Spell* (-½). Total cost: 24 points.

OPTIONS:

1) Strong Song: Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 36 points.

2) Weak Song: Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 18 points.

3) Instrument Song I: Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 16 points.

4) Instrument Song II: Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 18 points.

- 5) **Complicated Song:** Change to Incantations (complex; -½). Total cost: 22 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 70 Active Points; total cost 31 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 22 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 27 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 30 points.
- 11) **Lengthy Song:** Add Extra Time (Full Phase; -½). Total cost: 20 points.
- 12) **Attentive Song:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 32 points.
- 14) **Voice Range:** Anyone who hears the Song convulses with laughter. Add Area Of Effect (voice range; +1) and Personal Immunity (+¼), and change Limited Range (-¼) to No Range (-½). 110 Active Points; total cost 40 points.

SONG OF MADNESS

Effect:	Major Transform 8d6
Target/Area Affected:	One character
Singing Time:	5 Minutes (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	20"
Magic Roll Penalty:	-16
END Cost:	0

Description: This cruel and horrifying song drives mad those who hear it.

Game Information: *Major Transform 8d6 (sane person to person with the Psychological Limitation Utterly, Gibberingly Insane [Very Common, Total]; heals back through application of this spell or a like spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (330 Active Points); All Or Nothing (-½), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Incantations (throughout; -½), Limited Target (sentient humanoids; -½), Limited Range (20"; -¼), Requires A Song Magic Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 51 points.*

OPTIONS:

- 1) **Strong Song:** Increase to Major Transform 10d6. 412 Active Points; total cost 63 points.
- 2) **Weak Song:** Decrease to Major Transform 6d6. 247 Active Points; total cost 38 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 43 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 45 points.
- 5) **Complicated Song:** Change to Incantations (complex, throughout; -1). Total cost: 47 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 360 Active Points; total cost 60 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers song's effects himself; -1). Total cost: 44 points.
- 8) **Really Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 45 points.
- 9) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 10 Active Points; -½). Total cost: 49 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-¼). Total cost: 53 points.
- 11) **Quick Song:** Change to Extra Time (1 Turn; -¼). Total cost: 69 points.
- 12) **Inattentive Song:** Remove Concentration (-1). Total cost: 60 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 390 Active Points; total cost 60 points.
- 14) **Voice Range:** All who hear the caster's song go mad. Add Area Of Effect (voice range; +1) and Personal Immunity (+¼), and change Limited Range (-¼) to No Range (-½). 480 Active Points; total cost 71 points.

SONG OF SLUMBER

Effect: Ego Attack 6d6
Target/Area Affected: One character
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Instant
Range: 20"
Magic Roll Penalty: -6
END Cost: 6

Description: The strains of this sonorous song put he who hears them to sleep.

Game Information: *Ego Attack 6d6 (60 Active Points); Incantations (-¼), Limited Normal Range (20"; -½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 22 points.*

OPTIONS:

- 1) **Strong Song:** Increase to Ego Attack 8d6. 80 Active Points; total cost 29 points.
- 2) **Weak Song:** Decrease to Ego Attack 4d6. 40 Active Points; total cost 14 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 15 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 17 points.
- 5) **Complicated Song:** Change to Incantations (complex; -½). Total cost: 20 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incanta-

tions to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 75 Active Points; total cost 30 points.

7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 20 points.

8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 18 points.

9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 24 points.

10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 27 points.

11) **Lengthy Song:** Add Extra Time (Full Phase; -½). Total cost: 18 points.

12) **Attentive Song:** Add Concentration (½ DCV; -¼). Total cost: 20 points.

13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 33 points.

14) **Voice Range:** All who hear the caster's song fall asleep. Add Area Of Effect (voice range; +1) and Personal Immunity (+¼), and change Limited Range (-½) to No Range (-½). 135 Active Points; total cost 49 points.

15) **Continuing Song:** The longer the character sings, the sleepier the target gets. Decrease to Ego Attack 3d6, add Continuous (+1), and change Incantations to (throughout; -½). 60 Active Points; total cost 20 points.



16) Continuing Voice Range Song: Change to Ego Attack 3d6, Area Of Effect (voice range; +1), Continuous (+1), Personal Immunity (+¼) (97 Active Points); Incantations (throughout; -½), No Range (-½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 32 points.

SONG OF TRANSFORMATION

Effect: Major Transform 2d6
Target/Area Affected: One character
Singing Time: Full Phase (Attack Action)
Casting Procedures: Incantations
Duration: Constant
Range: 20"
Magic Roll Penalty: -6
END Cost: 6

Description: This song transforms he who hears it into an animal (the caster must choose which type of animal when he buys the spell and cannot change it thereafter).

Game Information: *Major Transform 2d6 (sentient humanoid into single animal form chosen when spell is purchased; heal back through another application of this spell or other appropriate spell), Continuous (+1) (60 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Incantations (-¼), Limited Range (20"; -¼), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 18 points.*

OPTIONS:

- 1) Strong Song:** Increase to Major Transform 3d6. 90 Active Points; total cost 28 points.
- 2) Weak Song:** Decrease to Major Transform 1d6. 30 Active Points; total cost 9 points.
- 3) Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 13 points.
- 4) Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 15 points.
- 5) Complicated Song:** Change to Incantations (complex; -½). Total cost: 17 points.
- 6) Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 67 Active Points; total cost 22 points.
- 7) Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 17 points.
- 8) Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 9) Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.

10) Master's Song: Remove Requires A Song Magic Roll (-½). Total cost: 22 points.

11) Quick Song: Remove Extra Time (Full Phase; -½). Total cost: 22 points.

12) Inattentive Song: Remove Concentration (½ DCV; -¼). Total cost: 20 points.

13) Stored Song: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 23 points.

14) Voice Range: All who hear the song are transformed into beasts. Add Area Of Effect (voice range; +1) and Personal Immunity (+¼), and change Limited Range (-¼) to No Range (-½). 97 Active Points; total cost 28 points.

15) More Animals: The caster can choose which animal to Transform the target into when he uses the Song, varying it from casting to casting as he pleases. Add Improved Results Group (any animal; +¼). 67 Active Points; total cost 21 points.

16) More Animals Voice Range: The caster can Transform all who hear the Song into any type of beast, but must Transform all the persons affected by a single use of the spell into the same type of beast. As Voice Range option, but add Improved Results Group (any animal; +¼). 105 Active Points; total cost 30 points.

DEFENSIVE SONGS

SONG OF NEGATION

Effect: Missile Deflection, Only Versus Song Magic
Target/Area Affected: Self
Singing Time: Half Phase (Attack Action)
Casting Procedures: Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This Song is a "countersong" — one whose discords and disharmonies disrupt other Song Magic spells, thus protecting the caster from their effects.

Some characters buy this Song in a Multipower with the Song Of Disharmony, since they both represent different aspects of the same ability.

Game Information: *Missile Deflection (all Ranged attacks) (20 Active Points); Costs Endurance (-½), Incantations (throughout; -½), Only Works Against Song Magic Spells (-1), Requires A Song Magic Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) Strong Song:** Add +3 OCV. 35 Active Points; total cost 10 points.
- 2) Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 4 points.

3) Instrument Song II: Add OIF (any musical instrument of opportunity; $-\frac{1}{2}$) and Gestures ($-\frac{1}{4}$). Total cost: 5 points.

4) Complicated Song: Change to Incantations (complex, throughout; -1). Total cost: 5 points.

5) Hidden Song: The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; $+\frac{1}{4}$). 25 Active Points; total cost 8 points.

6) Apprentice's Song: Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; $-\frac{1}{4}$). Total cost: 5 points.

7) Difficult Song: Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) Easy Song: Change to Requires A Song Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 6 points.

9) Master's Song: Remove Requires A Song Magic Roll ($-\frac{1}{2}$). Total cost: 7 points.

10) Lengthy Song: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 5 points.

11) Attentive Song: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 5 points.

12) Stored Song: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 30 Active Points; total cost 9 points.

13) Ranged Negation: The character can use this spell on Songs aimed at persons other than himself.

Add Range (+1). 40 Active Points; total cost 11 points.

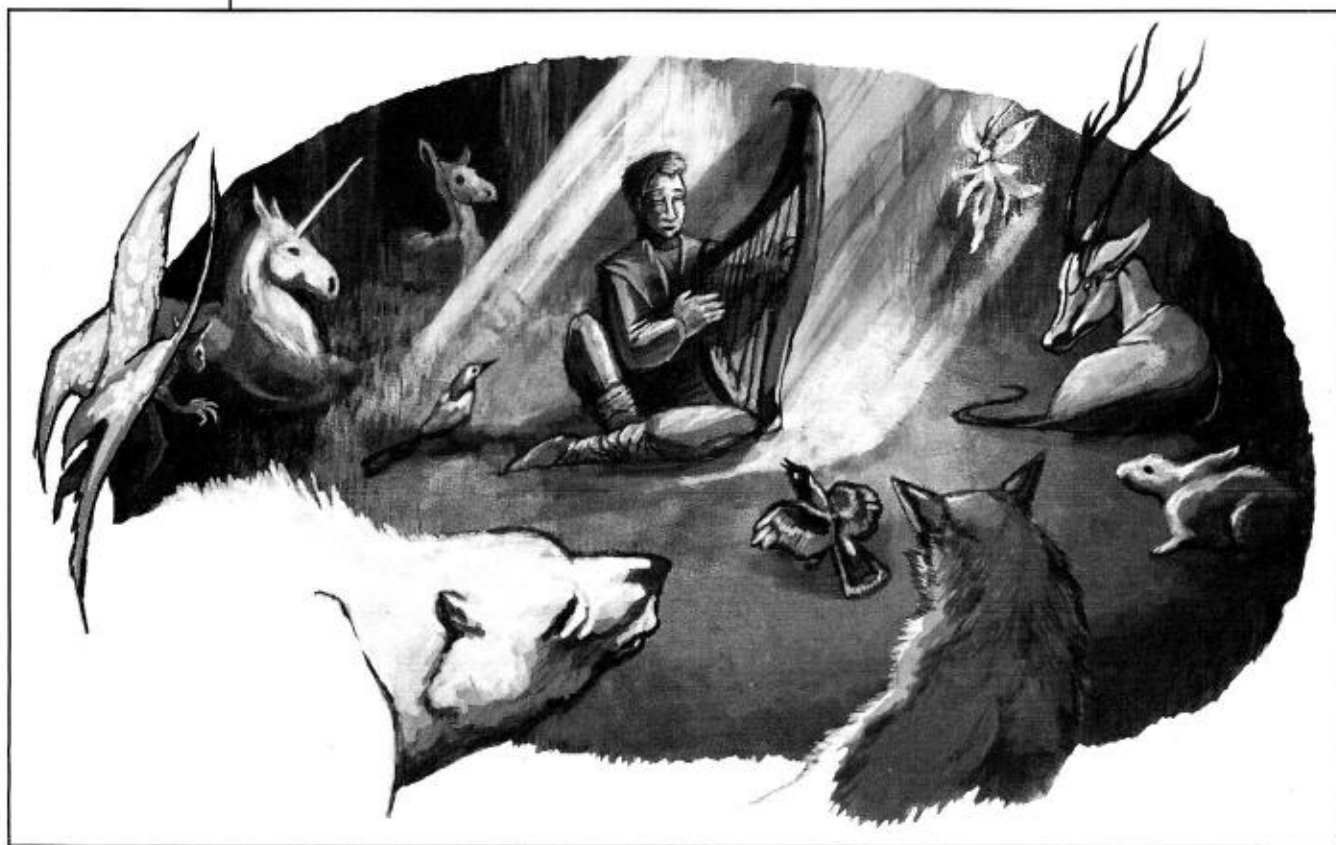
MISCELLANEOUS SONGS

SONG OF BEAST-CALLING

Effect:	Summon 250 animals built on up to 300 Character Points each
Target/Area Affected:	Local animals
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-15
END Cost:	15

Description: By singing this Song, the caster can call to him all the animals within the local area, up to a total of 250. They come to him as quickly as they can once he completes the spell. Typically he goes on singing thereafter and the animals come to sit at his feet and listen to the beautiful music — but he doesn't have to, and in any event the animals aren't always inclined to be friendly toward him.

Game Information: *Summon 250 animals built on up to 300 Character Points each, Expanded Class (animals; $+\frac{1}{2}$) (150 Active Points); Concentration ($\frac{1}{2}$ DCV throughout; $-\frac{1}{2}$), Extra Time (5 Minutes; -2), Incantations (throughout; $-\frac{1}{2}$), Requires A Song Magic Roll ($-\frac{1}{2}$), Arrives Under Own Power ($-\frac{1}{2}$), Summoned Being Must Inhabit Locale ($-\frac{1}{2}$). Total cost: 27 points.*



OPTIONS:

- 1) **Strong Song:** Increase to 500 animals. 157 Active Points; total cost 28 points.
- 2) **Weak Song:** Decrease to 125 animals. 142 Active Points; total cost 26 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 22 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 24 points.
- 5) **Complicated Song:** Change to Incantations (complex, throughout; -1). Total cost: 25 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 175 Active Points; total cost 35 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 26 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 29 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 30 points.
- 11) **Quick Song:** Change to Extra Time (1 Turn; -1¼). Total cost: 32 points.
- 12) **Inattentive Song:** Remove Concentration (-½). Total cost: 30 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 200 Active Points; total cost 36 points.
- 14) **Friendly Animals:** Add Friendly (+¼). 175 Active Points; total cost 32 points.
- 15) **Loyal Animals:** Add Loyal (+½). 200 Active Points; total cost 32 points.
- 16) **Devoted Animals:** Add Devoted (+¼). 225 Active Points; total cost 41 points.
- 17) **Slavishly Loyal Animals:** Add Slavishly Loyal (+1). 250 Active Points; total cost 45 points.
- 18) **Restricted Animal Types:** This version of the spell only Summons one type of animal; you should adjust the cost as necessary to reflect the total cost of the specific animal desired. Remove Expanded Class (+½). 100 Active Points; total cost 18 points.

SONG OF CREATION

Effect:	Major Transform 2d6 (create objects out of thin air)
Target/Area Affected:	One object
Singing Time:	Full Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Instant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: This song describes an object with such precision and such beauty that it creates it out of thin air. The character can only create ordinary objects that have no game effect defined by other Powers or rules (for example, he could create a table, but not a sword).

Game Information: *Major Transform 2d6 (create objects out of thin air; heals back through another application of this or other appropriate spell, or natural wear-and-tear), Expanded Class (minor useful objects; +¼) (37 Active Points); All Or Nothing (-½), Extra Time (Full Phase; -½), Incantations (-¼), No Range (-½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Song:** Increase to Major Transform 3d6. 56 Active Points; total cost 15 points.
- 2) **Weak Song:** Decrease to Major Transform 1d6. 19 Active Points; total cost 5 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 7 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 8 points.
- 5) **Complicated Song:** Change to Incantations (complex; -½). Total cost: 9 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 45 Active Points; total cost 13 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 9 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 11 points.

- 11) **Quick Song:** Remove Extra Time (Full Phase; -½). Total cost: 11 points.
- 12) **Attentive Song:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 14 points.
- 14) **Lasting Song:** The character goes on singing until he completes the creation or something stops him. Add Continuous (+1). 67 Active Points; total cost 18 points.

SONG OF SPRINGTIME

Effect:	Change Environment (create springtime-like conditions), +5 Temperature Levels
Target/Area Affected:	32" Radius
Singing Time:	Half Phase (Attack Action)
Casting Procedures:	Incantations
Duration:	Constant
Range:	No Range
Magic Roll Penalty:	-4
END Cost:	4

Description: When the character sings this song, the land around him for a 32" radius becomes as if it were spring. The temperature warms up (to a maximum of 75 degrees Fahrenheit or +5 Temperature Levels, whichever is less), plants bloom and blossom, and so forth. The effects last as long as he keeps singing, but change quickly after he stops. At the GM's option, this effect moves as the character moves.

Game Information: *Change Environment (create springtime-like conditions) 32" radius, +5 Temperature Levels (42 Active Points); Incantations (throughout; -½), No Range (-½), Requires A Song Magic Roll (-½), Spell (-½). Total cost: 14 points.*

OPTIONS:

- 1) **Strong Song:** Increase to 64" radius. 47 Active Points; total cost 16 points.
- 2) **Weak Song:** Decrease to 16" radius. 37 Active Points; total cost 12 points.
- 3) **Instrument Song I:** Add OAF (specific musical instrument, chosen when the spell is bought; -1) and Gestures (-¼). Total cost: 10 points.
- 4) **Instrument Song II:** Add OIF (any musical instrument of opportunity; -½) and Gestures (-¼). Total cost: 11 points.
- 5) **Complicated Song:** Change to Incantations (complex, throughout; -1). Total cost: 12 points.
- 6) **Hidden Song:** The character can disguise the song-spell as an ordinary song, though its effects on the target(s) will still be obvious. Decrease Incantations to -0 and add Invisible to Sight Group (the source and effects of the power are perceivable, but its nature as a song-spell instead of an ordinary song is not; +¼). 52 Active Points; total cost 21 points.
- 7) **Apprentice's Song:** Add Side Effects (caster suffers a -2 to Song Magic rolls for 1d6 x 5 Minutes; -¼). Total cost: 13 points.
- 8) **Difficult Song:** Change to Requires A Song Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 9) **Easy Song:** Change to Requires A Song Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 10) **Master's Song:** Remove Requires A Song Magic Roll (-½). Total cost: 17 points.
- 11) **Lengthy Song:** Add Extra Time (Full Phase; -½). Total cost: 12 points.
- 12) **Attentive Song:** Add Concentration (½ DCV throughout; -½). Total cost: 12 points.
- 13) **Stored Song:** Add Delayed Effect (x2 spells usable at once; +½). 63 Active Points; total cost 21 points.
- 14) **Long-Lasting Song:** The effects of the Song last as long as they would in the natural world. Add Long-Lasting. 62 Active Points; total cost 21 points.

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