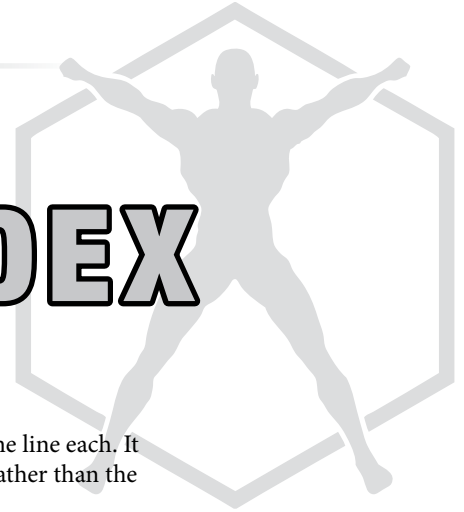


SUMMARY INDEX



This table summarizes most of the spells from *The HERO System Grimoire* in one line each. It excludes Superheroic Thaumaturgy, which is used in Champions campaigns rather than the Heroic campaigns for which this Summary Index is primarily intended.

NOTES

Target: 1C (one character [or obj[ect], eng[ine], mach[ine], anim[al], weap[on], and so on); Self; Area (an Area-affecting ability); Accu (1m Radius Accurate, possibly MegaScaled to cover the entire world); or the spell's Area Of Effect (Rad[ius], Co(ne), Li(ne), or Exp (Radius Explosion)).

Casting Time: 0 (Zero Phase Action or an Action that takes no time, possibly via Trigger), ½ (Half Phase); 1 (Full Phase); +1P (Extra Phase); 1T (one Turn); M (Minute, the accompanying number indicates how many minutes, such as 1M for 1 Minute); H (Hour, the accompanying number indicates how many hours, such as 1H for 1 Hour).

Casting Procedures: F (Focus); G (Gestures); I (Incantations).

Duration: I (Instant); C (Constant); P (Persistent); TL (Time Limit; see spell's full writeup for information); U (Uncontrolled).

Range: Self; NR (No Range, which may mean Touch); LOS (Line Of Sight); RBS (Range Based On STR); or the spell's Range in meters.

MR: The spell's Magic Roll penalty (based on Active Points); -0 means no penalty.

END: The spell's END cost. "Ch" indicates a number of Charges.

Effect: A brief description of the spell.

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
ALCHEMY								
Potions								
Potion Of Cloud Form	1C	½	F	C	Self	-6	4 Ch	Desolidification
Potion Of Elemental Resilience	1C	½	F	C	Self	-2	4 Ch	Resistant Protection (6 PD/6 ED) versus Fire/Heat and Ice/Cold damage
Potion Of Eloquence	1C	½	F	C	Self	-3	4 Ch	+4 with Interaction Skills
Potion Of Fire Breath	1m Rad	1	F	I	16m	-5	4 Ch	RKA 2d6
Potion Of Giant Form	1C	1	F	C	Self	-7	4 Ch	Growth (+30 STR, <i>et al.</i>)
Potion Of Giant's Strength	1C	½	F	C	Self	-6	4 Ch	+40 STR
Potion Of Healing	1C	½	F	C	Self	-6	4 Ch	Simplified Healing4d6
Incendiary Oil	8m Rad	½	F	I	RBS	-6	4 Ch	RKA 2d6
Potion Of Invisibility	1C	½	F	C	Self	-4	4 Ch	Invisibility to Sight Group
Potion Of Longevity	1C	½	F	P	Self	-1	4 Ch	Life Support (Longevity — +100 years lifespan)
Potion Of Love	1C	½	F	I	Self	-10	1 Ch	Major Transform 7d6 (person to person in love)
Potion Of The Owl's Eyes	1C	½	F	C	Self	-1	4 Ch	Nightvision
Potion Of Stamina	1C	½	F	Spec	Self	-1	1 Ch	+40 END, lasts until used or character goes to sleep
Potion Of Swifttness	1C	½	F	C	Self	-4	4 Ch	+3 SPD
Potion Of Sylphen Agility	1C	½	F	C	Self	-3	4 Ch	+10 DEX
Potion Of Tiny Form	1C	1	F	C	Self	-4	4 Ch	Shrinking (0.125m tall, -8 to PER Rolls to perceive, +8 DCV, +24m KB)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Potion Of Transmutation	1C	1	F	C	Self	-7	4 Ch	Multiform (to defined type of animal built on up to 250 Total Points)
Potion Of Underwater Comfort	1C	½	F	C	Self	-1	4 Ch	Life Support (Expanded Breathing: Breathe Underwater)
Potion Of Wizard's Sight	1C	½	F	C	Self	-2	4 Ch	Fully Penetrative for Sight Group
Ointments, Unguents, And Salves								
Ointment Of Armor Enhancement	1C	1M	F	C	Self	-1	4 Ch	Resistant Protection (+3 PD/+3 ED) that adds to worn armors
Stonyskin Salve	1C	1M	F	C	Self	-2	4 Ch	Resistant Protection (5 PD/3 ED)
Salve Of Wound-Knitting	1C	1M	F	I	Self	-9	4 Ch	Simplified Healing 6d6
Dusts								
Dust Of Illusion	8m Rad	½	F	C	RBS	-4	4 Ch	Sight Group Images, -3 to PER Rolls
Dust Of Imprisonment	1C	½	F	I	RBS	-10	4 Ch	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Dust Of Obscurement	8m Rad	½	F	C	RBS	-2	4 Ch	Change Environment (-4 to Sight Group PER Rolls)
Dust Of Revelation	8m Rad	½	F	C	RBS	-4	4 Ch	Detect Invisibility And Illusions (INT Roll +6)
Morphean Dust	1C	½	F	I	RBS	-10	4 Ch	Blast 8d6, NND (defense is Life Support [Self-Contained Breathing])
Constructs								
Create Metal Golem	Spec	1 Mo	FGI	I	NR	-18	18	Creates one metal golem built on 451 Total Points
Create Homonculus	Spec	1 Wk	FGI	I	NR	-4	4	Creates one homonculus built on 100 Total Points
ARCANOMANCY								
Offensive Arcanomancy Spells								
Anti-Magic Field	8m Rad	½	FGI	C	100m	-10	20	Suppress Magic 10d6
Arcane Theft	1C	½	FGI	I	300m	-9	9	Drain Magic 3d6 <i>plus</i> Aid Magic 3d6, Trigger, Only Aid Self
Dampen Magic	1C	½	FGI	I	100m	-7	15	Suppress Magic 10d6, any one Magic spell/power at a time
Magomorphosis	1 Spell	1	FGI	I	100m	-10	10	Major Transform 6d6 (one spell into another spell), Partial Transform
Spell Absorption	Self	½	FGI	C	Self	-7	7	Absorption 50 BODY (magical) to any one Magic spell or power at a time
Spell Augmentation	1C	½	FGI	I	NR	-5	5	Aid Magic 6d6, any one Magic spell/power at a time
Spell Disruption	1C	½	FGI	I	100m	-9	9	Dispel Magic 20d6, any one Magic spell/power at a time
Spell Negation	Var	Var	FGI	Var	Var	Var	Var	Magic Negation Pool (VPP, 30 Pool + 30 Control Cost)
Spell Reflection	1C	0	F	I	Self	-8	8	Reflection (60 Active Points' worth), Any Target, Only Works Against Spells
Weaken Magic	1C	½	FGI	I	100m	-6	6	Drain Magic 4d6, any one Magic spell/power at a time
Defensive Arcanomancy Spells								
Arcanomantic Dismissal	Self	½	GI	TL	Self	-3	3	Deflection, Only Works Against Spells
Arcanomantic Shield	Self	½	FGI	C	Self	-4	4	Damage Negation (-8 DCs Magic)
Sensory Arcanomancy Spells								
Arcanomantic Perception	Self	1	FGI	C	Self	-1	1	Detect Magic (no Sense Group), Discriminatory, Analyze

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
AREOMANCY								
Offensive Areomancy Spells								
Army Of The Blind	125m Rad	1	FGI	I	400m	-10	10	Sight Group Flash 8d6
Arrows Aplenty	Spec	1T	FGI	I	NR	-4	4	Major Transform 3d6 (create arrows out of thin air)
Augmented Accuracy	Spec	1	FGI	C	NR	-4	4/2	Grant +2 with All Combat to up to 250 persons
Battlefield Countermagic	125m Rad	1	FGI	I	600m	-18	18	Dispel Magic 20d6
Battlefield Plague	320m Rad	1T	FGI	I	3200m	-12	12	Drain STR and END 2d6
Crumbling Walls	1 obj	1	FGI	I	200m	-4	4	Drain BODY, PD, and ED 2d6 from a nonliving object
Enhance Siege Engine	1 eng	1T	FGI	I	NR	-5	5	Grant Increased Maximum Range (x4 range) to one siege engine
Field Of Fire	32m Rad	1	FGI	C	400m	-13	6	RKA 2½d6, Mobile
Fog Of War	1000m Rad	1T	FGI	C	5760m	-4	4	Change Environment (create fog), -3 to Sight Group PER Rolls
Hindering Brambles	125m Rad	1	FGI	I	400m	-10	10	Entangle 4d6, 4 PD/4 ED
Legion Of Arrows	1C	1T	FGI	I	NR	-13	13	Grant Area Of Effect (64m Radius) to an archer's arrow
Lightning Storm	125m Rad	1	FGI	I	400m	-10	10	RKA 2½d6
Resilient Form	Spec	1	FGI	I	NR	-4	4/0	Grant Aid BODY 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Sharpblade	Spec	1	FGI	I	NR	-4	4/0	Grant Aid HKA 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Strength Of Ten Men	Spec	1	FGI	I	NR	-4	4/0	Grant Aid STR 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Swift Charge	Spec	1	FGI	I	NR	-4	4/0	Grant Aid Running 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Swift Squads	Spec	1	FGI	I	NR	-4	4/0	Grant Aid SPD 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Tactical Awareness	Spec	1	FGI	I	NR	-3	3/0	Grant Tactics (INT +5) to up to 250 persons
Tactics Of Deception	125m Rad	1	FGI	C	340m	-9	4	Sight, Hearing, Smell/Taste, and Touch Group Images, -3 to PER Rolls
Unseen Regiment	Spec	1T	FGI	C	NR	-5	5/3	Grant Invisibility to Sight Group to up to 25 people
Wall-Breaching Spell	1 wall	1	FGI	I	NR/900m	-3/-9	3/9	Tunneling 10m through PD 10 materials; RKA 6d6; both only vs walls
War Hurricane	64m Co	1	FGI	C	300m	-10	5	Blast 6d6, Double Knockback
Warrior's Agility	Spec	1	FGI	I	NR	-4	4/0	Grant Aid DEX 3d6 (points fade at 5 per 5 Minutes) to up to 250 persons
Defensive Areomancy Spells								
Army Of Stone	Spec	1	FGI	I	NR	-2	2/2	Grant Resistant Protection (6 PD/6 ED) to up to 250 persons
Battle Barrier	A	1	FGI	C	200m	-10	5	Barrier 12 PD/8 ED, 12 BODY (up to 40m long, 3m tall, ½m thick)
Defense Of The Defenders	A	1	FGI	C	NR	-0	0	Barrier 12 PD/8 ED, 12 BODY (up to 800m long, 40m tall, ½m thick) for castle
Ghost Soldiers	Spec	1	FGI	C	NR	-6	6/4	Grant Desolidification to up to 250 persons
Impassable Walls	1 wall	1T	FGI	TL	NR	-4	0	Grant Affects Desolidified (+½) to exterior walls of up to 10 PD

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Knitwound	Spec	1T	FGI	TL	NR	-6	6/0	Grant Regeneration (2 BODY/Turn) to up to 250 persons
Mass Chirurgy	125m Rad	1	FGI	I	NR	-10	10	Simplified Healing 4d6
Teleportation Barrier	Spec	1T	FGI	TL	NR	-1	0	Grant Cannot Be Escaped With Teleportation (+¼) to a structure

Movement Areomancy Spells

Army Aportation	32m Rad	½	FGI	I	400m	-9	9	Teleportation 1m-20km, Usable As Attack
Eagle Soldiers	Spec	1	FGI	C	NR	-6	6/4	Grant Flight 40m to up to 250 persons
Magewalking Army	Spec	1	FGI	I	NR	-6	6/4	Grant Teleportation 40m to up to 250 persons
Scaling like Spiders	Spec	1	FGI	TL	NR	-5	2/0	Grant Clinging (normal STR) to up to 250 persons

Sensory Areomancy Spells

Nightfighter's Eyes	Spec	1	FGI	TL	NR	-1	1/0	Grant Nightvision to up to 250 persons
Perceptiveness	Spec	1	FGI	TL	NR	-6	6/0	Grant +4 to PER Rolls with all Sense Groups to up to 250 persons

BLACK MAGIC**Offensive Black Magic Spells**

Agony	1C	½	FGI	I	LOS	-6	6	Mental Blast 3d6, Does BODY
Blood Sacrifice	Self	5M	FGI	I	Self	-8	8	Aid Magic 4d6, requires animal sacrifice, can only be cast at night
Blood Vengeance	1C	1	GI	I	50m	-7	15	Drain CON 3d6 (points return at 5 per Century), costs caster 2 BODY
Coffin Nails	Accu	1M	FGI	I	NR	-0	16	RKA 4d6, NND, Does BODY, MegaScaled to cover entire world
Corruption	1C	½	FGI	I	100m	-7	7	Major Transform 6d6 (person into person with corrupted soul)
Curse Of Blindness	Accu	1H	FGI	I	NR	-0	28	Major Transform 8d6 (sighted person to blind person), MegaScaled
Curse Of Burning	Accu	1H	FGI	I	NR	-0	13	Drain ED 4d6, MegaScaled to cover entire world
Curse Of Confusion	Accu	1H	FGI	I	NR	-0	13	Drain EGO 4d6, MegaScaled to cover entire world
Curse Of Cowardice	Accu	1H	FGI	I	NR	-0	13	Drain PRE 4d6, MegaScaled to cover entire world
Curse Of Enervation	Accu	1H	FGI	I	NR	-0	13	Drain CON 4d6, MegaScaled to cover entire world
Curse Of Feeble-mindedness	Accu	1H	FGI	I	NR	-0	13	Drain INT 4d6, MegaScaled to cover entire world
Curse Of Frailty	Accu	1H	FGI	I	NR	-0	13	Drain PD 4d6, MegaScaled to cover entire world
Curse Of Inaccuracy	Accu	1H	FGI	I	NR	-0	13	Drain OCV 4d6, MegaScaled to cover entire world
Curse Of Mental Inaccuracy	Accu	1H	FGI	I	NR	-0	13	Drain OMCV 4d6, MegaScaled to cover entire world
Curse Of Mental Vulnerability	Accu	1H	FGI	I	NR	-0	13	Drain DMCV 4d6, MegaScaled to cover entire world
Curse Of Pain	Accu	1H	FGI	I	NR	-0	13	Drain STUN 4d6, MegaScaled to cover entire world
Curse Of Palsy	Accu	1H	FGI	I	NR	-0	13	Drain DEX 4d6, MegaScaled to cover entire world
Curse Of Sickness	Accu	1H	FGI	I	NR	-0	13	Drain BODY 4d6, MegaScaled to cover entire world

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Curse Of Slow Healing	Accu	1H	FGI	I	NR	-0	13	Drain REC 4d6, MegaScaled to cover entire world
Curse Of Slowness	Accu	1H	FGI	I	NR	-0	13	Drain SPD 4d6, MegaScaled to cover entire world
Curse Of Vulnerability	Accu	1H	FGI	I	NR	-0	13	Drain DCV 4d6, MegaScaled to cover entire world
Curse Of Weakness	Accu	1H	FGI	I	NR	-0	13	Drain STR 4d6, MegaScaled to cover entire world
Curse Of Weariness	Accu	1H	FGI	I	NR	-0	13	Drain END 4d6, MegaScaled to cover entire world
Death Curse	Accu	1H	FGI	I	NR	-0	33	RKA 8d6, NND, Does BODY, MegaScaled to cover entire world
Evil Eye, The	1C	½	FGI	I	10m	-4	4	Drain two Characteristics 1d6, DoT (1 increment per Hour for 6 Hours)
Hellfire	1C	½	FGI	I	60m	-6	6	RKA 2d6, Penetrating (x2)
Hex	1C	1	FGI	I	40m	-8	8	Major Transform 8d6 (person into person with Unluck 4d6)
Pestilence	8 km Rad	5M	FGI	I	NR	-5	5	Drain BODY 1d6, DoT (1 increment per Day for 2 Days)
Puppeteer	1C	½	FGI	C	40m	-4	4	Telekinesis (30 STR), Only To Puppeteer
Putrify	Food	½	FGI	I	50m	-1	1	Minor Transform 3d6 (edible food and drink to spoiled food and drink)
Seduction	1C	½	FGI	I	NR	-7	7	Mind Control 14d6, Only To Seduce
Spook	Varies	½	FGI	C	Self	-4	4	+40 PRE, Only To Make Fear-Based Presence Attacks Against Animals
Steal The Will	1C	½	FGI	I	LOS	-7	7	Mind Control 12d6, Telepathic
Stormcalling	4 km Rad	5M	FGI	C	NR	-11	11	Change Environment (create storms), +/-10 Temperature Levels
Defensive Black Magic Spells								
Congress With Devils	Self	½	FGI	TL	Self	-3	0	Power Defense (35 points), Only Versus Succubi
Dark Mantle	Self	½	FGI	C	Self	-3	2	Resistant Prot (4 PD/4 ED) plus Resistant Prot (+5 PD/+5 ED) versus Good magics
Iron Amulet	Self	½	FGI	C	Self	-5	5	Resistant Prot (8 PD/8 ED/8 Mental Defense/8 Power Defense) vs Demons
Paths Of The Unseen	Self	½	FGI	C	Self	-3	3	Invisibility to Sight Group, No Fringe
Movement Black Magic Spells								
Dark Road	Self	½	FGI	I	Self	-6	6	Teleportation 40m, x32 Noncombat
Invocation Of The Gates Of Hell	Self	5M	FGI	I	Self	-2	2	Extra-Dimensional Movement (to one location in Hell)
Sensory Black Magic Spells								
Eyes Of The Night	Self	½	FGI	C	Self	-1	1	Nightvision
Scrying	Area	1M	FGI	C	Spec	-8	8	Clairentience (Sight and Hearing Groups), 35,000 km range
Miscellaneous Black Magic Spells								
Deceptive Form	Self	½	FGI	C	Self	-3	3	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation
Hand Of Glory	Spec	½	F	C	Self/NR	-6	1 Ch	Invisibility to Hearing Group + Sight Group Images (create light only user can see)
Vile Summoning	Spec	½	FGI	I	NR	-6	6	Summon up to 16 bats, rats, or wolves that inhabit locale

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
CHAOS MAGIC								
Offensive Chaos Magic Spells								
Chaos Blast	1C	½	FGI	I	100m	-12	6	Blast 12d6
Chaos Infusion	1C	½	FGI	I	NR	-7	4	Aid STR 6d6, Side Effect (target automatically becomes Berserk in combat)
Chaos Wave	32m Li	½	FGI	C	40m	-11	5	Blast 8d6, Mobile
Chaotic Mind	1C	1	FGI	I	100m	-9	9	Major Transform 6d6 (sane person to insane person), ACV (OCV vs. DMCV)
Chaotic Shape	1C	1	FGI	I	40m	-12	12	Severe Transform 4d6 (anything into anything)
Sow Discord	8m Rad	1	FGI	I	LOS	-11	11	Mind Control 15d6, Set Effect (only to cause bickering and quarreling)
Touch Of Chaos	1C	½	FGI	I	400m	-12	12	Drain DEX and Striking Appearance 4d6
Unmaking	1C	½	FGI	C	600m	-12	6	RKA 1d6, NND (defense is Chaos Shield or equivalent), Does BODY
Unweaving	1C	½	FGI	I	100m	-7	7	Dispel Magic 16d6, any one Magic spell/power at a time
Defensive Chaos Magic Spells								
Chaos Shield	Self	½	FGI	C	Self	-5	2	Power Defense (25 points), only versus Chaos/Order magic
CONJURATION								
Basic Conjunction Spells								
Beast Summoning	Spec	1	FGI	I	NR	-3	3	Summon one animal built on up to 100 Total Points
Elemental Summoning	Spec	1	FGI	I	NR	-14	14	Summon one elemental built on up to 550 Total Points
Infernal Summoning	Spec	1T	FGI	I	NR	-18	18	Summon one demon built on up to 600 Total Points
Master Conjunction	Spec	1	FGI	I	NR	-16	16	Summon one being built on up to 400 Total Points
Monster Summoning	Spec	1	FGI	I	NR	-12	12	Summon one monster built on up to 400 Total Points
Offensive Conjunction Spells								
Banishment	1C	½	FGI	I	600m	-6	6	Dispel Summon 20d6
Control Summoned Being	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6 (Summoned Beings class of minds)
Enhance Conjuror's Willpower	1C	½	FGI	I	Self	-2	2	Aid EGO 4d6, only for EGO Roll Contests with Summoned beings
Defensive Conjunction Spells								
Summoning Circle	2m Rad	30M	FGI	C	NR	-1	1	Change Environment (create area summoned being cannot leave or enter)
Miscellaneous Conjunction Spells								
Conjuror's Ease	8m Rad	½	FGI	C	NR	-4	0	Change Environment (clean an area)
To My Hand	1 obj	½	FGI	I	Spec	-4	4	Teleport designated object to caster's hand from up to 10,000 km away

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
CYBERMANCY								
Offensive Cybermancy Spells								
Alter Electronic Data	1 mach	½	FGI	I	NR	-5	5	Severe Transform 2d6 (add, alter, or remove computer software)
Control Technology	1 mach	½	FGI	I	LOS	-4	4	Mind Control 8d6 (Machine class of minds)
Control Weapons	1 weap	½	FGI	I	LOS	-6	6	Mind Control 10d6 (Machine class of minds), only versus weapons
Deactivate Machine	1 mach	1	FGI	I	100m	-12	12	Dispel Electronic/Mechanical Devices 16d6, all powers simultaneously
Drain Power	1 mach	½	FGI	I	100m	-9	9	Dispel END 30d6, Only Versus Electronic Endurance Reserves
Enhance Power	1 mach	1	FGI	I	NR	-4	4	Aid END 3d6, Only Works On Electronic Devices
Interference	1 mach	½	FGI	I	40m	-6	6	Drain Electronic Devices 4d6, any one Electronic Device power at a time
Machine Phantasms I	1 mach	½	FGI	I	LOS	-4	4	Mental Illusions 8d6 (Machine class of minds)
Machine Phantasms II	16m Rad	½	FGI	C	150m	-3	3	Sight and Radio Group Images, Only Versus Machines (see text)
Machine-Sculpting	Spec	1T	FGI	I	NR	-4	4	Severe Transform 3d6 (machines into other machines, or spare parts into machines)
Manipulate Machine	1 mach	½	FGI	C	250m	-1	2	Telekinesis (10 STR), Fine Manipulation, only versus machines
Movement Cybermancy Spells								
Summon Vehicle	Spec	½	FGI	I	NR	-15	15	Summon one Vehicle built on up to 300 Total Points
Sensory Cybermancy Spells								
Machine Scanning	1 mach	½	FGI	I	LOS	-4	4	Mind Scan 8d6 (Machine class of minds)
Machine Speech	1 mach	½	FGI	I	LOS	-4	4	Telepathy 8d6 (Machine class of minds)
Perceive The Spectrum	Self	½	FGI	C	Self	-1	1	HRRP (Radio Group)
Read Data	Self	½	FGI	C	Self	-3	3	Detect Data In Computer (Radio Group), Discriminatory, Analyze, Rapid
Senses Of The City	Area	1	FGI	C	Spec	-4	4	Clairentence (Sight Group), up to 20 km, only through fixed-location cameras
Miscellaneous Cybermancy Spells								
Activate Device	1 mach	1	GI	I	10m	Spec	1	Succeed with a Magic roll to activate a device
Assemble Machine	Spec	½	FGI	I	20m	-2	2	Minor Transform 4d6 (spare parts into a working machine)
Assemble Robot	Spec	1M	FGI	I	NR	-9	7	Summon one robot built on up to 600 Total Points
Repair	1 mach	½	FGI	I	NR	-4	4	Healing BODY 4d6, only works on machines
Summon City Elemental	Spec	1	FGI	I	NR	-14	14	Summon one city elemental built on up to 550 Total Points

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
DIVINATION								
Defensive Divination Spells								
Premonition	Spec	1T	FGI	C	Self	-4	4	Danger Sense (any danger, general area) (INT +5)
Sensory Divination Spells								
Detect Scrying	Self	½	FGI	I	Self	-1	1	Detect Scrying (INT +3)
Detect Secret Doors	Self	½	FGI	I	Self	-1	1	Detect Secret Doors
Detect Treasure	Self	½	FGI	I	Self	-1	1	Detect Treasure
Far Sight	Area	1	FGI	C	Spec	-4	4	Clairsentience (Sight Group) over up to 200 km
View The Future	Area	1T	FGI	C	NR	-4	4	Clairsentience (Sight Group), Precognition
View The Past	Area	1T	FGI	C	NR	-4	4	Clairsentience (Sight Group), Retrocognition
DIVINE MAGIC								
Healing And Curing Divine Magic Spells								
Cure Blindness	1C	½	FGI	I	NR	-8	8	Major Transform 8d6 (blind being into sighted being)
Cure Illness	1C	5M	FGI	I	NR	-4	4	Major Transform 4d6 (sick person into well person)
Cure Poison	1C	1	FGI	I	NR	-4	4	Major Transform 4d6 (poisoned person into non-poisoned person)
Healing Spell	1C	1T	FGI	I	NR	-6	6	Simplified Healing 6d6
Resurrection	1C	1H	FGI	I	NR	-16	8	Healing BODY 6d6, Resurrection
Offensive Divine Magic Spells								
Divine Command	1C	½	FGI	I	LOS	-10	10	Mind Control 10d6
Divine Hindrance	1C	½	FGI	I	200m	-3	3	Drain Characteristics 2d6, any one Characteristic at a time
Holy Light	1C	½	FGI	I	600m	-6	6	RKA 4d6, only works against infernal and undead beings
Instill Calm	1C	½	FGI	I	LOS	-7	7	Mind Control 15d6, Set Effect (calmness)
Protection Against Evil	8m Rad	½	FGI	C	NR	-6	6	Drain DEX, SPD, BODY, and STUN 2d6, only affects evil beings
Repel The Undead	Spec	1	FGI	C	Self	-5	5	+50 PRE, Only For Turning Undead
Sacred Fire	1C	½	FGI	I	450m	-7	7	RKA 3d6, Penetrating
Sanctify Weapon	1 weap	1	FGI	TL	NR	-1	0	Change Environment (make a weapon sacred)
Defensive Divine Magic Spells								
Safe Journey	1 body	5M	FGI	U	NR	-1	0	Change Environment (make body/ soul immune to necromancy)
Shield Against Evil	Spec	½	FGI	C	NR	-9	4	Barrier 10 PD/10 ED, 10 BODY (up to 50m long, 4m high, ½m thick), only versus evil beings
Shield Of Faith	Self	½	FGI	C	Self	-1	1	Resistant Protection (6 PD/6 ED)
Shield Of The Soul	Spec	½	FGI	C	NR	-3	3	Power Defense (15 points) versus evil magics for up to 8 people
Warmth	Spec	½	FGI	TL	NR	-4	0	LS (Safe Environment: Intense Cold) + Resistant Prot (12 ED versus cold)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Movement Divine Magic Spells								
Heavenly Gate	Self	1M	FGI	I	Self	-2	20	Extra-Dimensional Movement (to heaven/the land of the gods)
Summon Divine Steed	Spec	½	FGI	I	NR	-10	10	Summon one divine pegasus built on 315 Total Points
Sensory Divine Magic Spells								
Sense The Unholy	Self	½	FGI	C	Self	-2	2	Detect Infernal And Undead Beings, Discriminatory, Range
Miscellaneous Divine Magic Spells								
Bless Baby	1 baby	½	FGI	TL	NR	-1	0	+3 to CON Rolls for baby to resist illness for 10 years
Blessing	Spec	½	FGI	TL	NR	-2	0	+1 Overall for up to 8 people
Create Feast	Spec	½	FGI	Spec	NR	-1	1 Ch	Create enough food to feed 16 people for one day
Eloquence	Self	½	FGI	TL	Self	-1	0	+5 to Conversation, Oratory, and Persuasion
Favor Of The Gods	1C	½	FGI	I	NR	-4	4	Aid Characteristics 4d6, any one Characteristic at a time
Parting The Waters	Spec	1T	FGI	C	1300m	-16	6	Telekinesis (80 STR), Affects Porous, Only To Part Waters
Sanctify Area	16m Rad	1H	FGI	Spec	NR	-4	0	Change Environment (sanctify area), lasts until area is defiled
Sanctify Water	Spec	1	FGI	TL	NR	-1	1	Minor Transform 2d6 (ordinary water into holy water), lasts until defiled
Speak In Tongues	Self	½	FGI	C	Self	-2	0	Universal Translator, Only To Allow Others To Understand Priest's Words
DRUIDRY								
Offensive Druidry Spells								
Animal Companion	1 anim	½	FGI	I	80m	-7	7	Severe Transform 3d6 (wild animal into animal friend), ACV (OCV vs. DMCV)
Animal Diminution	1 anim	½	FGI	I	NR	-9	0	Major Transform (animal into smaller version of itself)
Animal Growth	1 anim	½	FGI	TL	NR	-10	0	Growth (+30 STR, <i>et al.</i>), Usable As Attack to make an animal larger
Beast's Weapons	1C	½	FGI	TL	NR	-3	3	HKA 1d6 (plus STR), Usable By Other, lasts for 1 Minute
Call Animals	Spec	1	FGI	I	NR	-7	7	Summon up to four animals built on up to 250 Total Points from the local area
Calm Animal	1 anim	½	FGI	I	60m	-6	6	Mind Control 12d6 (Animal class of minds), Set Effect (calm animal)
Control Animal	1 anim	½	FGI	I	LOS	-5	5	Mind Control 8d6 (Animal class of minds)
Create Carnivorous Plant	Spec	1	FGI	I	NR	-5	5	Summon one Giant Carnivorous Plant (see HSB 189)
Create Fog	16m Rad	½	FGI	TL	90m	-2	0	Change Environment (create fog), -3 to Sight Group PER Rolls
Create Treeman	Spec	1H	FGI	I	NR	-6	18	Summon one Treeman (see HSB 192)
Destroy Wood	1 obj	½	FGI	I	450m	-4	4	RKA 3d6, Only Versus Wooden Objects
Entangling Vines	1C	½	FGI	I	500m	-5	5	Entangle 5d6, 5 PD/5 ED, Requires Sufficient Plants
Impassable Terrain	500m Rad	1H	FGI	TL	NR	-6	0	Change Environment, -10m Running, lasts for a week or more

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Lightning Strike	1C	½	FGI	I	450m	-6	6	RKA 3d6, Indirect (always from the sky above the target)
Paralyze Animal	1 anim	½	FGI	I	100m	-8	8	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Stinging Swarm	1C	½	FGI	C	80m	-2	6	RKA 1 point, NND (defense is airtight rPD around body), Does BODY
Warp Wood	1 obj	½	FGI	I	400m	-4	4	Minor Transform 4d6 (wooden object into uselessly warped wooden object)
Webs	Spec	½	FGI	TL	60m	-8	0	Barrier 6 PD/6 ED, 8 BODY (up to 8m long, 8m high, ½m thick) + Entangle

Defensive Druidry Spells

Barkskin	Self	½	FGI	C	Self	-1	1	Resistant Protection (5 PD/5 ED)
Thorn Wall	Area	1	FGI	TL	60m	-9	4	Barrier 6 PD/6 ED, 6 BODY + RKA 1d6, Armor Piercing, Damage Shield
Wilderness Comfort	Self	½	FGI	TL	Self	-1	0	Life Support (Safe Environments: Intense Cold, Intense Heat)
Wilderness Skills	Self	½	FGI	C	Self	-1	1	+5 with Concealment, Stealth, and Tracking in natural environments

Movement Druidry Spells

Easy Passage	Self	½	FGI	C	Self	-3	3	Tunneling 12m through PD 6 materials, Fill In, Only Versus Thickets
Leave No Tracks	Self	1	FGI	TL	Self	-1	3	Fligh 12m, Only In Contact With A Horizontal Surface
Spider Climbing	Self	½	FGI	TL	Self	-2	0	Clinging (normal STR)
Swifter Steed	1 anim	½	FGI	I	NR	-2	2	Aid Running 3d6, only works on animals

Sensory Druidry Spells

Animal Eyes	Area	1	FGI	C	1000m	-3	3	Clairsentience (Sight Group), Only Through The Eyes Of Others (animals)
Know Direction	Self	½	FGI	C	Self	-1	1	Bump Of Direction
Speak with Animals	1 anim	½	FGI	I	NR	-2	2	Telepathy 5d6 (Animal class of minds)
Speak with Stones	Spec	1T	FGI	C	NR	-4	4	Clairsentience (Sight and Hearing Groups), Retrocognition, requires stones
Terrain Sense	Self	1T	FGI	I	Self	-1	1	Detect Terrain (INT +3) (no Sense Group)
Tracker's Eye	Self	½	FGI	C	Self	-2	2	Tracking (INT +8)

Miscellaneous Druidry Spells

Control Weather	4 km Rad	5M	FGI	C	NR	-7	30/hr	Change Environment (alter weather), +/- 10 Temperature Levels
Enhance Plant Growth	16m Rad	½	FGI	I	100m	-2	2	Minor Transform 2d6 (young/small plants into older/larger plants)
Heal Animals	1 anim	½	FGI	I	NR	-4	4	Simplified Healing 4d6, Only Works On Animals
Tree Form	Self	20m	FGI	C	Self	-5	0	Multiform (16 tree forms built on up to 150 Total Points each)

ELEMENTAL MAGIC — AIR**Offensive Air Magic Spells**

Calm The Winds	1C	½	FGI	C	400m	-10	10	Suppress Air Powers 4d6, all Air powers/spells simultaneously
Deadly Cloud	8m Rad	½	FGI	C	60m	-6	6	RKA 1d6, NND, Does BODY
Dispel Fog	1C	½	FGI	I	100m	-7	7	Dispel Mist Powers 15d6, any one mist/smoke/fog power/spell at a time
Lightning Bolt	1C	½	FGI	I	600m	-6	6	RKA 4d6

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Mage's Wind	1C	½	FGI	C	300m	-3	3	Telekinesis (20 STR), Affects Whole Object
Mistshaping	16m Rad	½	FGI	C	10	-3	3	Images to Sight Group, +2 to PER Rolls, Requires Mist/Fog
Slumbrous Cloud	8m Rad	½	FGI	C	60m	-6	6	Blast 4d6, NND (defense is LS [any Immunity or Self-Contained Breathing])
Stench	16m Rad	½	FGI	C	60m	-3	3	Change Environment (create stench), -4 to CON Rolls
Suffocation	1C	½	FGI	C	60m	-7	7	Blast 4d6, NND (defense is LS [Self-Contained Breathing]), Does BODY
Whirlwind	4m Rad	½	FGI	C	60m	-8	8	Blast 5d6 + Telekinesis (20 STR), Only To Lift Upward
Defensive Air Magic Spells								
Air Sphere	8m Rad	½	FGI	C	Self	-2	2	Life Support (Self-Contained Breathing) in an 8m radius around caster
Wall Of Cloud	Area	½	FGI	I	60m	-5	5	Barrier 6 PD/4 ED, 8 BODY (up to 12m long, 4m tall, ½m thick), Opaque
Movement Air Magic Spells								
Sailing Wind	1 ship	1	FGI	C	NR	-6	6	Boost Swimming 6d6/ Suppress Swimming 6d6, Only Works On Sailed Vessels
Wings Of The Wind	Self	½	FGI	C	Self	-2	2	Flight 20m
Miscellaneous Air Magic Spells								
Air Form	Self	1	FGI	C	Self	-7	7	Desolidification, Cannot Pass Through Solid Objects + Invisibility
Freshen Air	16m Rad	½	FGI	C	40m	-1	1	Change Environment (freshen the air)
ELEMENTAL MAGIC — EARTH								
Offensive Earth Magic Spells								
Earthquake	10/7 km Rad	½	FGI	I	NR	-12/-13	12/13	Telekinesis (40 STR) to cause/restrain earthquakes
Hands Of Stone	1C	½	FGI	I	600m	-5	5	Entangle 4d6, 6 PD/6 ED
Lava Blast	1m Rad	½	FGI	I	20m	-6	6	RKA 1d6, NND, Does BODY, +1 Increased STUN Multiplier, Indirect
Stone Into Mud	Spec	½	FGI	I	100m	-6	6	Minor Transform 12d6 (stone into mud)
Subterranean Prison	1C	5M	FGI	I	40m	-5	20	Extra-Dimensional Movement, Usable As Attack
Wizard's Catapult	1C	1T	FGI	I	450m	-7	7	RKA 3d6, +1 Increased STUN Multiplier, Indirect (arcs over obstacles)
Defensive Earth Magic Spells								
Stonyskin	Self	½	FGI	C	Self	-1	1	Resistant Protection (5 PD/5 ED)
Wall Of Earth	Area	½	FGI	I	20m	-5	5	Barrier 4 PD/5 ED, 8 BODY (up to 12m long, 4m tall, 1m thick), Opaque
Wall Of Stone	Area	½	FGI	I	20m	-6	6	Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, 1m thick), Opaque
Movement Earth Magic Spells								
Dig Tunnel	Self	½	FGI	C	Self	-2	2	Tunneling 12m through 6 PD materials
Miscellaneous Earth Magic Spells								
Create Tower	Spec	1H	FGI	I	NR	-13	13	Summon one tower (a Base) built on up to 300 Total Points
Stoneshaping	1 obj	1T	FGI	I	NR	-5	5	Minor Transform 10d6 (reshape stone objects)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Crystal Spells								
Crystal Arrow	1C	½	FGI	I	LOS	-4	4	RKA 1d6+1, Armor Piercing, Autofire (3 shots)
Strongglass	1 obj	20M	FGI	I	NR	-10	20	Aid PD and ED 4d6, Only Works On Glass, DRR (points fade at 5 per Week)
Metal Spells								
Bladestorm	1m Rad	½	FGI	C	Self	-6	0	RKA 1d6, Armor Piercing, Damage Shield
Dancing Blade	1 weap	½	FGI	C	60m	-3	3	Telekinesis (20 STR), Only To Manipulate Bladed Weapons
Rust	1 obj	½	FGI	I	60m	-6	6	RKA 4d6, Only Versus Metal
Sharpen Blade	1C	1T	FGI	TL	NR	-4	0	Armor Piercing (+¼) for up to HKA 3d6
Wall Of Iron	Area	½	FGI	I	20m	-8	8	Barrier 12 PD/12 ED, 15 BODY (up to 12m long, 4m tall, 1m thick), Opaque

ELEMENTAL MAGIC — FIRE

Basic Fire Magic Spells

Ignite	16m Rad	½	GI	TL	60m	-2	0	RKA 1 point, Penetrating, Selective
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Offensive Fire Magic Spells

Boil Liquid	Spec	½	FGI	C	NR	-5	5	Change Environment (boil liquid), +14 Temperature Levels
Fiery Blade	1C	1T	FGI	TL	NR	-7	0	Penetrating (+½) for up to HKA 3d6
Fire Arrow	1C	½	FGI	I	LOS	-6	6	RKA 2d6, +2 Increased STUN Multiplier
Fire Aura	Self	½	FGI	C	NR	-3	3	RKA 1d6, Armor Piercing, Damage Shield
Fireball	16m Rad	½	FGI	I	300m	-5	5	RKA 2d6
Firebolt	32m Li	½	FGI	I	NR	-4	4	RKA 2d6
Fire Orbs	1C	½	FGI	C	RBS	-4	4	RKA 1d6+1, Armor Piercing, Variable Targets
Fireshaping	Spec	½	FGI	C	450m	-4	4	Telekinesis (30 "STR"), Only Works On Fire
Firestorm	16m Rad	½	FGI	C	250m	-7	0	RKA 1½d6, Armor Piercing
Flame Sword	1C	½	FGI	TL	NR	-7	2	HKA 2d6, No STR Bonus
Leaping Flame	1C	½	GI	I	60m	-6	6	RKA 2d6, Indirect, damage depends on fire source used
Magefire	1C	½	FGI	C	150m	-5	5	RKA 1d6, NND (defense is Power Defense or Protection From Fire), Does BODY
Quench Flame	1 fire	½	FGI	I	100m	-5	5	Dispel Fire 12d6, any one Fire power/spell at a time
Rain Of Fire	16m Rad	½	FGI	C	60m	-6	6	RKA 1½d6, Indirect (always from above)

Defensive Fire Magic Spells

Protection From Fire	1C	½	FGI	TL	NR	-3	3	Resistant Protection (14 ED), Only Works Against Fire/Heat Damage
Wall Of Fire	Area	½	FGI	C	60m	-6	6	RKA 1½d6 in a 25m long, 4m tall, 2m wide Line

Movement Fire Magic Spells

Pathway Of Fire	Self	½	FGI	I	Self	-4	4	Teleportation 20m, MegaScale (1m = 1 km), Only Through Fire
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Sensory Fire Magic Spells

Perceive Fire	Self	½	GI	C	Self	-3	3	Detect Fire (INT Roll) (no Sense Group), MegaScale (1m = 10 km)
See Through Fire	Area	1T	FGI	C	3200m	-6	0	Clairsentience (Sight Group), Only Through Fire

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Miscellaneous Fire Magic Spells								
Everburning Flame	4m Rad	½	FGI	TL	NR	-5	0	Sight Group Images (create light), +4 to PER Rolls, lasts until dispelled
Obscuring Smoke	16m Rad	½	FGI	TL	90m	-2	0	Change Environment, -3 to Sight Group PER Rolls, requires fire
ELEMENTAL MAGIC — WATER								
Offensive Water Magic Spells								
Control The Waters	4 km Rad	1H	FGI	C	240m	-10	0	Change Environment (cause flooding), -24m Running
Fist Of The Waters	1C	½	FGI	I	100m	-6	6	Blast 6d6, Indirect, Requires Nearby Water
Harnessed Waves	Spec	½	FGI	C	200m	-2	2	Suppress Swimming 3d6, Boost Swimming 5d6, for person or ship
Tidal Wave	160 km Li	1H	FGI	I	600m	-15	15	Blast 12d6 (create tidal wave)
Waterspout	32m Rad	½	FGI	C	400m	-18	0	Blast 12d6, Only Versus Targets In The Water
Defensive Water Magic Spells								
Breathe Underwater	Spec	½	FGI	TL	NR	-1	0	Life Support (Expanded Breathing: Breathe Underwater) for up to 8 persons
Wave-Wall	Area	½	FGI	C	80m	-4	4	Barrier 4 PD/4 ED, 10 BODY (up to 10m long, 4m tall, ½m thick)
Movement Water Magic Spells								
Enhance Swimming	Self	½	FGI	C	Self	-1	1	Swimming +6m
Water-Walking	Self	½	FGI	C	Self	-1	1	Flight 12m, Only Along The Surface Of Water
Sensory Water Magic Spells								
Dowsing	Self	½	FGI	C	Self	-2	2	Detect Water (INT Roll) (no Sense Group), +20 versus Range Modifier
Miscellaneous Water Magic Spells								
Wash	1m Rad	½	FGI	I	10m	-2	2	Change Environment (clean persons/objects)
ELEMENTAL MAGIC — ICE								
Ice Magic Spells								
Blizzard	32m Rad	½	FGI	C	180m	-4	4	Change Environment (create blizzard), -3 Temperature Levels, -3 Sight Group PER
Freeze Liquids	500m Rad	½	FGI	I	420m	-10	10	Change Environment (freeze liquids), -11 Temperature Levels
Hailstorm	16m Rad	½	FGI	I	100m	-6	6	Blast 6d6, Indirect (always from above)
Icy Bolt	1C	½	FGI	I	60m	-7	7	RKA 2d6, Penetrating
Icy Ground	Area	½	FGI	C	120m	-2	2	Change Environment, -4 to DEX rolls to move over a 16m radius Surface
Protection From Ice	1C	½	FGI	TL	NR	-3	3	Resistant Protection (14 ED), Only Works Against Ice/Cold Damage
Wall Of Ice	Area	½	FGI	I	20m	-5	5	Barrier 8 PD/6 ED, 10 BODY (up to 10m long, 0m tall, 1m thick)
ELEMENTAL MAGIC — LIGHT AND SHADOW								
Light Spells								
Blinding Flash	1C	½	FGI	I	60m	-4	4	Sight Group Flash 8d6
Create Light	8m Rad	½	FGI	C	220m	-3	3	Sight Group Images (create light), +4 to PER Rolls

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Shadow Spells								
Create Shadow	8m Rad	½	FGI	C	400m	-4	4	Darkness to Sight Group
Dark Leeching	1C	½	FGI	I	300m	-4	4	Drain BODY 4d6
Fear Of The Dark	1C	½	FGI	I	400m	-4	4	Drain PRE 4d6
Shadow Eyes	Self	½	FGI	C	Self	-1	1	Nightvision
Shadow Form	Self	+1P	FGI	C	Self	-4	4	Desolidification (affected by any attack spell)
Shadow-Walking	Self	½	FGI	I	Self	-4	4	Teleportation 20m, MegaScale (1m = 1 km), Only Throuhg Shadows/Darkness

ENCHANTMENT**Armor**

Dragonskin Armor	Self	N/A	F	P	Self	N/A	0	Resistant Protection (6 PD/6 ED, +12 ED only versus Fire/Heat damage)
Starbright Armor	Self/1C	N/A	F	P/I	Self/NR	N/A	0/12 Ch	Resistant Protection (3 PD/3 ED) + Sight Group Flash 8d6
Wizard's Mail	Self	N/A	F	P	Self	N/A	0	Resistant Protection (9 PD/9 ED) + Mental Defense (10) + Power Defense (15)

Clothing

Belt Of Stamina	Self	N/A	F	P	Self	N/A	0	+10 CON, +20 END, +20 STUN
Belt Of Strength	Self	N/A	F	P	Self	N/A	2	+20 STR
Boots Of The Cricket	Self	N/A	F	C/P	Self	N/A	0	Leaping +12m; Clinging (normal STR)
Boots Of Stealthy Treading	Self	N/A	F	C	Self	N/A	0	Flight 12m, Invisible to Hearing Group, Only Along Horizontal Surfaces
Bracers Of Spell Storage	Varies	N/A	F	Varies	Varies	N/A	Varies	Spell Storage VPP (60 Pool + 60 Control Cost), Trigger
Bracers Of Teleportation	Self	N/A	F	I	Self	N/A	16 Ch	Teleportation 40m
Cloak Of Feathers	Self	N/A	F	C	Self	N/A	0	Flight 30m
Cloak Of Invisibility	Self	N/A	F	C	Self	N/A	0	Invisibility to Sight Group, No Fringe
Phantom's Cloak	Self	N/A	F	C	Self	N/A	0	Desolidification (affected by Necromancy spells)
Magerobes	Self	N/A	F	P	Self	N/A	0	Resistant Protection (6 PD/6 ED)
Robe Of Storage	Self	N/A	F	P	Self	N/A	0	+20 STR, Only To Carry Objects Small Enough To Fit Into Robe's Pockets
Vest Of Dexterity	Self	N/A	F	P	Self	N/A	0	+5 DEX; +2 with Agility Skills

Jewelry

Brooch Of The Arcane Eye	Self	N/A	F	C	Self	N/A	0	Fully Penetrative for Sight Group (cannot see through by magical wards)
Fireball Earrings	3m Rad	N/A	F	I	RBS	N/A	2 Ch	RKA 2d6, Personal Immunity
Glittergem	16m Exp	N/A	F	I	RBS	N/A	1 Ch	Sight Group Flash 8d6
Necklace Of Eloquence	Self	N/A	F	P	Self	N/A	0	+6 with Interaction Skills

Rings

Ring Of The Deadly Touch	1C	N/A	F	I	NR	N/A	8 Ch	RKA 2½d6, AP; Drain STUN 6d6; Entangle 4d6, 4 PD/4 ED; Drain STR 6d6
Ring Of Fire Command	Varies	N/A	F	Varies	Varies	N/A	8 Ch	Leaping Fire; Ignite; +3 with Fire Magic
Ring Of Illumination	8m Rad/1C	N/A	F	C/I	NR/300m	N/A	2 Ch	Sight Group Images, +4 to PER Rolls; Sight Group Flash 6d6
Ring Of Power	Self	N/A	F	I/P/P	Self	N/A	3 Ch/0/0	Aid Magic 4d6; Endurance Reserve (60 END, 6 REC) for spells; +3 to Magic rolls
Ring Of The Traveler's Confidence	Self	N/A	F	P	Self	N/A	0	Bump Of Direction; Detect Exit

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Staffs								
Demon's-Head Staff	Varies	N/A	F	Varies	Varies	N/A	60 Ch	Various demon-related powers
Mage's Staff	Self	N/A	F	I/C/C	Self	N/A	0/1/5	Endurance Reserve for spells; enhanced Detect Magic; Resistant Prot (8 PD/8 ED/8 Mental Defense/8 Power Defense), Requires A DEX Roll
Staff Of Command	1C/Self	N/A	F	I/C	LOS/Var	N/A	0	Mind Control 14d6; +50 PRE
Staff Of The Firelord	Varies	N/A	F	Varies	Varies	N/A	Varies	Various fire attacks
Staff Of Repulsion	Self	N/A	F	C	Self	N/A	0	Resistant Protection (10 PD/10 ED/10 Power Defense); KBR -10m
Wands								
Iron Serpent Wand	1C	N/A	FI	I	RBS	N/A	1 Ch	Entangle 8d6, 8 PD/8 ED
Wand Of Healing	1C	N/A	FI	I	NR	N/A	30 Ch	Simplified Healing 4d6
Wand Of Lightning	1C	N/A	FI	I	100m	N/A	60 Ch	RKA 3d6
Wand Of Mystic Darts	Accu	N/A	FI	I	LOS	N/A	60	RKA 1½d6
Wand Of The Wilds	Spec	N/A	FI	I	NR	N/A	1	Summon one animal built on up to 250 Total Points
Weapons								
Runeblade	Varies	N/A	F	I	NR/Self	N/A	0/12	HKA 2d6 (STR Min 10) plus various rune powers
Spellblade Dagger	Varies	N/A	F	Varies	Varies	N/A	0	HKA 1d6 (STR Min 8); +10 INT; +2 OCV with spells; Spellmaster
Sword Of The Double Strike	1C	N/A	F	I	NR	N/A	0	HKA 1½d6 (STR Min 11), Autofire (2 shots)
Sword Of Swift Cutting	1C/Self	N/A	F	I/P	NR/Self	N/A	0	HKA 1d6 +1 (STR Min 10), AP; Lightning Reflexes (+10 DEX with sword)
Wizard's Brand	1C/Self	N/A	F	I	NR/Self	N/A	0/12	HKA 2d6 (STR Min 10), Penetrating; Aid Magic 4d6, all spells simultaneously
Miscellaneous Enchanted Items								
Amulet Of The Clear Mind	Self	N/A	F	P	Self	N/A	0	INT +10 plus Mental Defense (10 points)
Mask Of A Thousand Visages	Self	N/A	F	C	Self	N/A	0	Shape Shift (Sight, Hearing, Touch Groups, any humanoid shape), Imitation
Miniature Magnificent Mansion	Spec	N/A	FI	I	NR	N/A	1 Ch	Summon one Base built on 200 Total Points
Talisman Of Infernal Command	Self	N/A	F	P	Self	N/A	0	+30 PRE, Only Versus Demons And The Undead
MONSTER MAGIC								
Dragon Magic								
Assume Human Form	Self	1T	I	C	Self	-3	3	Shape Shift (Sight, Hearing, Touch Groups, any humanoid form) + Shrinking to human size
Breath Weapon Alteration	Self	½	I	I	Self	-7	7	Variable Special Effects (+½) for breath weapon of up to 135 Active Points
Enhance Draconic Flight	Self	½	I	I	Self	-2	2	Aid Flight 3d6
Hide Hoard	16m Rad	5M	I	TL	NR	-14	0	Sight and Touch Group Images, -6 to PER Rolls, Only To Hide Hoard
Hoardsense	Self	½	I	I	Self	-1	1	Detect Hoard, Discriminatory, Analyze
Hypnotic Gaze	1C	½	None	I	6m	-6	6	Mind Control 12d6, Eye Contact Required
Wyrms's Breath	32m Li	½	I	TL	NR	-10	10	RKA 3d6

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Giant Magic								
Enlarge Object	1 obj	½	FGL	I	NR	-2	2	Minor Transform 4d6 (object sized to humans to one sized for giants)
Giant's Hurl	Self	½	FGL	C	Self	-3	3	+30 STR, Only To Increase Throwing Distance
Gigantic Illusion	500m Rad	½	FGL	C	100m	-10	10	Sight, Touch, and Hearing Group Images, -4 to PER Rolls
Hurled Hail	8m Rad	½	FGL	I	RBS	-9	9	Blast 9d6, Indirect (always from above)
Jotunish Blizzard	125m Rad	½	FGL	C	180m	-4	4	Change Environment (create blizzard), -3 Temperature Levels, -3 Sight Group PER
Walk Among Men	Self	½	FGL	C	Self	-1	1	Shrinking to human size
Troll Magic								
Sunwalking	Self	1T	FGL	TL	Self	-7	0	Multiform into self without Susceptibility to sunlight
Troll Knot	1 obj	1M	FGL	TL	NR	-0	0	Telekinesis (60 STR), Only To Hold Knot Closed
Troll Splinters	1C	½	FGL	I	40m	-8	8	Major Transform 8d6 (to give target a Physical Complication affecting sight)
Troll Touch	1C	½	FGL	I	NR	-12	12	Severe Transform 8d6 (living being into stone)
NAMING								
Basic Naming Spells								
True Name	Self	0	I	I	Self	N/A	7	Aid Magic 5d6, Must Know Target's True Name, Points Fade After Use
Offensive Naming Spells								
Collapse Wall	1 wall	1T	GI	I	900m	-7	7	RKA 5d6, Only Versus Walls
Control-Spell	1C	½	I	I	40m	-7	7	Mind Control 14d6
Fogweaving	16m Rad or 1 mist	½	GI	TL/I	90m	-2/-7	2/7	Change Environment, -2 to Sight Group PER Rolls; Dispel Mist Powers 14d6
Name Of The Thunderbolt	1C	½	GI	I	450m	-7	7	RKA 3d6, Armor Piercing, Indirect (always from the sky above the target)
Slay	1C	½	I	I	20m	-0	36	RKA 8d6, AVAD (defense is Power Defense), Does BODY
Defensive Naming Spells								
Name Of The Arrow	Self	½	GI	I	Self	-2	2	Deflection, Only Works Against Non-Gunpowder Projectiles
Name Of The Blade	Self	½	GI	I	Self	-2	2	+5 DCV, Only Versus Melee Weapons
Movement Naming Spells								
Windcalling	1 ship	1	GI	C	NR	-6	6	Boost Swimming 6d6, Suppress Swimming 6d6, only for/versus sailed vehicles
Miscellaneous Naming Spells								
Animal-Calling	Spec	½	I	I	NR	-7	7	Summon one animal built on up to 275 Total Points
Weathercalling	4 km Rad	5M	I	C	NR	-7	30/hr	Change Environment (alter the weather), +/-10 Temperature Levels, Varying Combat Effects

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
NECROMANCY SPELLS								
<i>Undead Creation And Summoning Spells</i>								
Call Ghoul	Spec	20M	FGI	I	NR	-4	4	Summon up to four ghouls built on 157 Total Points
Create Ghost	Spec	1H	FGI	I	NR	-19	19	Summon one ghost built on 463 Total Points
Create Mummy	Spec	1 Day	FGI	I	NR	-16	16	Summon one mummy built on 402 Total Points
Create Skeleton	Spec	5M	FGI	I	NR	-7	7	Summon one skeleton built on 185 Total Points
Create Specter	Spec	1H	FGI	I	NR	-15	30	Summon one specter built on 758 Total Points
Create Vampire	Spec	1 Day	FGI	I	NR	-17	17	Summon one lesser vampire built on 435 Total Points
Create Wight	Spec	1 Day	FGI	I	NR	-14	14	Summon one wight built on 340 Total Points
Create Wraith	Spec	1H	FGI	I	NR	-11	22	Summon one wraith built on 548 Total Points
Create Zombie	Spec	5M	FGI	I	NR	-7	7	Summon one zombie built on 176 Total Points
Universal Create Undead Spell	Spec	1H	FGI	I	NR	-42	42	Summon one undead being built on up to 758 Total Points
<i>Offensive Necromancy Spells</i>								
Bone Warping	1C	½	FGI	C	60m	-5	5	RKA 1d6, NND (Power Defense), Does BODY, +2 Increased STUN Multiplier
Control Undead	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6, Only Versus Undead
Death Touch	1C	1	FGI	I	NR	-13	27	RKA 6d6, NND (defense is Life-Shielding spell), Does BODY
Destroy Undead	1C	½	FGI	I	600m	-7	7	RKA 4d6, Affects Desolidified Only Works Against Undead Beings
Eternal Death	1	½	FGI	U	NR	-10	0	Suppress Healing 10d6, Only Versus Resurrection Healing, lasts 10 years
Fear Of Death	1C	1	FGI	I	60m	-5	5	Drain PRE 5d6, NND (defense is Life Support [Longevity])
History Of Blood	1C	1	FGI	C	40m	-11	5	RKA 2d6, NND, (defense is never having been injured or Life-Shielding spell), Does BODY
Necromancer's Power	1C	½	FGI	C	Self	-6	6	+60 PRE, Only Versus Undead Beings
Soulrip	1C	½	FGI	C	60m	-5	5	RKA 1d6, NND (defense is not having a soul), Does BODY
Torment	1C	½	FGI	I	60m	-4	4	Drain DEX and STUN 3d6
Vampiric Touch	1C/Self	½	FGI	I	NR/Self	-6	6	Drain BODY and STUN 2d6 + Aid BODY and STUN 2d6, Only Aid Self
Withering	1C	1	FGI	C	60m	-12	12	RKA 1d6, NND, Does BODY + Drain STR, DEX, CON, and BODY 1d6, NND
Wraithtouch	1C	½	FGI	I	NR	-4	4	Drain BODY and STUN 3d6
<i>Defensive Necromancy Spells</i>								
Bone Armor	Self	½	FGI	C	Self	-2	2	Resistant Protection (8 PD/8 ED)
Hidden Heart	Self	N/A	N/A	P	Self	N/A	0	Regeneration (3 BODY per Turn), Resurrection

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Life-Shielding	Self	1	FGI	TL	Self	-2	0	Power Defense (20 points), UBO, Only Versus Necromancy/Undead Powers
Slumber Of The Tomb	Self	1T	FGI	Spec	Self	-1	0	Simulate Death (EGO Roll +7) + Life Support (Diminished Eating)
Undead Form	Self	1	FGI	TL	Self	-6	0	Physical and Energy Damage Reduction, Resistant, 50%
Wall Of Bones	Area	½	FGI	I	20m	-4	4	Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, 1m thick), Opaque
Wraithform	Self	½	FGI	C	Self	-4	4	Desolidification (affected by Necromancy spells)

Movement Necromancy Spells

Opening The Grey Portal	Self	1M	FGI	I	Self	-2	20	Extra-Dimensional Movement (to the Land of the Dead)
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Sensory Necromancy Spells

Detect Life	Self	½	FGI	C	Self	-2	2	Detect Life (INT +3) (no Sense Group), Discriminatory, Range
True Necromancy	Area	5M	FGI	C	400m	-4	4	Clairement (Sight Group), Precognition, Requires Dead Body

Miscellaneous Necromancy Spells

Embalming-Spell	1 body	+1P	FGI	TL	NR	-1	0	Change Environment (preserve corpse)
Necromantic Healing	1C	1	FGI	I	NR	-4	4	Simplified Healing 4d6
Second Self	Self	1T	FGI	P	Self	-7	0	Duplication (create one Duplicate built on up to 350 Total Points)
Soul Feeding	Self	1M	FGI	TL	Self	-7	7	Aid END and STUN 2d6, Trigger (when someone dies near caster)

ORIENTAL SORCERY**Offensive Oriental Sorcery Spells**

Beans Into Men	Spec	1M	FGI	I	NR	-8	8	Summon up to 500 warriors built on up to 200 Total Points each
Breath Of Cheng Lun, The	1C	½	FGI	I	20m	-5	5	RKA 2d6 plus Hearing Group Flash 6d6
Breath Of Ch'en Chi, The	2m Rad	½	FGI	I	NR	-12	12	RKA 2d6, NND (LS [Immunity or Self-Contained Breathing]), Does BODY
Breath Of Fêng-lin, The	8m Rad	½	FGI	C	NR	-6	6	Darkness to Sight and Smell/Taste Groups
Call To The Ancestors	1C	½	FGI	I	30m	-6	6	Drain PRE 3d6
Draining The Sea	1C	½	FGI	I	600m	-9	9	Drain Water Powers 20d6, any one Water power/spell at a time
Finger Of Destruction	1C	½	FGI	I	75m	-1	2	RKA 1d6
Ghost Arrow	1C	½	FGI	I	450m	-7	7	RKA 3d6, Penetrating
Hair Into Monkeys	Spec	½	FGI	I	NR	-5	5	Summon up to 125 monkeys built on up to 60 Total Points each
Invocation Of The Peach-Blossom Star	1C	½	FGI	I	NR	-9	9	Major Transform 8d6 (sane person into insane person)
Ju Shui	4 km Rad	½	FGI	C	200m	-5	0	Change Environment (make water into <i>ju shui</i>), -20m Swimming
Pillars Of Fire	1m Rad	½	FGI	C	50m	-7	0	RKA 2d6 pillars of fire around target Area
Soul-Separating Word Of Power	1C	1	FGI	I	30m	-13	13	RKA 3d6, NND (defense is Power Defense), Does BODY
Thousand-Weapons Cloud, The	8m Rad	1	FGI	I	400m	-7	7	RKA 2½d6, Indirect (always from above target area)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Defensive Oriental Sorcery Spells								
Celestial Lotus Of Invulnerability	Self	½	FGI	I	NR	-6	6	Barrier 10 PD/10 ED, 10 BODY (2m long, 2m tall, ½m thick), Opaque
Excellent Tranquility	Self	½	GI	C	Self	-6	6	Damage Negation (-6 DCs Physical and Energy)
Merciful Spells Of Kuan Yin	Varies	½	GI	Varies	Varies	Varies	Varies	Dispel Summon 20d6; Healing Characteristics 4d6; Resistant Protection (6 PD/6 ED)
Sublime Liberty	Self	½	I	I	Self	-4	4	Desolidification, Only To Escape From Bindings
Unfelt Fire	Self	½	GI	C	Self	-6	6	Resistant Protection (30 ED), Only Works Against Fire/Heat
Movement Oriental Sorcery Spells								
Bridge Of Magpies	Area	1T	FGI	I	NR	-11	0	Barrier 6 PD/2 ED, 6 BODY (up to 40m long, 4m wide, ½m thick), horizontal
Drill Of Thunder And Lightning	Self	½	GI	C	Self	-3	3	Tunneling 10m through PD 10 materials
Easy Travel	Self	½	GI	I	Self	-3	3	Teleportation 30m
Walking Among The Clouds	Self	½	FGI	C	Self	-4	0	Flight 25m
Sensory Oriental Sorcery Spells								
Chinese Divination	Area	1M	FGI	C	NR	-4	4	Clairsentience (Sight Group), Precognition
Ears Of Chang Tao-Ling, The	Area	½	FGI	C	800m	-3	3	Clairsentience (Hearing Group)
Miscellaneous Oriental Sorcery Spells								
Arms Of Chang Tao-Ling, The	Self	½	FGI	C	Self	-1	0	Stretching 4m, Arms Only
Divine Form	Self	½	GI	C	Self	-3	3	Shape Shift (Sight, Hearing, Touch Groups, any humanoid shape) + Extra Limbs
Hills To Plains	4 km Rad	5M	FGI	C	NR	-1	1	Change Environment (smooth and flatten rough terrain)
Mantle Of Chang Kuo, The	Self	½	FGI	C	Self	-3	3	Invisibility to Sight Group, No Fringe
Spirit Of Chang Tao-Ling, The	Self	1H	FGI	C	Self	-6	0	Desolidification (affected by magic), Projection
Useless Walls	Self	½	GI	C	Self	-4	4	Desolidification (affected by magic)
PROFESSIONAL MAGIC								
Craftsman And Merchant Spells								
Appraising-Spell	Self	½	FGI	I	NR	-1	1	Detect Monetary Value (INT Roll) (no Sense Group), Discriminatory, Analyze
Clean Shop	8m Rad	½	FGI	C	NR	-3	0	Change Environment (clean and do related chores)
Evaluate Goods	Self	½	FGI	I	NR	-1	1	Detect Weight And Measurements (INT Roll) (no Sense Group), Discriminatory, Analyze
Guild's Skills	Self	½	FGI	C	Self	-1	1	+4 with three related Skills
Ice For Sale	1m Rad	5M	FGI	C	NR	-1	1	Change Environment, -5 Temperature Levels, Only To Freeze Liquids
Light For Sale	4m Rad	5M	FGI	TL	NR	-5	0	Sight Group Images to create light, +2 to PER Rolls, lasts 1 month
Song Of The Marketplace	Self	½	FGI	C	Self	-1	1	+4 with Conversation, Persuasion, and Trading

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Rogue Spells								
Acrobat's Grace	Self	½	FGI	C	Self	-1	1	+4 with Acrobatics, Breakfall, and Contortionist
Burglar's Boon	Self	½	FGI	C	Self	-1	1	+4 with Climbing, Lockpicking, and Security Systems
Deft Fingers	Self	½	FGI	C	Self	-1	1	+4 with Sleight Of Hand, Lockpicking, and Fast Draw
Impersonation	Self	½	FGI	C	Self	-1	1	+4 with Acting, Disguise, and Mimicry
Roguish Footfall	Self	½	FGI	C	Self	-1	1	Invisibility to Hearing Group (+½) for up to Running 12m
Silver Tongue	Self	½	FGI	C	Self	-1	1	+4 with Charm, Conversation, and Persuasion
Thief's Blessing	Self	½	FGI	C	Self	-1	1	+4 with Shadowing, Stealth, and Tracking
Thief's Eye	Self	½	FGI	C	Self	-1	1	Nightvision
Trickster's Hand	1C	½	FGI	C	90m	-2	2	Telekinesis (6 STR), Fine Manipulation
True Aim	Self	½	FGI	C	Self	-4	4	+4 OCV, Only With Next Attack
Warrior Spells								
Banish Fatigue	Self	½	FGI	I	Self	-5	0	Aid END 3d6, points fade at the rate of 5 per Hour
Dig Trench	Self	1	FGI	I	Self	-1	1	Tunneling 1m through PD 2 material
Polish Armor	1 obj	½	FGI	I	NR	-1	1	Cosmetic Transform 4d6 (shabby/dirty armor into clean armor)
Repair Armor	1 obj	5M	FGI	I	NR	-4	12	Healing BODY 4d6, Only Works On Armor
Sentinel's Eye	Self	1T	FGI	TL	Self	-1	0	Nightvision + +2 to Sight Group PER Rolls + Life Support (Diminished Sleep)
RUNE MAGIC								
Offensive Rune Magic								
Brotnala, The Rune Of Shattering	1 obj	2T	F	I	NR	-9	9	RKA 4d6, Only Works Against Stationary Objects
Lodsognir, The Rune Of The Dead	Spec	5M	FI	I	NR	-7	7	Summon one zombie built on 176 Total Points
Naakor, The Rune Of Mastery	1C	1T	F	I	NR	-7	7	Mind Control 14d6
Selgari, The Rune Of Blood's-Power	Self	+1P	F	I	NR	-4	4	Aid Rune Magic 5d6, any one Rune Magic spell at a time
Skelvaldi, The Rune Of Lightning-Calling	1C	2T	F	I	NR	-6	6	RKA 3d6, Indirect (always from above the target)
Sigrunal, The Rune Of Victory	1C	1T	F	C	NR	-5	5	+4 with All Combat, UBO
Spila, The Rune Of Ruin	1 obj	1T	F	I	NR	-12	0	Drain PD 6d6
Svandral, The Rune Of Strength	1C	½	F	I	NR	-5	5	Aid STR 4d6, points fade at the rate of 5 per 5 Minutes
Tavthrudnir, The Rune Of Truth	1C	1T	F	I	NR	-8	8	Mind Control 16d6, Only To Compel Victim To Tell The Truth
Thurswalr, The Rune Of Madness	1C	5M	F	I	NR	-16	0	Major Transform 8d6 (sane person to insane person), ACV, AVAD
Veldr, The Rune Of Weapon Enhancement	1 weap	1T	F	I	NR	-8	8	Aid HKA 5d6, points fade at the rate of 5 per Hour
Defensive Rune Magic								
Brelga, The Rune Of Protection From Fire	1 obj	20M	F	P	NR	-15	0	Resistant Protection (16 ED), Only Works Against Fire/Heat
Kalthir, The Rune Of Protection	1C	1	F	C	NR	-4	4	Resistant Protection (10 PD/10 ED), UBO

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
<i>Movement Rune Magic</i>								
Vathrennr, The Rune Of Swift Running	1C	1	F	TL	NR	-3	0	Running +12m, UBO
Sensory Rune Magic								
Athrek, The Rune Of The Owl's Eye	1C	1	F	TL	NR	-1	0	Nightvision, UBO
Eitnskjaldr, The Rune Of Protection From Poison	1 drink	1	F	I	NR	-3	0/2	Detect Poisoned Drink + RKA 1d6 versus drink's container
Rune-Reading	Area	1T	F	I	Self	-4	4	Clairentence (Sight Group), Precognition
Seidrauga, The Rune Of Awareness	Self	1	F	I	Self	-1	0	Detect Magic (INT +5) (no Sense Group), Discriminatory
<i>Miscellaneous Rune Magic</i>								
Gullintala, The Rune Of The Golden Tongue	1C	1	F	TL	NR	-2	0	+4 with Interaction Skills, UBO
Hamingjarla, The Rune Of Luck	1C	1	F	TL	NR	-2	0	Luck 4d6, UBO
Lyfjavrathr, The Rune Of Swift Healing	1C	1T	F	I	NR	-10	10	Aid REC 4d6, all points fade after 1 Month, UBO
Sjukvor, The Rune Of Fever-Breaking	1C	5M	F	I	NR	-3	3	Major Transform 3d6 (sick person into well person)
Vundilfari, The Rune Of Stealth	1C	1	F	C	NR	-2	2	Invisibility to Sight Group
SHAMANISM								
<i>Spirit-Summoning Spells</i>								
Calling Upon The Spirits Of The City	Spec	1T	FGI	I	NR	-9	9	Summon one city spirit built on up to 441 Total Points
Calling Upon The Spirits Of The Fields	Spec	1T	FGI	I	NR	-9	9	Summon one field spirit built on up to 446 Total Points
Calling Upon The Spirits Of The Flames	Spec	1T	FGI	I	NR	-10	10	Summon one fire spirit built on up to 484 Total Points
Calling Upon The Spirits Of The Forest	Spec	1T	FGI	I	NR	-10	10	Summon one forest spirit built on up to 495 Total Points
Calling Upon The Spirits Of The House	Spec	1T	FGI	I	NR	-8	8	Summon one house spirit built on up to 416 Total Points
Calling Upon The Spirits Of The Stones	Spec	1T	FGI	I	NR	-9	9	Summon one stone spirit built on up to 492 Total Points
Calling Upon The Spirits Of The Waters	Spec	1T	FGI	I	NR	-9	9	Summon one water spirit built on up to 484 Total Points
Summon Spirit Animal	Spec	1T	FGI	I	NR	-9	9	Summon one spirit animal built on up to 400 Total Points
<i>Offensive Shamanism Spells</i>								
Command Spirits	Self	1	FGI	C	Self	-4	4	+40 PRE, Only To Make Presence Attacks Against Spirits
Spirit Destruction	1C	½	FGI	I	750m	-7	7	RKA 4d6, Affects Desolidified, Only Versus Spirits
Spirit Horde	1C	½	FGI	I	600m	-6	6	Drain PRE 6d6
Speaking To The Sword-Spirit	1C	½	GI	TL	NR	-4	4	+4 HTH with one weapon, UBO
<i>Defensive Shamanism Spells</i>								
Lesser Spirit Ward	Self	½	FGI	C	Self	-6	6	Resistant Prot (10 PD/10 ED/10 Mental Defense/10 Power Defense) versus spirits
Greater Spirit Ward	Area	½	FGI	C	470m	-5	5	Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 3m tall, ½m thick) versus spirits

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
<i>Movement Shamanism Spells</i>								
Journey To The Spirit Realm	Self	1M	FGI	I	Self	-2	2	Extra-Dimensional Movement (to the Spirit Realm)
Spirit-Walking	Self	½	FGI	I	Self	-4	4	Teleportation 40m
<i>Sensory Shamanism Spells</i>								
Death Vigil	Self	1T	FGI	I	Self	-1	1	Detect Time Of Dying (INT Roll) (no Sense Group)
Perceive Spirits	Self	½	FGI	C	Self	-2	2	Detect Spirits (INT Roll) (no Sense Group)
Speak with The Dead	Spec	1T	FGI	I	NR	-10	21	Summon one ghost built on 463 Total Points
Speaking With The Spirits	Area	½	FGI	C	NR	-5	5	Clairsentience (Sight and Hearing Groups), Retrocognition
<i>Miscellaneous Shamanism Spells</i>								
Banish Disease Spirit	1C	1H	FGI	I	NR	-4	4	Major Transform 3d6 (sick person into well person)
Invigorating Dream	1C	6H	F	C	NR	-1	0	+30 END (cannot be Recovered), UBO
Releasing The Spirit	Self	1H	F	C	Self	-11	0	Desolidification (affected by magic), Projection
Retrieving The Spirit	1C	1H	FGI	I	NR	-12	30	Healing BODY 4d6, Resurrection
Shamanic Healing	1C	1H	FGI	I	NR	-6	12	Healing BODY 6d6
<i>Totem Spells</i>								
Deftness Of The Raccoon	Self	½	FGI	I	Self	-4	4	Aid DEX 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Fierceness Of The Wolf	Self	½	FGI	C	Self	-2	4	+3 HTH
Loyalty Of The Dog	Self	½	FGI	C	Self	-1	1	Mental Defense (15 points), Only Versus Mind Control
Majesty Of The Eagle	Self	½	FGI	I	Self	-4	4	Aid PRE 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Patience Of The Spider	Self	½	FGI	I	Self	-4	4	Aid INT 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Sight Of The Owl	Self	½	FGI	C	Self	-1	1	Nightvision
Silence Of The Cat	Self	½	FGI	C	Self	-1	1	Invisibility to Hearing Group (+½) for up to Running 12m
Sneakiness Of The Rat	Self	½	FGI	C	Self	-1	3	+3 with "Sneakiness Skills"
Steadfastness Of The Oak	Self	½	FGI	I	Self	-4	4	Aid PD 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Stealth Of The Mouse	Self	½	FGI	C	Self	-2	2	Shrinking (.125m tall, -8 to PER Rolls to perceive, +8 DCV, +24m KB)
Strength Of The Bear	Self	½	FGI	I	Self	-4	4	Aid STR 3d6 (points fade at the rate of 5 per Minute), Only Aid Self
Terror Of The Shark	Self	½	FGI	I	Self	-4	4	Aid PRE 3d6, Only To Make Fear-Based Presence Attacks, Only Aid Self
Totem Claws	Self	½	FGI	TL	Self	-2	2	HKA 1d6 (plus STR)
Totem Form	Self	½	FGI	P	Self	-5	5	Multiform (assume totem animal form built on up to 250 Total Points)
Trickery Of The Raven	Self	½	FGI	C	Self	-1	3	+3 with "Trickery Skills"
Wisdom Of The Snake	Self	½	FGI	I	Self	-4	4	Aid EGO 3d6 (points fade at the rate of 5 per Minute), Only Aid Self

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
SONG MAGIC								
Offensive Song Magic								
Fatal Jest	1C	1	I	C	NR	-2	2	RKA 1 point, NND, Does BODY
Overpowering Song	8m Rad	½	I	C	NR	-2	2	Darkness to Hearing Group
Satire	Accu	5M	I	I	NR	-0	36	Drain PRE 6d6, points return at the rate of 5 per Week
Song Of Calming	1C	½	I	I	40m	-5	5	Mind Control 12d6, Set Effect (only to calm target down)
Song Of Control	1C	½	I	I	40m	-5	5	Mind Control 10d6
Song Of Destruction	1 obj	1M	I	I	30m	-7	7	RKA 3d6, Penetrating, Only Works On Objects
Song Of Disharmony	1C	½	I	I	450m	-7	7	Dispel Song Magic 15d6, any one Song Magic spell/power at a time
Song Of Illusion	8m Rad	½	I	C	NR	-2	2	Sight Group Images, +2 to PER Rolls, Images are obviously illusory
Song Of Laughter	1C	½	I	I	40m	-8	8	Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Song Of Madness	1C	5M	I	I	40m	-9	9	Major Transform 8d6 (sane person to insane person)
Song Of Slumber	1C	½	I	I	40m	-6	6	Mental Blast 6d6
Song Of Transformation	1C	1	I	C	40m	-4	4	Severe Transform 2d6 (person into designated type of animal)
Defensive Song Magic								
Song Of Negation	Self	½	I	C	Self	-2	2	Deflection, Only Versus Song Magic
Miscellaneous Song Magic								
Song Of Beast-Calling	Spec	½	I	I	NR	-15	15	Summon up to 250 animals built on up to 300 Total Points each
Song Of Creation	Spec	1	I	I	NR	-2	2	Major Transform 2d6 (create objects out of thin air)
Song Of Springtime	64m Rad	½	I	C	NR	-3	3	Change Environment (create springtime), +5 Temperature Levels
SORCERY								
Offensive Sorcery Spells — Mind Spells								
Confusion-Spell	1C	½	FGI	C	180m	-5	5	Change Environment (create confusion),; -4 to o INT and EGO Rolls
Emotion Control	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6, Only To Alter/ Inflict Emotional States
Enhance Courage	1C	½	FGI	I	240m	-4	4	Aid PRE 4d6, Only To Resist Harmful Presence Attacks And Instill Courage
Fear-Spell	1C	½	FGI	I	50m	-6	6	Drain PRE 6d6
Forgetting-Spell	1C	½	FGI	I	LOS	-6	6	Major Transform 6d6 (remove memories), ACV, AVAD
Memory Alteration	1C	1	FGI	I	LOS	-9	9	Major Transform 6d6 (alter or change memories), ACV, AVAD
Mental Domination	1C	½	FGI	I	LOS	-5	5	Mind Control 10d6
Mindreading	1C	½	FGI	I	LOS	-6	6	Telepathy 12d6
Mind Torment	1C	½	FGI	I	LOS	-6	6	Mental Blast 6d6
Mindtrap	1C	½	FGI	I	400m	-9	9	Entangle 4d6, 4 PD/4 ED, Mental Paralysis

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Offensive Sorcery Spells — Illusion Spells								
Double Deception	500m Rad	½	FGI	C	170m	-4	4	Images to Detect Illusion, -4 to PER Rolls
Entertaining Illusions	4m Rad	½	FGI	C	40m	-2	2	Sight and Hearing Group Images, +1 to PER Rolls
Illusions Of The Eye	4m Rad	½	FGI	C	200m	-2	2	Sight, Touch, and Hearing Group Images
Illusions Of The Mind	1C	½	FGI	I	LOS	-6	6	Mental Illusions 12d6
Impassable Terrain Illusion	500m Rad	½	FGI	TL	2000m	-13	0	Sight, Hearing, Smell/Taste, and Tough Group Images, -8 PER Rolls
Prismatic Blast	1C	½	FGI	I	8m	-5	5	Blast 5d6, AVAD (Sight Group Flash Defense)
Terrifying Phantasm	8m Rad	½	FGI	I	400m	-6	6	Drain PRE 4d6
Offensive Sorcery Spells — Wizard's Hand Spells								
Wizard's Hand	1C	½	FGI	C	150m	-1	1	Telekinesis (10 STR)
Offensive Sorcery Spells — Oneiromantic Spells								
Dream Manipulation	1C	½	FGI	I	NR	-6	6	Mental Illusions 12d6, Only To Alter Dreams
Sleep-Spell	1C	½	FGI	I	80m	-8	8	Mental Blast 8d6
Defensive Sorcery Spells								
Many Selves	8m Rad	½	FGI	C	NR	-4	4	Sight and Hearing Group Images (create 5 copies of caster), -5 to PER Rolls
Mindshield	Self	½	FGI	TL	Self/NR	-2	0	Mental Defense (16 points), UBO
Sensory Sorcery Spells								
Detect Illusion	Self	½	FGI	C	Self	-2	2	Detect Illusion (INT +2) (no Sense Group), Discriminatory, Range
Detect Invisibility	Self	½	FGI	C	Self	-1	1	Detect Invisibility (INT +2) (no Sense Group), Range
Mindseeking	1C	½	FGI	C	Spec	-5	5	Mind Scan 10d6
Oneiromancy	Area	6H	FGI	I	400m	-4	4	Clairsentience (Sight Group), Precognition
Miscellaneous Sorcery Spells								
Clear Mind	Self	1	FGI	I	Self	-4	4	Aid INT and EGO 3d6, Only Aid Self
Empathic Healing	1C	1T	FGI	I	NR	-5	5	Simplified Healing 5d6, Side Effect (caster takes all damage healed)
Invisibility	Self	½	FGI	C	Self	-2	2	Invisibility to Sight Group
Masquerade Illusion	Self	½	FGI	C	Self	-3	3	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid), Imitation
THAUMATURGY								
Self-Changing Spells								
Animal Shapes	Self	1T	FGI	C	Self	-6	18	Multiform (16 animals built on up to 250 Total Points each), Personality Loss
Monster Shapes	Self	1T	FGI	C	Self	-8	16	Multiform (16 monsters built on up to 300 Total Points each), Personality Loss
Protected Shape	Self	½	FGI	TL	Self	-2	0	Power Defense (20 points), Only Versus Transforms And Thaumaturgic Attacks
Shapechanging	Self	½	FGI	C	Self	-3	3	Shape Shift (Sight, Hearing, and Touch Groups, any humanoid), Imitation
Stone Shapes	Self	½	FGI	C	Self	-2	2	Shape Shift (Sight and Touch Groups, any inanimate object)
Other-Changing Spells								
Animal's Senses	1C	½	FGI	TL	NR	-2	0	+5 PER with all Sense Groups, UBO
Enhance Strength	1C	½	FGI	I	NR	-3	3	Aid STR 3d6

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Flesh Sculpting	1C	1	FGI	C	NR	-3	3	Major Transform 2d6 (grant physical form-based powers)
Petrification	1C	½	FGI	I	1200m	-12	12	Severe Transform 8d6 (living being into stone)
Transform Person To Animal	1C	1	FGI	I	10m	-13	13	Severe Transform 7d6 (humanoid beings into animals)
Creation Spells								
Create Feast	Spec	1T	FGI	I	NR	-2	2	Minor Transform 4d6 (raw/uncooked foodstuffs into sumptuous feast)
Create Vehicle	Spec	5M	FGI	I	NR	-9	9	Summon one Vehicle built on up to 200 Total Points
Create Weapons	Spec	1T	FGI	I	NR	-6	6	Major Transform 5d6 (raw metal into finished weapons)
Redirection Spells								
Archer's Bane	Self	0	FGI	I	Self	-4	4	Deflection, Trigger, Only Works Against Physical Projectiles
Harness Natural Power	Self	½	FGI	I	Self	-4	4	Aid Magic 4d6, Requires Appropriate Natural Phenomenon
Wizard's Bane	Self	½	FGI	I	Self	-3	0	Deflection, any Ranged magical attack
THEURGY								
Offensive Thurgy Spells								
Battle God's Strength	Self	½	FGI	I	Self	-5	5	Aid STR 4d6, points fade at the rate of 5 points per 5 Minutes, Only Aid Self
Black God's Cloud, The	8m Rad	½	FGI	C	100m	-5	5	Darkness to Sight Group
Black God's Touch, The	1C	1	FGI	I	NR	-11	11	RKA 3d6, NND (defense is Power Defense), Does BODY
Celestial Dragon's Glory	Self	½	FGI	I	Self	-3	3	Aid PRE 5d6, Only Aid Self
Celestial Hammer's Power	Self	½	FGI	I	Self	-3	3	Aid EGO 5d6, Only Aid Self
Celestial Staff's Power	Self	½	FGI	I	Self	-3	3	Aid INT 5d6, Only Aid Self
Chaos God's Touch	1C	1	FGI	I	60m	-6	6	Major Transform 6d6 (sane person to insane person)
Pentacles Of Jupiter	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Blast 6d6, Double KB; Drain Flight 4d6; CE (control weather); Mind Control 12d6
Pentacles Of Mars	Varies	Varies	FGI	Varies	Varies	Varies	Varies	RKA 2d6, +2 STUN; Aid EGO 5d6; Aid PRE 5d6; 4 with All Combat
Pentacles Of Mercury	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Aid SPD 8d6; Aid Running 5d6; Telepathy 10d6; Clairsentience (Sight Group)
Pentacles Of The Moon	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Mental Illusions; 12d6; Sight and Hearing Group Images; Shape Shift; Aid Magic 5d6
Pentacles Of Saturn	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Drain Movement Powers 4d6; Entangle 3d6, 3 PD/3 ED; RKA 1d6, NND, Does BODY
Pentacles Of The Sun	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Sight Group Images, +4 PER; Sight Group Flash 12d6; Healing BODY 4d6; RKA 4d6
Pentacles Of Venus	Varies	Varies	FGI	Varies	Varies	Varies	Varies	Mind Control 12d6 to create love; Cosmetic Transform 10d6; Blast 6d6, NND; Growth
Starfire	32m Li	½	FGI	I	300m	-6	6	RKA 2d6, Armor Piercing, +1 Increased STUN Multiplier
Storm God's Arrow	1C	½	FGI	I	100m	-7	7	RKA 3d6, Armor Piercing, +1 Increased STUN Multiplier

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Sun God's Brilliance	8m Rad	1	FGI	C	60m	-6	6	Sight Group Flash 6d6
Defensive Theurgy Spells								
Earth God's Body	Self	½	FGI	P	Self	-2	2	Resistant Protection (8 PD/8 ED)
Sky God's Shield	Self	½	FGI	C	Self	-5	5	Resistant Protection (8 PD/8 ED/8 Mental Defense/8 Power Defense)
Movement Theurgy Spells								
Air God's Pathway	Self	½	FGI	C	Self	-2	2	Flight 24m
Earth God's Pathway	Self	½	FGI	C	Self	-3	3	Tunneling 12m through PD 6 materials, Only Through Earth/Stone
Water God's Pathway	Self	½	FGI	C	Self	-1	1	Swimming +16m
Sensory Theurgy Spells								
Black God's Eye, The	Self	½	FGI	C	Self	-1	1	Nightvision
Eye Of The Crown, The	Self	½	FGI	C	Self	-1	1	Detect Rightful King (INT +5) (Sight Group)
Sky God's Perception	Self	½	FGI	C	Self	-1	1	Detect Spoken Falsehood (INT +3)
Astrology	Area	½	FGI	C	NR	-4	4	Clairsentience (Sight Group), Precognition
Miscellaneous Theurgy Spells								
Celestial Centaur's Luck	Self	1T	FGI	P	Self	-3	0	Luck 6d6, Only Lasts Until A Luck Roll Succeeds
Moon God's Light	8m Rad	1	FGI	C	160m	-2	2	Sight Group Images (create moonlight), +2 to PER Rolls
Healing God's Touch	1C	1M	FGI	I	NR	-3	3	Simplified Healing 3d6
Water God's Breath	Self	½	FGI	TL	Self	-1	0	Life Support (Expanded Breathing: Breathe Underwater)
VOODOO								
Offensive Voodoo Spells								
Badè's Breath	1C	1	FGI	C	300m	-3	3	Telekinesis (20 STR), Affects Whole Object
Crossroads Blessing	Self	1T	FGI	I	NR	-7	7	Aid Voodoo 4d6, any one Voodoo spell/power at a time, Only Aid Self
Baron Samedi's Change	Self	1T	FGI	C	Self	-6	18	Multiform (16 animals built on up to 200 Total Points each)
Bosou's Brawn	1C	½	FGI	I	NR	-2	2	Aid STR 3d6
Ghede's Command	Self	1	FGI	C	Self	-3	3	+30 PRE, Only To Make Presence Attacks Against The Undead
Loa Possession	Self	1M	FGI	C	Self	-4	4	Boost two defined Characteristics 3d6, Side Effect (take on loa's personality)
Ogou's Hand Of Fire	Spec	1	FGI	C	450m	-4	4	Telekinesis (30 "STR"), Only Works On Fire
Ogou's Machine Hand	1 mach	1	FGI	C	50m	-2	2	Telekinesis (10 STR), Fine Manipulation, Only To Control Machines
Ogou's Mighty Hand	1C	1T	FGI	I	NR	-8	8	Aid STR, DEX, CON, and PD 4d6
Ogou Shango's Axe	1C	1	FGI	I	450m	-6	6	RKA 3d6, Indirect (always from above), Only During Storms/Cloudy Skies
Ogou Tonnerre's Laughter	8m Rad	1	FGI	I	NR	-4	4	Hearing Group Flash 8d6, Personal Immunity
Simbi's Aid	1C	+1P	FGI	I	NR	-4	4	Aid Magic 3d6, any one Magic spell/power at a time
Simbi Chains The Lightning	1 mach	+1P	FGI	C	40m	-6	6	Suppress Electrical Device Powers 4d6, any one Device power at a time
Storm Conjunction	4 km Rad	5M	FGI	C	NR	-5	5	Change Environment (create/banish storms), -1 Sight Group PER Rolls

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Defensive Voodoo Spells								
Charm Against Rising	1 body	1H	FGI	I	NR	-3	3	Minor Transform 7d6 (corpse into corpse that can't be turned into a zombi)
Fear Not The Fire	Self	½	GI	C	Self	-1	1	Resistant Protection (12 ED), Only Works Against Fire/Heat
Ghede's Shield	1C	20M	FGI	I	NR	-6	6	Major Transform 6d6 (person into person with Power Defense (15 points))
Ogou's Shield From Fire	1C	½	FGI	TL	NR	-3	3	Resistant Protection (16 ED), Only Works Against Fire/Heat, UBO
Protection Against Illness	C	20M	FGI	TL	NR	-3	0	Power Defense (20 points), Only Versus Disease, Usable Simultaneously (8)
Protection From Torture	1C	1T	I	P	Self	-4	0	Resistance (10 points)
Sensory Voodoo Spells								
Ghede-Double's Gift	Area	1M	FGI	C	500m	-5	5	Clairsentience (Sight and Hearing Groups), Precognition
Perceive Thief	Self	5M	FGI	I	Self	-1	1	Detect Thief (INT Roll)
Reading The Seven Shells	Area	1M	FGI	I	400m	-4	4	Clairsentience (Sight Group), Precognition
Healing And Curative Voodoo Spells								
Cure Voye Lamò	1C	1H	FGI	I	NR	-9	9	Major Transform 6d6 (person afflicted with <i>voye lamò</i> to well person)
Fortunate One	1C	1M	FGI	I	NR	-6	6	Major Transform 6d6 (grant Luck), Only To Counteract Unluck
Lifting The Curse	1C	1H	FGI	I	NR	-6	6	Major Transform 6d6 (cursed person to person without a curse)
Maman Brijit's Cure	1C	5M	FGI	I	NR	-4	4	Major Transform 4d6 (black magic-afflicted person to well person)
Medsin Fèy	1C	1M	FGI	I	NR	-3	1	Healing Characteristics 1d6, any one Characteristic at a time
Ogou Batala's Hand	Self	1T	FGI	C	Self	-1	1	+3 with Medical Skills
Voodoo Black Magic								
Accuracy Grease	1 weap	1H	FGI	I	NR	-6	Spec	Aid Killing Attack 6d6, points fade at the rate of 5 per Day
Agau's Hand	10 km Rad	1T	FGI	I	NR	-15	15	Telekinesis (40 STR) to cause earthquakes
Agau's Mantle	4 km Rad	5M	FGI	C	NR	-7	7/hr	Change Environment (create storms), +/-5 Temperature Levels
Bosou's Black Hand	Self	1H	FGI	I	Self	-7	7	Aid Petro Voodoo 5d6, any one Voodoo Black Magic spell at a time
Capture Soul	Spec	1H	FGI	I	NR	-9	9	Summon one <i>zombi astral</i> built on 463 Total Points
Create Zombi Cadavre	Spec	1H	FGI	I	NR	-14	14	Summon up to 16 <i>zombis cadavre</i> built on 176 Total Points, Extra Tasks
Deadly Curse	Accu	1H	FGI	I	NR	-0	33	RKA 8d6, NND (defense is Life Support [Longevity]), Does BODY
Dispel The Dead	1C	1	FGI	I	20m	-9	9	Dispel 20d6, any one spirits of the dead spell at once
Enemy's Heart	1C	1T	FGI	I	NR	-4	4	Aid PRE or INT 2d6, Must Consume Heart/Liver Of Slain Enemy
Inflict Illness	Accu	1H	FGI	I	NR	-6	6	Drain CON and BODY 1d6, DoT (one increment per day for 3 days)
Kalfou's Mischance	Accu	1H	FGI	I	NR	-9	9	Blast 6d6, Trigger (takes effect sometime within a week)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Kou Le	Accu	1H	FGI	I	NR	-6/-10	6/10	Drain CON and BODY 1d6, DoT; Major Transform 3d6 (inflict Unluck 1d6)
Koun Nanm	Accu	1H	FGI	I	NR	-9	9	RKA 1d6, AVAD (Power Defense), Does BODY, DoT
Kou Poud (Misfortune)	1C	½	FGI	I	RBS	-12	1	Major Transform 8d6 (inflict Unluck 3d6)
Kou Poud (Illness)	1C	½	FGI	I	RBS	-2	1	Drain CON and BODY 1d6, Delayed Effect, DoT (1/day for a Week)
Lougarou	Self	1T	FGI	P	Self	-4	4	Multiform (into wolf and various other animal forms)
Money Curse	1C	1H	FGI	I	NR	-6	6	RKA 1d6, AVAD (Power Defense), Does BODY, DoT (1/day for a Week)
Ouanga Of Calamity	1C	1H	FGI	I	NR	-10	10	Major Transform 8d6 (inflict Unluck 3d6), Trigger (touch ouanga)
Ouanga Of Pestilence	1C	1H	FGI	I	NR	-2	2	Drain CON and BODY 1d6, DoT (1/day for a Week), Trigger (touch ouanga)
To Learn A Woman's Secrets	1C	1M	FGI	I	NR	-6	6	Mind Control 12d6, Set Effect (go to sleep and tell me your secrets)
Voodoo Doll	Varies	1	FGI	I	Varies	Varies	Varies	Various attack spells
Voye Lamò	1C	1H	FGI	I	NR	-0	0	RKA 7d6, AVAD (Power Defense), Does BODY; Major Transform (sane person into insane person)

Miscellaneous Voodoo Spells

Charm Of Release	1 obj	1	I	I	NR	-8/-2	8/2	CE (-20 to Lockpicking rolls); Lockpicking 20-
Contact The Dead	Spec	20M	FGI	I	NR	Varies	Varies	VPP (40 Pool + 40 Control Cost), Only For Summoning Specific Beings
Easy Birth	1m Rad	1T	FGI	C	NR	-2	0	Images to Touch Group, +3 to PER Rolls
Find Treasure	Self	1T	FGI	C	Self	-2	2	Detect Treasure (INT +3) (no Sense Group), Discriminatory, Range, Sense
Ghede-Janmensou's Gift	1C	1T	FGI	I	NR	-4	4	Aid CON 6d6, Only To Prevent Drunkenness
Loko's Wisdom	Self	1T	FGI	C	Self	-1	1	+3 with Interaction Skills, Only When Dealing With Loa
Maman Brijit's Gift	Spec	1M	FGI	I	NR	-1	1	Major Transform 1d6 (air into money)
Ogou's Crafty Hand	Self	1T	FGI	TL	NR	-1	0	+3 with Tool-Using Skills
Papa Legba's Blessing	Self	1T	FGI	TL	Self	-1	1	+2 to Voodoo rolls
Voodoo Love Charm	Accu	20M	FGI	I	NR	-0	21	Mind Control 12d6, Set Effect (make victim fall in love)

WARRIOR-MAGERY**Offensive Warrior-Magic Spells**

Arcane Archery	1C	1	FGI	I	450m	-4	8	RKA 3d6
Blade Enhancement	1C	1	FGI	I	NR	-7	7	Aid HKA 5d6, Only Applies To Bladed Weapons
Blinding Flare	1C	0	GI	I	NR	-6	6	Sight Group Flash 6d6
Enhance Melee Accuracy	Self	½	FGI	C	Self	-2	2	+4 OCV with HTH Combat
Enhance Ranged Accuracy	Self	½	FGI	C	Self	-2	2	+4 OCV with Ranged Combat
Enhance Strength	Self	½	FGI	I	Self	-2	2	Aid STR 4d6, Only Aid Self
Far-Flung Stroke, The	Self	½	FGI	TL	Self	-7	3	Apply <i>Ranged</i> (+½) to HKA built on up to 75 Active Points
Frighten Horses	1 horse	1	FGI	I	50m	-4	4	Drain PRE 4d6, Only Versus Horses

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
My Blade To Me	1 weap	1	GI	I	10m	-2	2	Teleportation 10m, UAA, Only Works On Caster's Weapons/Shield
Shatter Armor	1C	1	FGI	I	50m	-3	6	Dispel Armor 10d6, Only Versus Metal Armors
Shatter Weapon	1C	1	FGI	I	50m	-4	8	Dispel HKA 15d6, Only Versus Weapons
Warrior's Swiftess	Self	½	None	C	Self	-1	1	Lightning Reflexes (+5 DEX to act first with All Actions)
Defensive Warrior-Magic Spells								
Enhance Protection	Self	1	FGI	C	Self	-2	2	Resistant Protection (6 PD/6 ED), Only Applies In Personal Combat
Protection From Missiles	Self	0	FGI	I	Self	-4	4	Deflection, Only Works Against Physical Projectiles, Trigger
Movement Warrior-Magic Spells								
Swiftess Spell	Self	½	FGI	I	Self	-3	3	Boost Running 3d6, Only Aid Self
Sensory Warrior-Magic Spells								
Night's Eyes	Self	1	FGI	C	Self	-1	1	Nightvision
WITCHCRAFT								
Offensive Witchcraft Spells								
Bewitchment	1C	1	FGI	C	40m	-6	6	Severe Transform 2d6 (free-willed male into witch's slave)
Blight	640m Rad	1M	FGI	I	450m	-1	1	RKA 1 point, DoT (1/hr for 6 Hours), Only Versus Plants
Charm Of The Three Knots, The	1 ship	1T	FGI	C	450m	-6	6	Boost Swimming 6d6, Suppress Swimming 6d6, Only For Sailed Vehicles
Love Charm	1C	1	FGI	I	LOS	-7	7	Mind Control 15d6, Set Effect (make victim fall in love)
Man Into Frog	1C	½	FGI	I	50m	-10	10	Severe Transform 7d6 (person into frog)
Plague Of Serpents	Spec	½	FGI	I	NR	-6	6	Summon one small, venomous animal built on up to 80 Total Points
Sending	Accu	5M	FGI	I	NR	-14	14	Drain END 1d6, DoT (1 increment per day for 1 Week)
Movement Witchcraft Spells								
Flying Broomstick	Self	1	FGI	C	Self	-3	3	Flight 30m
Sensory Witchcraft Spells								
Cards Of Fate	Area	5M	FGI	I	400m	-4	4	Clairentence (Sight Group), Precognition
Potion-Brewing								
Love Potion	1C	½	F	I	NR	-8	4	Mind Control 20d6, Based On CON, Set Effect (make drinker fall in love)
Potion Of Transformation	1C	½	F	I	NR	-15	4	Severe Transform 7d6 (drinker into designated type of animal)
Candle Magic								
Candle Of Beguilement	16m Rad	½	F	C	NR	-10	1 Ch	Sight, Hearing, Smell/Taste, and Touch Group Images, -6 PER Rolls
Candle Of Life	Accu	½	F	I	NR	-10	1 Ch	RKA 6d6, NND (defense is Life Support [Longevity]), Does BODY
Candle Of Protection	16m Rad	½	F	C	NR	-30	1 Ch	Barrier 12 PD/12 ED, 12 BODY, Affects Desolidified, only versus demons/spirits/undead
Candle Of Truth	20m Rad	½	F	C	NR	-13	1 Ch	Mind Control 15d6, Set Effect (only to make people tell the truth)

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Miscellaneous Witchcraft Spells								
Beautify	Self	½	FGI	I	Self	-5	0	Aid Striking Appearance 3d6
Cleaning-Spell	32m Rad	½	FGI	C	NR	-5	0	Change Environment (clean and do related chores)
Moon Goddess's Blessing	Self	5M	FGI	I	Self	-6	6	Aid Witchcraft 3d6, any one Witchcraft spell/power at a time, Only At Night
Witch's Herdsman	Spec	½	FGI	I	NR	-7	7	Summon up to 64 domesticated herd animals built on up to 140 Total Points
WIZARDRY								
General Utility Spells								
Arcane Trickery	8m Rad	1T	FGI	TL	NR	-10	0	Images to Detect Magic, -6 to PER Rolls
Conceal Script	Self/1 obj	1	FGI	C/I	Self/NR	-2	2	Cryptography 20-; Cosmetic Transform 5d6 (change script)
Detect Magic	Self	1	FGI	C	Self	-1	1	Detect Magic (INT Roll) (no Sense Group), Discriminatory
Dispel Magic	1C	½	FGI	I	420m	-6	6	Dispel Magic 14d6, any one Magic spell/power at a time
Read Script	Self	1	FGI	C	Self	-3	3	Universal Translator (INT +10), Cryptography 25-
Wizard's Scribe	1 obj	1T	FGI	I	NR	-1	1	Minor Transform 3d6 (blank book or scroll to copy of another book/scroll)
Offensive Wizardry Spells								
Arcane Enervation	1C	½	FGI	I	100m	-6	6	Drain END 6d6, Only Works Against Mystic Endurance Reserves
Mystic Bolt	32m Li	½	FGI	I	NR	-7	7	RKA 3d6, Only Affects Living Beings
Mystic Dart	Accu	½	FGI	I	LOS	-6	6	RKA 2d6, Only Affects Living Beings
Silence-Spell	1m Rad	½	FGI	C	100m	-1	1	Darkness to Hearing Group, Usable As Attack
Wizard's Power	Self	½	None	C	Self	-3	3	+30 PRE, Only For Impressiveness-/Fear-Based Presence Attacks
Wizard's Trap	1C	½	FGI	I	NR	-9	9	RKA 4d6, Trigger (can be changed with each casting)
Defensive Wizardry Spells								
Mystic Wall	Area	½	FGI	I	100m	-5	5	Barrier 8PD/8 ED, 8 BODY (up to 12m long, 4m tall, 1m thick)
Wizard's Bulwark	Area	½	FGI	C	NR	-3	3	Barrier 6PD/6 ED, 6 BODY (1m long, 2m tall, ½m thick), Self Only
Wizard's Shield	Self	½	FGI	C	Self	-2	2	Resistant Protection (8 PD/8 ED)
Movement Wizardry Spells								
Flight-Spell	Self	½	FGI	C	Self	-1	1	Flight 12m
Levitation	Self	½	FGI	C	Self	-2	2	Flight 20m, Levitation
Teleportation	Self	½	FGI	I	Self	-10	10	Teleportation 40m, MegaScale (1m = 100 km)
Wizard's Steed	Self	½	FGI	C	Self	-4	0	Flight 30m, Only In Contact With A Surface
Sensory Wizardry Spells								
Wizard's Eye	Self	½	FGI	C	Self	-1	1	Fully Penetrative for Sight Group

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Words Of Power								
Word Of Blindness	1C	½	I	I	50m	N/A	12	Major Transform 12d6 (sighted being into blind being)
Word Of Command	1C	½	I	I	50m	N/A	15	Mind Control 30d6
Word Of Devastation	30m Exp	½	I	I	900m	N/A	13	RKA 6d6
Word Of Slaying	1C	½	I	I	50m	N/A	45	RKA 10d6, NND (being a god or having divine protection), Does BODY
Miscellaneous Wizardry Spells								
Astral Form	Self	20M	FGI	C	Self	-6	0	Desolidification, Projection
Grant Wish	1C	1M	FGI	P	NR	-8	0	Extra-Dimensional Movement (to "realm" where wish is fulfilled)
Life Extension	Self	1H	FGI	P	Self	-1	0	Life Support (Longevity: +100 years of life)
Locking And Opening	1 obj	½	FGI	C/P	NR	-8/-2	8/2	Change Environment (-20 to Lockpicking); Lockpicking 20-
Mending	1 obj	1T	FGI	I	NR	-2	2	Healing BODY 2d6, Inanimate Objects Only
Ropeworking	1 obj	½	FGI	C	200m	-2	2	Telekinesis (10 STR), Fine Manipulation, Only On Ropes/Cords/String
Warning-Spell	8m Rad	1T	FGI	C	NR	-3	0	Images to Hearing Group, +4 to PER Rolls, Trigger