



Magic Booklet

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Wizard Spells

BLINDING FLASH (1000)

Description: The caster creates a stunning flash of light in the air above them. All within 10 feet who see the flash must make a standard save vs. magic or be stunned for 1 count per SS (SS 9 would mean a target was stunned for 9 tenths of a second). Stunned characters are vulnerable to free attacks. If attacking themselves, their attack drive is considered over. If spell casting, the currently attempted spell is lost. If aiming a missile weapon, any accumulated aim time is lost. If the caster shouts a warning then all those who understand the warning may add their initiative mod to their saving throw. This spell can be cast using a free action.

Effect in runes: Permanence causes a blinding glare that causes a $-(SS \times 2)$ to all in range on all physical actions.

Range: 10'

Area of effect: 10' radius about caster

Duration: N/A

Casting time: 20-(SS/2)

Binding components: Wormwood Leaf, Flint

CLOUD OF SMOKE (1000)

Description: The caster creates a cloud of thick black smoke centred on a specific point determined by the caster within a range of 100 feet. The cloud is created instantly and covers the dimensions specified below in 'area of effect.' The caster does not control the movement of the cloud after it is created; it will drift with the wind according to local conditions. Any caught in the cloud suffer asphyxiation damage as per 'thick smoke' (see the rulebook section 4.1.7) and are at a $-(SS \times 2)$ to all actions.

Effect in runes: Permanence creates an eternal cloud of smoke around the target item in accordance with the spell description.

Range: 100'

Area of effect: 30' by 30' by 10'

Duration: 100 counts per SS

Casting time: 30-(SS/2)

Binding components: Mugwort, Coal

DECIPHER MAGIC (1000)

Description: Using this spell the caster is able to decipher magical languages, wards and runes of any type, no matter their origin (although the GM may rule differently). The caster can deduce the name of the spell contained within the rune if it is a wizard spell (i.e. brown magic). Otherwise an idea of the nature of the spell can be ascertained. The power of the spell is also deduced in terms of its SS.

Effect in runes: Permanence (in a lens for example) has a constant effect while the item is in use.

Range: 5'

Area of effect: 4' by 4'

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

Binding components: None.

FLAMEDART (1000)

Description: A small fiery dart launches from the caster's finger toward a specified target within 100 feet. The caster must roll to hit and do damage with a +2 to hit per SS and a 0.1 damage modifier per SS (e.g. +20 and damage of 1 for a SS 10 spell). The range mod for the spell is 0.5; it attacks as a bow and does thrust damage.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the caster's spell points.

Range: 100'

Area of effect: 1 T

Duration: N/A

Casting time: 20-(SS/2)

Binding components: Pin, Sulphur

INCREASE WEIGHT (1000)

Description: The spell causes the mass of a target item to be increased. Any material may be targeted providing that it initially weighs less than the spell's SS in pounds. If the item is worn or carried by an individual then the carrier/wearer's save vs. brown magic is used to protect against the spell. If the item is not carried then it does not receive a save unless enchanted or made of a magical material. Magical items receive a save equal to the maximum number of spell points that their material can absorb (e.g. +18 for gold); see the magical materials table, alchemy section of the rulebook, section 5.7. If the target object is affected then its mass is temporarily increased by a factor of 2 for every 5 points of SS (e.g. a SS 10 casting would multiply an object's weight by 4). GMs should determine appropriate penalties if the object is to be manipulated/wielded.

Effect in runes: Permanence increases the mass of the item in accordance with the spell description.

Range: 100'

Area of effect: SS lbs or less

Duration: 30 counts per SS

Casting time: 30-(SS/2)

Binding components: Lead

INFRAVISION (1000)

Description: For the duration of the spell the caster gains heat sensitive vision; warm locations and living creatures give off a warm glow against a black background. Objects at room temperature (e.g. furniture) cannot be seen and therefore the caster is at -15 to all physical actions when using infravision.

Effect in runes: Permanence (in a lens for example) has a constant effect while the item is in use.

Range: S

Area of effect: Sight

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

Binding components: Laurel, Candle

SENSE MAGIC (1000)

Description: The caster becomes attuned to the forces of magic and is able to sense their effects on items. Magical items within range will seem to glow to the caster, the brighter the radiance the more potent the enchantment (this is expressed in terms of SS). As a rough guideline, a SS10 enchantment will give off the same amount of radiance as a standard lantern (to the caster's eyes only).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: 25'

Area of effect: 25' radius about caster

Duration: 10 counts per SS

Casting time: 30-(SS/2)

Binding components: None

SPEAK THE TRUTH (1000)

Description: The spell will force a target to speak only the truth (i.e. tell no lies) if they fail a save against magic. The target may choose not to speak at all if they are aware that a spell has been cast. If a target reveals something that they would usually keep hidden or lie about then they receive an additional save; if passed they realise they are under the effects of a spell and may choose not to speak.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example). This is something of a curse; the bearer must make a save every time he/she tries to lie or else accidentally speak the truth.

Range: 10'

Area of effect: 1 T

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

Binding components: St. Johns Wort, Silver

SPEAK TONGUE (1000)

Description: When the spell is cast the mage chooses the language to be comprehended. This language can then be written, read, spoken and understood for the duration of the spell. This spell does not function with languages considered magical, for example demonic languages and Dragontongue.

Effect in runes: Permanence confers constant spell effects to the bearer of the enchanted item and they will always understand the specified form of non-magical communication.

Range: S

Area of effect: S

Duration: 1 MIN per SS

Casting time: 50-SS

Binding components: Valerian, St. Johns Wort

WALK THE WAVES (1000)

Description: This spell gives the caster the ability to walk on any liquid surface as if it was solid ground. The open sea can be hazardous because of waves. Waves should be given a strength value of 1-100 to represent the severity of the swell. Each 50' traversed requires a balance roll of (wave strength -(SSx2)) or greater to remain standing.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: T

Area of effect: 1 T per 5 SS

Duration: 1 MIN per SS

Casting time: 50-SS

Binding components: Yarrow, Salt Water

BREATHE WITHOUT AIR (2000)

Description: This spell allows the wizard to breathe normally and function without penalty in any atmosphere, e.g. smoke, gas, water. The usual environment penalties apply with regard to visibility and movement.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: 10'

Area of effect: 1 T per 5 SS

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

Binding components: Ash, Dried Fish

CHARISMATIC AURA (2000)

Description: The caster of this spell will suddenly begin to assume a personable and agreeable character. All those who come into contact with the wizard will react positively towards them providing the caster does nothing to dissuade their audience that they are the likeable, loveable person that they seem to be. The wizard has no controlling effect over others, however, and while a target is more open to logical persuasion they will not perform actions that they would not normally undertake.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: 10'
Area of effect: 10' radius about caster
Duration: 1 MIN per SS
Casting time: 50-SS

Binding components: St. John's Wort, Gold

DEFLECT BLOW (2000)

Description: Once cast the spell stays in effect around the caster until a blow or missile attack is aimed at them. The spell then activates, reducing the strike roll of the incoming attack by 4 points per SS. Multiple deflect blow spells may be in effect, but they will all activate at the first incoming attack, not against sequential ones. In addition, they will yield decreasing advantages. The first spell is at full effect, the second at half power, the third at a third power, the fourth at a quarter power and so on. Hence a SS 10 spell yields a -40 against the first attack launched against a wizard. If recast before such an attack occurs, it will yield an additional -20 for a total of -60. A third casting yields a further -13 for a total of -73 and so forth. This spell can be cast using a free action.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S
Area of effect: S
Duration: See description
Casting time: 10-(SS/3)

Binding components: None

FEATHERFALL (2000)

Description: The spell allows the wizard and/or those he is within ten feet of to float gently down a fall of any distance, its magical effect lasting until the ground is safely reached. If the total mass being supported is more than 40 lbs per SS then the spell will not function at all until the amount of weight is reduced below this limit. This spell can be cast using a free action.

Effect in runes: Permanence in an item confers one of

two effects (chosen when the item is created). The first is a SS x 4% chance of activation whenever a fall happens, e.g. when the bearer falls off a cliff. The second is to allow casting at will using the bearer's spell points with a random SS up to the original.

Range: 10'
Area of effect: 40 lbs per SS
Duration: Until landing
Casting time: 10-(SS/3)

Binding components: Elder, Feather

MAGIC MESSAGE (2000)

Description: The caster summons a small white bird from the ether and whispers a spoken message of any length to it. The bird then delivers the message to a person the caster knows the 'true name' of no matter where they are. The bird flies at 10 km per hour per SS.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T
Area of effect: N/A
Duration: Until delivered
Casting time: 100-(SS/2)

Binding components: Mugwort, Arrow

MULTIPLY FOOD (2000)

Description: This useful spell allows the mage to multiply a given amount of food by a number of times equal to the SS. The item of food to be multiplied must be touched by the caster and cannot have an initial mass of greater than 1 lb per 5 SS or, for liquids, a volume of greater than one pint per 5 SS. In the case of solids the item will be 'replicated' rather than increased in size, e.g. when multiplying a loaf of bread the caster will be left with several loaves of bread rather than one huge one. Liquids must be multiplied within a suitable container, i.e. there must be room within the liquid's present container to hold the new liquid.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T
Area of effect: See description
Duration: P
Casting time: 50-SS

Binding components: None

PARALYSIS BOLT (2000)

Description: The caster generates a yellowish bolt of energy that he/she directs toward a chosen target. The bolt strikes at +5 per SS (attacking as a crossbow) and does no damage, therefore ignoring any armour worn by the target. If the target fails a save vs. magic then they may not perform any physical actions for the spell's duration.

Effect in runes: Permanence on weapons means that the spell will affect anyone the weapon inflicts damage upon at a random SS up to the spell's original one. For other items, it allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 T
Duration: 1 SEC per SS
Casting time: 30-(SS/2)

Binding components: Ash, Spider

SEE THE INVISIBLE (2000)

Description: While the duration of the spell lasts the caster is able to see invisible objects or people. Invisible objects and people are defined as those people or objects enchanted with the wizard spell 'invisibility'.

Effect in runes: Permanence (in a lens for example) has a constant effect while the item is in use.

Range: 100'
Area of effect: Sight
Duration: 1 MIN per SS
Casting time: 50-SS

Binding components: Frankincense, Ink

SPEED (2000)

Description: The spell imbues its targets with increased speed of movement, increasing the target's movement rate to (SS/3) x normal rate. For example a warrior who normally sprints at 2 feet per count would, when enchanted with a SS 15 spell, run at 10 feet per count. The spell does not affect attack time but adds +(SSx2) to dodge.

Effect in runes: Allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'
Area of effect: 1 T per 5 SS
Duration: 10 SEC per SS
Casting time: 30-(SS/2)

Binding components: Ash, Muscle

SPHERE OF DAYLIGHT (2000)

Description: The spell creates a floating sphere of light above the head of the caster that will move with him or her. The light given off at SS 8 is the equivalent of a normal lantern.

Effect in runes: Permanence creates a permanent sphere of daylight around the enchanted item, its brightness reflecting the spell's original SS.

Range: 10'
Area of effect: 1' radius per SS (clearly)
Duration: 10 MIN per SS
Casting time: 50-SS

Binding components: Laurel, Flint, Ash

STOP WIND (2000)

Description: The caster stops all wind within a 2000' by 2000' area with a point designated by the wizard as its centre no matter the strength of the wind. The affected area becomes entirely windless, even the fiercest of gales or magical winds stopping at the spell's perimeter.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 2000' by 2000' (by 2000')
Duration: 1 MIN per SS
Casting time: 30-(SS/2)

Binding components: Elder, Stone

WIND RUSH (2000)

Description: The spell creates a blast of wind beginning at the caster and spreading out in a cone stretching 10' per SS. The width of the cone at the furthest point is 10' per SS. The wind has a strength of 1 per SS. All affected must make an initial knockdown roll of 1d6 per 3 SS. If this value exceeds their STR statistic they are knocked down (considered to be prone; see the rulebook section 3.7.6) and pinned for the duration. If it exceeds double their STR, they are pushed over and will roll backwards at a rate of 10' (about 3 metres) per second until the wind ceases. Those not knocked over have 10% normal movement per point of STR over the wind strength; if their STR is lower they can only stand, and make no significant movements. Spell casting is possible as usual unless prone, but physical actions like parrying are at -5 for each point the wind's (strength x 2) exceeds the victim's STR. Anyone entering the rush is affected by it. Similarly, missiles fired into the rush are strongly affected, giving a -5 per wind strength to strike. Any unbalancing action (such as dodging) necessitates a new knockdown roll. Targets can choose to give in and let the wind blow them backwards should they wish. Blown targets will suffer damage as per section 4.1.1 of the rulebook if they strike a solid object, can make no de-

fence, but are tough to hit if blown past a potential striker's path (-30 special mod). The spell will cease immediately if the caster stops concentrating upon it. As an example, a target with a STR of 15 is struck by a SS 10 wind rush spell. Having succeeded against the initial 3d6 STR check to stay upright he then only has 10% physical mobility for each point of STR above the spells' SS, i.e. 5. Therefore movement is reduced to 50%. He will be at -25 to physical actions (wind's strength of $10 \times 2 = 20$, $-15 = 5$, $\times 5 = 25$) until the spell ceases.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10' per SS
Area of effect: 10' wide per SS at furthest point
Duration: 10 counts per SS
Casting time: 30-(SS/2)

Binding components: Elder, Feather

ARC OF SLEEP (4000)

Description: The caster draws his or her hand through a 30 degree arc and affects all creatures within the arc and within the spell's range. All those failing a save vs. magic are instantly put into a deep sleep. The affected creatures can be woken up normally and should be allowed hearing rolls to hear and be woken by loud noise around them every SSx4 counts. The GM needs to assign a value for the level of noise and this should be subtracted from a 2d20 roll. If the result is below the sleeping target's HEA then they wake. The sounds of a nearby battle would allow a -10 modifier to the HEA check for example.

Effect in runes: Allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 30 degree arc
Duration: N/A
Casting time: 50-SS

Binding components: Valerian, Alcohol

BOLT OF HEAT/COLD (4000)

Description: The spell generates either a bolt of fire or a bolt of ice, decided by the mage when learning the spell. The bolt is aimed at a potential target and has a +4 to strike per SS, striking as a crossbow attack and doing impact damage at 0.2 per SS. The Range Mod is 0.4. The spell can be cast slightly in advance, with firing delayed for up to SSx4 counts as required.

Effect in runes: Permanence on a weapon causes extra damage (either cold or heat damage - see description) randomly up to the original SS, e.g. a sword with a SS 10 bolt of heat enchantment will cause an additional d10 points of

base damage when a blow is struck (so 3d10 are rolled instead of 2d10). Permanence on non-weapon items allows casting with a random SS up to the spell's original.

Range: 200'
Area of effect: 1T
Duration: N/A
Casting time: 30-(SS/2)

Binding components: Woodruff, Clay

CHARM (4000)

Description: The charm spell allows the caster to put a glamour over a victim. If the target fails a save vs. magic then they will perform the caster's wishes for the duration. An extra save is allowed if the act is contrary to alignment or particularly dangerous. The victim will not perform any act that they believe will end in their certain death.

Effect in runes: Allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'
Area of effect: 1T
Duration: 3 MIN per SS
Casting time: 50-SS

Binding components: St. Johns Wort, Gold

ROT WOOD (4000)

Description: The caster rots the target wood to an extremely fragile state so that a single blow would easily break it. Crafted items (e.g. weapons) receive a save at -10 and will break when used for parrying or attacking. Enchanted items receive a save at the level of the alchemist who enchanted them.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 lb per SS
Duration: N/A
Casting time: 30-(SS/2)

Binding components: Ash, Water

RUST METAL (4000)

Description: Affected metal becomes very fragile allowing it to be broken easily. Crafted items (e.g. weapons) save at -10 and those affected have their break increased by (SSx2). The spell does not affect adamantine or mythyrl. Enchanted items receive a save at the level of the alchemist who enchanted them.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 lb per SS
Duration: N/A
Casting time: 30-(SS/2)

Binding components: Ash, Water

CRUMBLE STONE (4000)

Description: The affected stone crumbles to small pebbles. Crafted stone (e.g. structures) saves at -10.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 5 lbs per SS
Duration: N/A
Casting time: 30-(SS/2)

Binding components: Sage, Plant Root

GLOBE OF SILENCE (4000)

Description: The caster summons an invisible globe at a desired point. No sound leaves the area at all although sound from outside the globe can be heard within it. The globe of silence moves at the caster's will as long as it is concentrated upon.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: 100'
Area of effect: 5' radius
Duration: 1 MIN per SS
Casting time: 30-(SS/2)

Binding components: Tongue

GOLDEN SPAN (4000)

Description: The caster creates a semi-transparent, shimmering golden bridge. The bridge is 10 feet wide, stretches for a distance of 5 feet per SS and will support 100 lbs per SS. The bridge does not have to be horizontal; it will stretch between any two points (e.g. the ground and a roof).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 10' wide by 5' per SS long
Duration: 1 MIN per SS
Casting time: 50-SS

Binding components: Iron, Stone

INVISIBILITY (4000)

Description: The spell allows the spell's target and all of his or her personal belongings (including objects carried in the hands and about the person) up to 2 lbs per SS to become completely invisible for the spell's duration. Any aggressive action against another individual or creature dispels the invisibility.

Effect in runes: The bearer of the item is rendered permanently invisible, blinking into existence for 10 seconds then slowly fading again when an aggressive act is undertaken.

Range: 10'
Area of effect: 1T per 5 SS
Duration: 1 MIN per SS
Casting time: 30-(SS/2)

Binding components: Wormwood, Glass

LEVITATE (4000)

Description: This spell allows the caster to float effortlessly above the ground. The spell allows free vertical movement but horizontal movement can only be achieved by the wizard dragging himself along a surface or taking some similar action. The speed of ascent or descent is 10' per second and the spell will allow each target to carry SSx5 lbs of equipment. If they bear more than this limit then the spell will not function.

Effect in runes: Allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'
Area of effect: 1T per 5 SS
Duration: 50 counts per SS
Casting time: 50-SS

Binding components: Elder, Feather

MELD (4000)

Description: Once this spell is cast the magician and their equipment blends into the surrounding scenery with a chameleon-like ability. This spell will not necessarily allow the caster to avoid a close-up inspection but will confer a +100 to hide and a +50 to stealth for the duration.

Effect in runes: Permanence allows the spell to function continuously, but at half power (i.e. + 50 to hide, + 25 to stealth) and only in a particular environment (e.g. woodland, urban etc.).

Range: 10'
Area of effect: 1 T per 5 SS
Duration: 1 MIN per SS
Casting time: 30-(SS/2)

Binding components: Laurel, Earth

MESMERISM (4000)

Description: This spell creates a cluster of mesmerising lights with hypnotic qualities. Any person viewing the lights must make a save vs. magic or become mesmerised by them for the duration of the spell. If a mesmerised victim is aroused (by being attacked or shaken for example) they receive another save against the spell with a cumulative +10 for each such 'distraction'.

Effect in runes: Permanence creates a permanent array of lights around the enchanted object acting as per the spell description.

Range: 50'

Area of effect: All viewers

Duration: 10 SEC per SS

Casting time: 50-SS

Binding components: Valerian, Eyes

BLUR (8000)

Description: This spell distorts the caster's visual image to such a degree that they become hard to follow and, especially, to hit. The spell confers a bonus to the caster's strike level of +4 per SS, up to a maximum of 119. This spell does not affect those viewing the caster by other means than by normal sight (e.g. infravision).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: S

Area of effect: S

Duration: 30 counts per SS

Casting time: 30-(SS/2)

Binding components: Crystal

CAUSE EXHAUSTION (8000)

Description: A thin beam of off-yellow light darts from the caster's finger to a specified target, automatically hitting and ignoring armour. If the victim fails a save vs. magic then they lose 1d10 exhaustion points per SS (see the optional rules on exhaustion, section 3.7.8 of the rulebook).

Effect in runes: Permanence in a weapon causes the spell to take effect when the weapon draws blood (or otherwise causes damage). Permanence on any other type of item causes a permanent exhausting effect upon the item's bearer as per the spell description (they role for losses when putting the item on, and cannot regain those exhaustion points, even through rest, until the item is removed).

Range: 100'

Area of effect: 1T

Duration: Until target is rested

Casting time: 30-(SS/2)

Binding components: Ash, Spider

DARKNESS (8000)

Description: When this spell is cast an area of 50 feet cubed centring on a point specified by the caster is flooded with magical darkness; no light will enter this region, nor can any within it see out. Normal darkness modifiers apply to those within (see the rulebook, section 3.7.18).

Effect in runes: Permanence creates a durationless area of darkness centred on the enchanted object.

Range: 100'

Area of effect: 50' by 50' by 50'

Duration: 30 counts per SS

Casting time: 50-SS

Binding components: Wormwood, Oil

EVADE PURSUIT (8000)

Description: This spell allows the caster to obscure his tracks to a high degree even in conditions such as snow or mud. Any person attempting a track roll to follow the caster suffers a minus to their track roll equal to -7 per SS of the spell.

Effect in runes: Permanence on an item (a pair of boots for example) confers the benefits at all times to the item's bearer.

Range: 10'

Area of effect: 1T per 5 SS

Duration: 3 MIN per SS

Casting time: 50-SS

Binding components: Celandine, Glass

FIREBALL (8000)

Description: This spell allows the caster to hurl a ball of fire at his or her enemies, affecting all those within a 10' radius. The fireball automatically explodes in the vicinity of its targets who receive a dodge against the fireball's attack. If a target's dodge roll is greater than the fireball's SSx5 then the target only takes half damage, if the dodge roll is greater than SSx8 then the target avoids all damage. A dodge of 120 is always a success. Damage is 0.2 x SS and ignores armour, being non-locational.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 200'

Area of effect: 10' radius

Duration: N/A

Casting time: 30-(SS/2)

Binding components: Wormwood, Sulphur

FOG OF FEAR (8000)

Description: The caster creates a writhing mass of foul smelling, cold, clammy fog. Any caught in or entering the fog must make a save vs. brown magic or suffer the effects of magical fear (see the rulebook section 4.1.5 for details). The fog's dimensions are 20' x 20' x 10' and it will drift with the wind. Note that wherever the fog is, it is the caster who will be the object of his victim's fear.

Effect in runes: Permanence on an item will create a permanent Fog around the item as per the spell description.

Range: 100'

Area of effect: 20' by 20' by 10'

Duration: 30 counts per SS

Casting time: 30-(SS/2)

Binding components: Frankincense, Blood (any)

IGNORE INORGANIC (8000)

Description: This powerful spell may be cast on an item, usually a weapon or projectile. The enchanted item has the ability to ignore inorganic armour and materials. Wooden shields would still be effective for example but a sword parry or metal armour would not be.

Effect in runes: Permanence is most suitable on weapons. The enchanted item will ignore inorganic materials any time the bearer rolls under the original spell's (SS x 3).

Range: T

Area of effect: 1 item

Duration: 20 counts per SS

Casting time: 30-(SS/2)

Binding components: Sage, Iron

MULTIPLE IMAGE (8000)

Description: When this spell is cast 1 identical image of the caster per 3 SS appears. These images may be positioned as the caster wishes within a radius of 30' and will follow the caster's movements and actions exactly. It will be unclear, even to those watching the wizard closely, which one of the images is really him. The images are essentially complex illusions and may be individually 'disbelieved' in the normal way; they will also disappear when struck.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 30'

Area of effect: 1 image per 3 SS

Duration: 1 MIN per SS

Casting time: 50-SS

Binding components: Wormwood, Hair (own)

MYSTIC NET (8000)

Description: The mage conjures a glimmering web of unearthly origin that launches itself at a spot designated by the caster within a range of 100 feet. All living creatures within 20' of the target point must make a dodge against the SSx8; for every 3 feet the target is distant from the centre point the difficulty of the dodge roll is reduced by 5 points. If the dodge is failed the target suffers from doubled effects of full 'entanglement' (see the rulebook section 3.7.11) until they are free. The net cannot be cut by non-magical weapons.

Effect in runes: Allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 20' radius

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

Binding components: Silk Thread

MYSTIC SHIELD (8000)

Description: With this spell the wizard conjures an invisible bar of energy to parry all incoming attacks, whether from behind, in front or to the side of the mage. The bar defends as a quarterstaff at +5 per SS and with a defensive AT of 4. All parries are conducted automatically and the weapon is subject to all normal combat rules e.g. AT modifiers for multiple opponents etc.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S

Area of effect: S

Duration: 50 counts per SS

Casting time: 30-(SS/2)

Binding components: Pennyroyal, Iron

SLOW OTHERS (8000)

Description: The mage uses this spell to affect the joints and muscles of all creatures in a 30-degree arc in front of the caster and up to 50 feet away. Those targets failing to save find it difficult to move, having their movement rate halved, and suffer a -40 to all physical actions for the spell's duration.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 50'

Area of effect: 30' arc

Duration: 10 counts per SS

*Casting time: 30-(SS/2)***Binding components:** Celandine, Hashish

SPELL STORE (8000)

Description: The spell store allows the mage to delay the casting of another spell in his repertoire until required. The mage would firstly cast spell store and then must successfully cast the spell to be stored. The stored spell may then be activated as and when the mage requires and has a casting time of the mage's AT / 2 (it can also be activated using a free action). There is no limit to how long the spell may be stored for but only 1 spell may be stored at a time.

Effect in runes: Permanence allows the enchanted object to act as a temporary store for spells. Any single spell can be cast into the object, then released later using a single action.

*Range: S**Area of effect: S**Duration: Until cast**Casting time: 50-S***Binding components:** Frankincense, Silver

SUN RAY (8000)

Description: The wizard creates a searing beam of intense, burning heat that bursts from their hand to a designated target and locks at that point. The beam may be maintained for the spell's duration and is therefore useful both as an offensive weapon and for melting through solid materials. The initial strike is at +4 per SS (as a crossbow attack) and does thrusting damage with a damage modifier of 0.25 per SS (range mod 0.4). If the beam is concentrated on a surface it will burn through wood at half an inch per SS per second and metal at 1/10th of an inch per SS per second, creating a hole 2 inches in diameter. If the beam is to be kept focused on a living target that is still capable of movement they receive a further dodge (or parry if using a shield) against the spell's original attack every 10 counts. Success indicates that they have lost the beam; failure means they will take further damage (as per the original) against the same bodily location. The beam immediately dissipates if it loses its target (i.e. is dodged or parried) regardless of remaining duration.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

*Range: 100'**Area of effect: 2 inch diameter**Duration: 5 counts per SS**Casting time: 30-(SS/2)***Binding components:** Woodruff, Ash, Oil

TURN TO MIST (8000)

Description: The wizard may turn the solid matter of 1 person per 5 points of SS to a chill mist-form. The person/persons and all of their possessions are affected (a person's belongings being termed as all objects carried or worn, but not horses etc.). While in mist form the affected creatures cannot cast spells or interact with physical objects (e.g. attack them) but in turn cannot be harmed by normal means - although some spells may still affect them at the GM's discretion. The person's mist form can be controlled accurately in order to allow them to seep through the keyhole of a door or a crack in a window pane etc.

Effect in runes: Permanence allows the bearer of the item to maintain permanent mist form until willingly dispelled (by re-uttering the power word). Mist form can then be reassumed at any time.

*Range: T**Area of effect: 1 T per 5 SS**Duration: 1 MIN per SS**Casting time: 30-(SS/2)***Binding components:** Ash, Coal, Water

AGE (16000)

Description: The age spell affects a target's physical make-up, decaying the matter that forms them and thereby accelerating the aging process dramatically. If the target fails a save vs. magic they are aged instantly by 2 years per SS. Consult the rulebook section 4.1.11 for information on aging and stat deterioration.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

*Range: 100'**Area of effect: 1 T**Duration: P**Casting time: 30-(SS/2)***Binding components:** Blood (human)

CALM WATERS (16000)

Description: The conjuror forms a sphere centred on themselves and stretching out in a radius of 100' per SS in which all water surfaces are calm and peaceful. The circle of calm moves with the caster. Wind and weather conditions are not affected - strong wind and rain will still be present within the circle but the waters will be calm and still.

Effect in runes: The item radiates the calm waters enchantment and affects all water within a radius of 50 feet per SS. Useful on a ship's figurehead for example.

Range: 100'

Area of effect: 100' radius per SS

Duration: 5 MIN per SS

Casting time: 30-(SS/2)

Binding components: Yarrow, Crystal

DISPLACEMENT (16000)

Description: This clever spell has a double effect, both rendering the caster truly invisible and also projecting a likeness of the caster nearby (the distance determined by the power of the spell) which mimics the caster's actions perfectly. The result is such that the caster appears to be where he is not, meaning that all incoming attacks have a SS x 4% chance of missing entirely (maximum 90%) and the caster's strike level is increased by 3 points per SS (up to a maximum of 119).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: 1 T per 10 SS

Duration: 20 counts per SS

Casting time: 30-(SS/2)

Binding components: Celandine, Glass

HOLDING (16000)

Description: This is a more rare and powerful version of the slow others spell in that the targets receive no save vs. magic (the magic avoids affecting the targets directly, instead "thickening" the air around them to resist their movements). For every point of STR a target has above the SS of the holding spell they receive 10% of their movement and physical skill abilities. For example, say a target has a +44 to strike and a STR of 14. When affected by a SS 10 holding spell they only receive 40% of their normal strike roll, i.e. +18. If the SS exceeds a target's STR, they are immobilised but able to talk and make small gestures.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 T per 5 SS

Duration: 20 counts per SS

Casting time: 30-(SS/2)

Binding components: Celandine, 1 ring (any type)

MULTIPLE FLAMEDARTS (16000)

Description: A more powerful version of the common flamedart spell which conjures multiple, wickedly hot darts which stream from the palm of the caster's hands to strike one or more targets. One dart is created per 2 points of SS and these may be distributed among targets within range (also in line-of-sight) as the caster sees fit. The darts strike

as bow attacks at +2 per SS and do thrust damage with a damage modifier of 0.1 per SS. The darts' range modifier is 0.5. If more than one dart targets a single opponent, only a single dodge roll need be made and compared to each attack. A large shield can be used to parry any number of darts with a single roll; other weapons can parry only a single dart.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 T per 2 SS

Duration: N/A

Casting time: 50-SS

Binding components: Pin, Sulphur

MYSTIC ARMOUR (16000)

Description: The caster affects the air around the target's body so that it forms a hard, protective and invisible covering around them. The magical armour protects all locations and all four aspects (cut, chop, thrust, and impact) at 2 per SS. Hence a SS 10 spell offers protection at 20 (15), 20 (15), 20 (15), 20 (15). It is effectively weightless and compliments any armour already worn by the target.

Effect in runes: Grants permanent mystic armour to the item's bearer at a SS rolled randomly up to the original, affecting a single body region (e.g. the head for a tiara).

Range: 10'

Area of effect: 1 T per 10 SS

Duration: 50 counts per SS

Casting time: 40-(SS/2)

Binding components: Hawthorn, Iron

PARRY SPELL (16000)

Description: The caster creates a protective magical field around themselves that attempts to reach out and block the magical force of the next spell directed at the caster (whether directly or indirectly). The spell can be of any type and class. The attacking spell is assigned a strike modifier of +3 per SS and the parry spell is assigned a parry modifier of +5 per SS. Strike and parry rolls are made as per a normal attack with no further modifiers to determine whether the incoming spell gets through. The parry spell will affect the next incoming spell *selected by the caster*. It cannot be cast cumulatively (only one parry spell may be active at a time).

Effect in runes: Permanence offers the bearer of the enchanted object constant protection against all incoming spells, with SS rolled randomly up to the original value each time the rune is activated.

Range: S

Area of effect: S

Duration: Until activated
Casting time: 10-(SS/3)

Binding components: Glass (mirrored)

POWER WORD – BLIND (16000)

Description: The designated target is struck blind permanently. The target receives NO save vs. magic. Power word spells are extremely rare and can only be found in the grimoires of the most powerful mages or in the most well guarded locations. There are great risks involved in the learning of a power word - see the rules section 5.1. A starting player character may not choose a power word for their repertoire unless the GM allows it.

Effect in runes: Permanence is only applicable for enchanted weapons; the effect is activated when the weapon draws blood rendering the victim instantly blind (no save vs. magic). When used in this way the effect is temporary and the victim will have their sight returned after 1 day per SS of the original enchantment.

Range: 100'
Area of effect: 1T
Duration: P
Casting time: 10-(SS/3)

Binding components: None

SLOW BLADE (16000)

Description: The caster refines the practices of the slow other and holding spells to affect the air surrounding individual weapons, making them difficult to wield. The affected weapon will inflict less damage, - 1 per SS to the initial 2d10 Damage Roll. Magical weapons receive a save equal to that of the alchemist who enchanted them.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 weapon per 5 SS
Duration: 1 MIN per SS
Casting time: 30-(SS/2)

Binding components: Celandine, Elder

TELEPORT (16000)

Description: The spell allows the caster to teleport themselves and others (depending on the SS) great distances instantaneously. All other teleporteers must be touching the caster; the caster need not be teleported himself. If the intended targets are unaware of the teleportation or do not wish to be teleported then they must make a save vs. magic to prevent the spell having an effect. The caster's cast chance may be lessened by 1 - 100% at the GM's discretion depending on how familiar the caster is with the intended destination. If it is the caster's bedchamber then

there should be no modifier while a place they have visited only once may incur a 30% negative modifier.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 5 KM per SS
Area of effect: 1 T per 5 SS
Duration: N/A
Casting time: 50-SS

Binding components: Celandine, Crystal, Blood (any)

WALL OF FLAME (16000)

Description: The mage creates a powerful, flaming wall that appears at a point within 100 feet and in the caster's line of sight. The wall has dimensions of up to 5 feet in width by 3 feet in depth by 5 feet in height per SS. The wall will automatically take on its maximum dimensions unless deliberately controlled by the caster and is not constrained by physical boundaries such as walls or doors. For example, if a wall is created inside a small dwelling which has a width smaller than the wall of flame then the wall will extend outside of the house, igniting the walls of the house if possible and anything outside of it. The wall does not create smoke and the magical flames cause a x1 damage modifier, non-locational injury to anyone attempting to pass through it or caught in it. Injuries are rolled / caused per foot of wall traversed. It cannot be cast on top of living creatures.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 5' by 3' by 5' per SS
Duration: 1 MIN per SS
Casting time: 30-(SS/2)

Binding components: Laurel, Flint, Oil

WALL OF STONE (16000)

Description: The spell creates a wall of thick granite that springs instantly from a point specified by the mage within 100 feet and in view. The wall of stone has dimensions of 5' in length, 1' in depth and 3' in height per SS. The wall of stone differs from the wall of flame in that it 'grows' from the point of the ground the caster specifies until it either reaches its maximum dimensions or comes into contact with solid matter, thereby making it possible to block corridors etc. The wall of stone is permanent and may be treated as a normal stone wall thereafter. Those wishing to destroy it using the rules presented in the rulebook section 4.1.9 will face a resistance value of 50 per SS.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 5' by 1' by 3' per SS
Duration: P
Casting time: 30-(SS/2)

Binding components: Laurel, Stone

ACID BUBBLE (32000)

Description: The caster conjures a pebble sized, floating bubble of powerful acid that is sent off in a set direction at the rate of 30 feet per second. The bubble can be commanded to explode as the caster desires or will automatically explode when it reaches a point 100 feet distant from the wizard. The compacted acid then explodes to hit all targets within 25 feet of the explosion. All of those in range must make a dodge roll. If the dodge beats the SS x 5 then the target takes half damage, if the dodge beats SS x 8 then the target avoids all damage. A 120 dodge is always a success. It is possible that the target is not aware of the bubble (it is very small and moves quickly); if this is the case then they are at a -25 to their dodge roll. The damage is non-locational and ignores armour, doing damage at 0.35 per SS. The damage modifier is reduced by 0.1 per foot distant from the epicentre.

Effect in runes: Permanence allows casting with a random SS up to the spells original using the bearer's spell points.

Range: 100'
Area of effect: 25' radius
Duration: N/A
Casting time: 50-SS

Binding components: Acid

CIRCLE OF FLAMES (32000)

Description: When this spell is cast a circle of fierce flame is created in a 15 foot radius circle centred on the caster. The circle of flames moves with the caster for the spell's duration and all those caught in the flames suffer a non-locational injury with a damage modifier of 0.4 per SS upon being contacted. If they remain in contact, they will suffer the same amount of damage every subsequent 10 counts.

Effect in runes: Permanence either creates a permanent circle of flames around an object that cannot be dispelled or allows casting using bearer's spell points with a random SS up to the original.

Range: S
Area of effect: 15' radius about caster
Duration: 50 counts per SS
Casting time: 50-SS

Binding components: Laurel, Oil, Onyx

ERODE STATS (32000)

Description: The mage casting this cruel spell emits a sickly green bar of light from his or her index finger, which automatically strikes a designated target within the spell's range. If the target fails a save vs. magic then they lose 1 point of a randomly determined physical statistic per SS. The loss is permanent. Physical statistics are STR, DEX, CON, AGI and APP. Use a d6 to determine which of the five is affected and re-roll on a 6. If a stat is reduced to zero, the victim dies instantly.

Effect in runes: For permanence, if on a weapon, when the weapon draws blood (or otherwise causes damage) the spell is activated except that the effect is temporary. Lost stats are recovered at the rate of 1 per day. On other items, the bearer may cast the spell at will with a random SS up to the original using his or her spell points.

Range: 50'
Area of effect: 1 T
Duration: P
Casting time: 30-(SS/2)

Binding components: Blood (human), Snake

HASTE (32000)

Description: This well crafted spell affects both the physical agility of its targets and the air around them, making it slightly thinner, thereby enabling the targets to move much more quickly than normal. In game terms, each target has a -3 modifier to their attack time and gains a +40 to all initiative rolls for the duration of the spell. If a target is not aware of the spell being cast or does not wish to be affected by it then they will have to make a save vs. magic.

Effect in runes: For permanence, the bearer of the enchanted item permanently receives a +25 to initiative rolls and -2 modifier to attack time

Range: 25'
Area of effect: 1 T per 5 SS
Duration: 20 counts per SS
Casting time: 30-(SS/2)

Binding components: Celandine, Feather (Hummingbird)

NEGATE MAGIC (32000)

Description: This spell is used to undo the effects of previous enchantments. Simply, if the SS of the negate magic spell is greater than the SS of the previous spell then the negation is successful. Currently active spells are appropriate targets for the negate magic spell (e.g. darkness, fog of fear). Permanent physical changes caused by magic (such as erode stats, rot wood or wall of stone for example) cannot be negated as these are no longer part of an active enchantment. Runes and the like can be unmade providing the negate magic spell is of sufficient strength.

Effect in runes: Permanence allows casting with a ran-

dom SS up to the spell's original using the bearer's spell points.

Range: 10'

Area of effect: One enchantment

Duration: N/A

Casting time: 50-SS

Binding components: St. Johns Wort, Emerald

POWER WORD - PARALYZE (32000)

Description: The designated target is paralysed from the neck down and receives NO save vs. magic. Power word spells are extremely rare and can only be found in the grimoires of the most powerful mages or in the most well guarded locations. There are great risks involved in the learning of a power word - see the rulebook section 5.1. A starting player character may not choose a power word for their repertoire unless the GM allows it.

Effect in runes: Permanence is only applicable for enchanted weapons; the effect is activated when the weapon draws blood (no save vs. magic), rendering the victim instantly paralysed.

Range: 100'

Area of effect: 1 T

Duration: 40 counts per SS

Casting time: 10-(SS/3)

Binding components: None

RESIST HEAT/COLD (32000)

Description: This enchantment renders the target/s impervious to normal extremes of temperature enabling them to walk naked through a blizzard or over hot coals. Damage caused by magically induced temperature extremes (e.g. circle of flames) is halved.

Effect in runes: Permanence on an item allows the item's bearer to permanently resist heat and cold as per the spell description.

Range: 10'

Area of effect: 1 T per 5 SS

Duration: 1 hour per SS

Casting time: 30-(SS/2)

Binding components: Laurel, Ash, Water, Coal

SORCEROUS SEAL (32000)

Description: This spell forever closes a target door (or other portal) by rendering its form within reality unchangeable and thereby allowing no alteration to its state. No battering ram or fire will open it or destroy it leaving no choice but to go around it or through the wall by its side. The sorcerous seal can be removed by a sufficiently powerful negate magic spell.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: 1 portal

Duration: P

Casting time: 50-SS

Binding components: Hawthorn, Beeswax

SWORDS TO SNAKES (32000)

Description: This is a curious enchantment affecting specifically swords/knives and no other weapons. If the wielder of the target sword fails a save vs. magic, his or her blade will instantly turn into a ferocious cobra that turns on the unfortunate swordsman. Both the wielder and the snake must make an initiative roll (the snakes have an initiative modifier of +40). If the wielder wins the snake can be dropped, otherwise the snake will attack the victim (see the bestiary for poisonous snake stats, except that these snakes cannot be killed!) Once dropped and/or retreated from, the snakes will only attack anyone trying to pick them up. The snakes revert back to swords once the spell's duration has ended. This also affects magical swords although they are entitled to a further save vs. magic equal to the save of the alchemist who enchanted them.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 sword per SS

Duration: 10 counts per SS

Casting time: 50-SS

Binding components: 2 Snakes, Amethyst

BOOST SPELL (64000)

Description: This spell allows the mage to store some of the power used in this incantation and utilise it in the next. Boost spell has no effect other than adding the boost spell's SS / 2 to the SS of the spell cast next by the mage. Only one boost spell can be active at any given time.

Effect in runes: With permanence, boosts every spell cast by the item's bearer by the SS of the original spell / 3

Range: S

Area of effect: N/A

Duration: Until next spell

Casting time: 50-SS

Binding components: St. Johns Wort, Crystal, Lapis Lazuli

FLY (64000)

Description: This spell makes real the dream of flight allowing the mage to soar into the air and cover vast distances quickly and relatively safely. The mage and those flying with him travel at 6 km per hour per SS, e.g. at SS 10 the rate of flight is 60 km per hour. Note that 1 km per hour is approximately equal to 1 foot per second (actually closer to 0.9 feet per sec), or 0.1 feet per count. Hence 60 km per hour equals approximately 6 feet per count (in pace terms). Once this spell is cast for the first time the caster (and anyone else affected) should add the fly skill to their character sheet and calculate the modifiers (without the usual -25 penalty for novices). For flight in combat, see section 3.7.12 of the rulebook.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'

Area of effect: 1 T per 5 SS

Duration: 5 MIN per SS

Casting time: 50-SS

Binding components: Celandine, Feather (Eagle), Crystal

LIGHTNING CALL (64000)

Description: Using this spell the wizard draws down lightning from the sky above and channels it through themselves and then out with shuddering force to the unfortunate target. Needless to say this spell must be cast out of doors and there must be some cloud cover (very light cover will suffice). The lightning bolt strikes at +6 per SS (as a crossbow), ignores armour and causes non-locational damage at 0.5 per SS. The bolt's range modifier is 0.6.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 300'

Area of effect: 1 T

Duration: N/A

Casting time: 100-(SS/2)

Binding components: Elder, Mugwort, Amber, Sunstone, Gold

MAGNETISM (64000)

Description: The caster chooses a point in sight and within the range of the spell to become the spell's focus. The chosen point begins to emit a magnetically attractive force affecting all metallic items within a 50 foot radius circle centring on the chosen point. The strength of the attraction is 3 per SS; this value is compared to the weight in pounds of any metallic object within range. Metallic items are drawn toward the designated point at the rate of 1 metre per second per 2 points of magnetic strength over the

weight in pounds of the object. For example a SS 10 spell will attract a 5 pound sword towards its centre at the rate of 12.5 metres per second (SS10 = magnetic strength of 30, which is 25 points above the sword's mass of 5 lbs). When dealing with armour the total mass of armour worn needs to be added to the mass of the wearer when calculating how fast (and if at all) a person may be dragged toward the point. Although this makes it unlikely that they will be attracted, they will be hampered by the pulling force; significant amounts of metal armour will cause a -2 per SS to all physical actions and a -2% per SS to pace values. Weapons may be dragged from hands if the magnetic strength is greater than the STR of the weapon's bearer. If the target point is designated as a person or living creature then they are entitled to a save vs. magic to avoid the effects of the spell. Any weapons or objects will strike them using their own damage mod (use 0.2 for miscellaneous objects) multiplied by the magnetic strength/10. Hence a longsword (damage 1) would strike a random location with a damage of $1 \times 30/10 = 3$ (for a SS 10 spell).

Effect in runes: With permanence, the magnetism is permanent operating according to the spell description.

Range: 100'

Area of effect: 50' radius

Duration: 5 SEC per SS

Casting time: 50-SS

Binding components: Ash, Lodestone

METAMORPHOSIS (64000)

Description: Using this enchantment the wizard bends his physical form to take on the shape of an animal of his or her choice. Once in the new form the mage takes on the physical attributes of the creature but retains his or her own mental characteristics. In game terms the wizard takes on all of the attributes listed for the particular animal in the bestiary section but retains INT, SST, WIL and all their saves. Casting spells or speech are both impossible once in beast form. This spell must be learnt for each animal type that the caster wishes to transform into, e.g. metamorphosis bear or metamorphosis hawk. The spell will not transform the caster into any magical creatures.

Effect in runes: Permanence on a wearable item will mean that the wearer takes on the shape of the animal when the item is put on, and remains in this form until willingly dispelled (the item must be removed immediately upon returning to humanoid form or the transformation will begin again). On a non-wearable item it allows casting at will using the caster's own spell points with a random SS up to the original.

Range: 10'

Area of effect: 1 T per 10 SS

Duration: 2 MIN per SS

Casting time: 50-SS

Binding components: Sage, Bones (Changeling)

MIST OF DEATH (64000)

Description: This spell allows the caster to draw on otherworldly powers to create a thick, clammy, writhing mass of evil smoke that attacks the spirit of any coming into contact with it. The caster chooses a point within the spell's range and in sight at which the mists begins to form. It rapidly begins to spread out from this point at the rate of 3 feet per second until it fills an area equivalent to a circle with a 150' radius. If the point chosen is at ground level then the mist forms a dome, while a point 150 feet up in the air will form a full globe. Once the mist has spread to its full size (50 seconds) the caster may direct it as he or she wishes, its entire cloud moving at 3 feet per second. Any living creature that comes into contact with the mist must make a save vs. magic or face a 1d6 per SS death roll. Hence a SS 12 spell would cause a 12d6 death roll. If successful (in either saving or for the death roll) the victim is immune to the mist for its duration. The mist will vanish instantly at the end of the spell's duration. The caster is not immune to the effects of the mist.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 500'

Area of effect: 150' radius circle within sight

Duration: 20 SEC per SS

Casting time: 100-(SS/2)

Binding components: Nightshade, Blood (Human), Heart (Demon)

POWER WORD - DEATH (64000)

Description: The designated target suffers a 1d6 per SS death roll and receives NO save vs. magic. Power word spells are extremely rare and can only be found in the grimoires of the most powerful mages or in the most well guarded locations. There are great risks involved in the learning of a power word - see the rulebook section 5.1. A starting player character may not choose a power word for their repertoire unless the GM allows it.

Effect in runes: Permanence is only applicable for enchanted weapons; the effect is activated when the weapon draws blood (no save vs. magic). The victim receives a 1d6 per 2 SS death roll.

Range: 100'

Area of effect: 1T

Duration: N/A

Casting time: 10-(SS/3)

Binding components: None

STEAL STATS (64000)

Description: A yellowish mist extends at great speed from the mage's lips and touches the forehead of the spell's unfortunate victim. If the target fails a save vs. magic they

are permanently relieved of 1 point of a random primary statistic for every point of SS. Determine which of the target's primary statistics is reduced by rolling a d10 and re-rolling on a result of 8, 9 or 10. The stolen points are added to the caster's own equivalent statistic (thereby altering their skill modifiers temporarily) and lost at the rate of 1 point per minute.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 50'

Area of effect: 1T

Duration: N/A

Casting time: 50-SS

Binding components: Eyes (Cat), Blood (Human), Snake, Garnet

TRANSCEND PHYSICALS (64000)

Description: This spell removes the target's body matter from the physical plane and replaces it with a ghostly, wraith-like form. While in wraith-form the individuals cannot interact in any way with the physical plane and cannot speak or cast further spells, nor may they be attacked except by magical weapons and certain spells. Those in wraith-form are not inhibited by any physical barrier and can effortlessly glide through any wall or obstacle. The caster does not need to wait until the duration of the spell ends but may return to solid form at any given moment; others enchanted by the spell do not have the same option and return to normal when the caster dispels the magic or the duration ends. Unwilling or unknowing targets of the spell must make a save vs. magic.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: 1 T per 3 SS

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

Binding components: Celandine, Frankincense, Moonstone

BOOST STATS (128000)

Description: With this spell the caster enhances a chosen attribute of the chosen target. Any primary or secondary statistic except SIZ may be chosen; the affected statistic is increased by 1 point per 2 points of SS. The increases vanish at the end of the spell's duration.

Effect in runes: Permanence in a wearable item confers a permanent boosted stat as per the spell description. On a non-wearable item the spell is castable at will using the

caster's own spell points.

Range: T

Area of effect: 1T

Duration: 5 MIN per SS

Casting time: 50-SS

Binding components: Muscle (caster's own race), Blood (caster's own race), Bones (caster's own race), Heart (caster's own race), Bloodstone

DIMENSIONAL TELEPORT (128000)

Description: This spell is a much more powerful version of the standard teleport spell requiring a much greater degree of control and level of power from the caster. Instead of moving location within the physical plane the caster and other targets actually shift dimensions to an alternate plane of the mage's choice. The position arrived at within the new dimension cannot be chosen and in effect the travelers do not actually 'move,' emerging into the same point in physical terms.

Effect in runes: Permanence creates a portkey, an object that when touched will instantly transport the toucher to a specific alternate dimension. The object itself is left behind, so another portkey is required to return.

Range: 10'

Area of effect: 1T per 10 SS

Duration: N/A

Casting time: 200-(SS/4)

Binding components: Frankincense, Eyes (Demon)

EARTHQUAKE (128000)

Description: The caster causes a small, magical eruption in the very bones of the earth, which reverberate rapidly and cause massive disruptions in the land and sea around. The caster picks a spot in sight and within the spell's range to form the epicentre of the earthquake, which affects a circle with a radius of up to 300 feet per SS. The affected ground heaves violently and great chasms are ripped in the earth. Buildings within the area of effect have a percentage chance of being destroyed equal to 5% per SS (the GM may modify this percentage based on the quality of the structure). All buildings within range will sustain damage however. The GM is free to exercise considerable dramatic and narrative license regarding the exact effects of this spell.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 6000'

Area of effect: 300' radius per SS

Duration: 10 counts per SS

Casting time: 100-(SS/2)

Binding components: Ash, Earth, Diamond, Muscle (El-

emental)

HOLD SPELL POINTS (128000)

Description: This spell allows a mage to draw magical energy (in the form of spell points) from willing donors and use them as their own for a limited time. There is no limit to the amount of spell points that a mage may draw upon except the number available to him from his or her donors. Physical contact is required but this can be achieved by the donors actually touching the caster. Spell points are drawn at the rate of 1 per minute from each donor, e.g. if there are three donors then three spell points are drawn per minute. If the spell points are not used within 1 hour per SS then the held points vanish.

Effect in runes: Permanence creates a permanent spell point store within the enchanted item. Donated spell points remain in the item until used and do not dissipate with time. A number of spell points equal to the original enchantment's SS can be held in the item. These are usable by any mage of any type.

Range: T

Area of effect: S

Duration: 1 hour per SS

Casting time: 100-(SS/2)

Binding components: None

POWER WORD - PETRIFICATION (128000)

Description: The designated target is instantly turned to stone and receives NO save vs. magic. Power word spells are extremely rare and can only be found in the grimoires of the most powerful mages or in the most well guarded locations. This is the most powerful of all, and consequently the most rare. There are great risks involved in the learning of a power word - see the rulebook section 5.1. A starting player character may not choose a power word for their repertoire unless the GM allows it.

Effect in runes: Permanence is only applicable for enchanted weapons; the effect is activated when the weapon draws blood (no save vs. magic). The victim is instantly turned to stone.

Range: 100'

Area of effect: P

Duration: N/A

Casting time: 10-(SS/3)

Binding components: None

REFLECT SPELL (128000)

Description: This spell works in a more powerful way than the parry spell in that it is possible to reflect the spell back at its caster. Once the spell is cast it lies dormant until a spell is aimed at the mage (either directly or indirectly) at which point a shimmering shield appears and

attempts to intercept the attacking magic. The attacking spell is assigned a strike modifier equal to its SS x 3 and the reflect spell is assigned a parry modifier of SS x 4. Attack and parry rolls are made using these modifiers. If the parry roll is lower the attacking spell gets past the defence and affects the defending mage. If the parry roll is higher the attacking spell is reflected directly back at its caster or point of origin having its usual effects. Only one reflect spell can be active at any given time. Note that unlike parry spell, the spell activates against the first incoming spell no matter its nature; a healing spell will also trigger the defence. The caster can willingly discharge it at any time without effect.

Effect in runes: Permanence on an item affords the bearer an automatic defence against all incoming spells at a slightly lessened effect, the reflect spell being activated at a random SS (up to its original).

Range: S
Area of effect: Next incoming spell
Duration: N/A
Casting time: 30-(SS/2)

Binding components: Ash, Diamond, Glass (mirrored)

SCROLL CREATION (128000)

Description: The mage who casts this spell may create a magical scroll just like an alchemist but without a risk of permanent spell point loss (see section 5.7 or the rule-book).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T
Area of effect: 1 Scroll
Duration: P
Casting time: 1-6 hours

Binding components: Valerian, Mythryl

WEATHER MANIPULATION (128000)

Description: The magus uses the power of this incantation to control and influence the weather for miles around a given point. The centre point of the weather effect must be within the spell's range but does not need to be in line of sight. The caster may specify the nature of the weather conditions within the spell's area (e.g. clear, cloudy, stormy etc.). Note however that the impossible cannot be achieved - bright sunshine cannot be conjured at night for example. The spell primarily deals with air and water, affecting wind, cloud and rain. Lightning cannot be controlled but may be caused by chance if the caster summons a storm. The GM is entitled to exercise dramatic and narrative control when this spell is used.

Effect in runes: Permanence either causes a constant manifestation of a specific weather type around the enchanted

object or allows the bearer to cast the spell at will using his or her own spell points.

Range: 5 KM per SS
Area of effect: 1KM radius per SS
Duration: 1 hour per SS
Casting time: 200-(SS/4)

Binding components: Angelica, Ash, Sage, Yarrow, Diamond, Ruby, Sapphire, Onyx

BATCH (256000)

Description: This spell allows the caster to create a single, very powerful spell consisting of a number of other spells equal to the batch spell's SS divided by 5. The caster must declare in advance which spells will form the batch; this declaration cannot be changed during the batch's creation. A roll to cast must be made at the time of the batch's creation for the batch spell and the other spells that form the batch. If all are successful the batch is created as desired. If the batch roll is failed (it is made first) then the caster does not need to make rolls for the other spells (what would be the point?) and would begin again with the batch spell. If a roll for a spell that would form part of the batch is failed then that spell is not included in the batch. All spell points are expended at the time of the batch's creation rather than at the time of use. The batch remains in existence for the batch spell's duration (1 hour per SS) and may be used at any time. Casting takes as long as the longest casting time of all the spells within the batch.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S
Area of effect: S
Duration: 1 hour per SS
Casting time: 100-(SS/2)

Binding components: None

INVOKE LUCK (256000)

Description: The archmage casting this spell temporarily grants himself the ability to change the outcome and result of their own and other's actions for a limited amount of time. For example a sword blow aimed at the mage can be made to miss or cause less damage, the mage's attempt to leap a chasm or dodge a blow can be made to succeed where normally it would fail. In game terms this ability is expressed in terms of luck points. The caster temporarily gains 5 luck points per SS. Unless these are used they are lost at the rate of 1 per second.

Effect in runes: Permanence on an item provides the item's bearer with a permanent store of luck. In game terms the bearer receives 3d10 luck points every 24 hours. These luck points must be used within that same period or they

are lost at its end to be replaced with a fresh 3d10.

Range: T

Area of effect: S

Duration: See description

Casting time: 20-(SS/2)

Binding components: Heart (Faery)

TIME TRAVEL (256000)

Description: This enchantment allows the mage and companions to travel the streams of time to visit the future or past as desired. The mage may travel 100 years per SS into the past or 1 year per SS into the future (it is possible to cast the spell again from the new temporal location and move further in either direction however). The caster expresses his or her destination in terms of years and moves backwards or forwards in time by that amount. The physical location of the caster and companions does not change however and they will emerge (safely) at that time in their current location. Because the distance travelled is expressed in terms of years and not days (or any smaller increment) it is important to note that time spent in the future or past is also time elapsed in the 'present'. If a mage travels 10 years into the past and spends 8 days there before returning to the 'present', i.e. 10 years into the future, the 'present' has moved 8 days forward as well. Tampering with time is potentially incredibly dangerous; a seemingly inconsequential action in the past can have far reaching effects years into the future. The GM is advised to refer to contemporary tomes such as Terminator 2.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100 or 1 year per SS

Area of effect: 1 T per 10 SS

Duration: N/A

Casting time: 200-(SS/4)

Binding components: Diamond (powdered)

CHAIN LIGHTNING (512000)

Description: Chain lightning is the most devastating spell in the wizard's repertoire. The archmage capable of casting and indeed controlling this spell deserves the highest levels of respect and should inspire awe in lesser mages. Only one mortal mage in the history of Korin-Thar, Dakireth Deathsire, has been capable of conjurations of this magnitude. Other than that particular individual the spell is the property of the most powerful dragon and demon lords. While uttering the lengthy incantation for this spell the skies above the point chosen by the caster (within 1 km per SS and in line of sight) begin to churn with dark thunderous clouds that form out of even the clearest skies (this spell cannot be cast indoors!) When the spell's casting is complete lightning begins to arc from the black

clouds, striking the ground with enormous destructive power around the point chosen by the mage. 1 bolt is called per SS and each strikes 1 second after the previous until all bolts have been called. The lightning strikes around a circle with a radius of 10 feet per SS. The GM should divide the circle into 12 segments and randomly determine with a d12 where in this circle the lightning strikes. If the circle is sufficiently large (60 feet or greater) then the circle should be split into 2 circles, inner and outer. The random bolt's strike location can then be determined by rolling a d2 (or percentile dice) to determine if it lands in the inner or outer circle and a d12 to determine which segment it strikes. At the point hit (10' in radius) the bolt strikes at +1 per SS and has a damage modifier of 1 per SS. The damage modifier decreases by 0.03 per SS for every foot distant a target is from the epicentre of the strike. Dodge rolls can be attempted against the bolt's strike roll, the dodge roll receiving a +2 modifier for every foot distant from the 10' radius epicentre. Successful dodges within 20 feet of the strike receive 0.75 damage, those within 20 to 40 feet receive 0.5 damage and those beyond that receive 0.25 damage (up to the limit of the bolt's area of effect). Note that these bolts regularly have the power to level castles and hiding in a tower is in no way a sure method of avoiding the spell. Once all the bolts have been emitted from the clouds the sky once again returns to its original state.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 1 KM per SS

Area of effect: 1 bolt per SS

Duration: N/A

Casting time: 200-(SS/4)

Binding components: Bone (Dragon), Muscle (Air Elemental)

MIRROR IMAGE (512000)

Description: The archmage uses this perverse enchantment to create a doppelganger mirror that creates exact copies of all creatures reflected in it, which have extremely hostile intents towards their originals. The caster creates a mirror of dimensions 10 feet wide by 10 feet high per SS in front of him or her self. All creatures reflected and within 50 feet of the mirror are affected and an exact replica immediately steps from the mirror and attacks their other self. The replica is identical in every way from statistics to equipment (magical weapons are even recreated). The replica exists only to destroy its original and once this is achieved will vanish from the current plane. If the original destroys the replica the slain creature crumbles to dust, itself and all equipment carried being permanently destroyed.

Effect in runes: Permanence in a mirror has the effects of the spell. Anyone stepping within 25' of the mirror is affected. The limitation here is that the mirror will not replicate runes, therefore the replicas will not carry magical weapons even if the original does. On any other item the

rune enables the item's bearer to cast the spell at will using their own spell points with a random SS up to the original.

Range: 50'

Area of effect: 10' by 10' per SS

Duration: 1 MIN per SS

Casting time: 50-SS

Binding components: Heart (Demon Lord)

Psionic Spells

DETECT PSIONICS (1000)

Description: This simple spell reveals other psionics (and magical items possessing a personality) to the caster. Characters with psionic powers will appear to glow with a gentle inner light, their radiance being proportional to their degree of psionic power (hence a psionic archmage will appear to glow extremely brightly in response to this spell). This spell can be cast in place of a free action.

Effect in runes: Permanence (in a lens for example) has a constant effect while the item is in use.

Range: 25'

Area of effect: 60 degree arc

Duration: 1 SEC per SS

Casting time: 10 - (SS/3)

SENSE PRESENCE (1000)

Description: All living creatures within 25' of the caster and within his/her line of sight appear swathed in an aura of white light. This spell will reveal invisible creatures, for example, and overcome problems with bad lighting. It also penetrates physical barriers, allowing the psionic to sense presences through up to 1" per SS of stone or metal or 2" per ss of wood (e.g. in an adjacent room). This spell can be cast in place of a free action.

Effect in runes: Permanence (in a lens for example) has a constant effect while the item is in use.

Range: 25'

Area of effect: line of sight

Duration: 1 MIN per SS

Casting time: 10 - (SS/3)

SENSE MAGIC (1000)

Description: This spell causes any items that are magical (carved with runes by an alchemist) to appear to glow with a gentle inner light, their radiance reflecting their degree of potency (e.g. a wand with only a few remaining charges will glow dimly, a powerful ancient runesword will glow brightly). This spell can be cast in place of a free action.

Effect in runes: Permanence (in a lens for example) has a constant effect while the item is in use.

Range: 25'

Area of effect: 60 degree arc

Duration: 1 SEC per SS

Casting time: 10 - (SS/3)

SEE AURA (1000)

Description: The caster gains information about a selected intelligent living target, becoming immediately aware of their approximate alignment (good, neutral or evil) and their degree of attainment within their profession (their experience level). The experience value given is only approximate; GMs should roll 1d100, add 50, divide this value by 100 and multiply by the target's actual E.P. level when giving this value (e.g. a roll of 70 would yield a multiplier of $(70+50)/100 = 1.2$, so an NPC who actually had 20 000 E.P.s would be reported to have 24 000 E.P.s). This spell can be cast in place of a free action.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 25'

Area of effect: 1 T

Duration: N/A

Casting time: 10 - (SS/3)

RESIST COLD (1000)

Description: The caster or this enchantment will feel no discomfort as a result of extremes of cold. In addition to their mental resilience, their body is imbued with a degree of protection. Direct damage from cold-based attacks is reduced by $SS \times 2.5\%$ (e.g. by 25% for a SS 10 spell, implying an additional damage mod of 0.75) while the caster receives a +2 per SS to saves against cold-related effects (e.g. frostbite, sudden death by hypothermia etc.).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example) at a random SS up to the spell's original (roll for each attack).

Range: S

Area of effect: S

Duration: 1 hour per SS

Casting time: 30 - (SS/2)

RESIST HEAT (1000)

Description: The psionic under the influence of this spell suffers no discomfort from extremes of heat, although some physical damage is still likely to result from exposure to red hot metal etc. Direct damage from heat-based attacks is reduced by $SS \times 2.5\%$ (e.g. by 25% for a SS 10 spell, implying an additional damage mod of 0.75); flames and fire still inflict full damage however.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example) at a random SS up to the spell's original (roll for each attack).

Range: S
Area of effect: S
Duration: 1 hour per SS
Casting time: 30 - (SS/2)

RESIST THIRST (1000)

Description: Whilst protected by this enchantment, the psionic suffers none of the debilitating effects of dehydration (see the Hexicon rulebook section 4.1.12). However, they will still drop dead following extreme water deprivation; they simply suffer no penalties or discomfort until this time.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: S
Area of effect: S
Duration: 3 hours per SS
Casting time: 30 - (SS/2)

RESIST FATIGUE (1000)

Description: This spell protects the caster from feelings of fatigue or physical exhaustion. In game terms, for those using the optional exhaustion point rules (section 3.7.8) the caster suffers no negative modifiers when their exhaustion points fall below zero, and will not collapse until they drop to their (CON x -5) or -25, whichever is the more negative.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: S
Area of effect: S
Duration: 1 hour per SS
Casting time: 30 - (SS/2)

SELF HEALING (2000)

Description: Through an effort of concentration the caster's body is instantly physically rejuvenated. This spell reduces their heaviest wound by SS injury points, with an equivalent proportional recovery in index. For example, a psionic with a single wound of 20 injury points and index 4 who new this spell at strength 10 would, after successfully casting, have a wound with an index of $20 - 10 = 10$. Their wound would therefore have healed to $10/20 = 0.5$ times its original extent, so its index would fall proportionally to $0.5 \times 4 = 2$.

Effect in runes: Permanence on a worn object means that the spell will fire with a random SS up to the spell's original each time the wearer is injured.

Range: S
Area of effect: S
Duration: N/A

Casting time: 30 - (SS/2)

OBJECT READING (2000)

Description: This unusual incantation is cast upon any deliberately manufactured object (e.g. chair, crown, sword) upon which the caster has laid his hands. The psionic will become instantly aware of that object's history and function. In particular, key events such as where/when it was made, who has owned it, what magical powers it possesses and where it has been kept will become known. Note that this knowledge is from the object's perspective; if it has been kept in a chest, it will not know if that chest has traveled the four seas!

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T
Area of effect: 1 object
Duration: N/A
Casting time: 50 - SS

EMPATHY (2000)

Description: The caster of this spell is able both to receive and transmit feelings and emotions. When receiving, the caster becomes aware of any strong emotional reactions a target may be having (e.g. fear, hunger, lust). When transmitting, the chosen target receives a save, which if failed will leave them actually experiencing an emotion of the caster's choice. Note that these emotions are experienced as normal, not magical, so the spell cannot be used to produce magical fear for example. If the strength of the spell exceeds the target's WIL stat, it is likely that they will act upon the emotion (and/or visibly display it) interpreting it in light of the current situation (e.g. if made to feel angry, the target might assume he was angry at the person in the vicinity he/she most resented or disliked).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 T per 5 SS
Duration: 5 SEC per SS
Casting time: 30 - (SS/2)

DEATH TRANCE (2000)

Description: Having uttered the words of this spell the caster at once falls into a deep trance, appearing utterly dead to even the most thorough investigation (no pulse, breathing, body heat etc.). They will remain in this state until a prespecified time within the spell's duration, at which point they will awaken. Alternatively, a single trigger event can be specified (e.g. the utterance of their name within earshot) to free them from the trance. Whilst in the

trance, the caster is completely unaware of the things going on around him and can perform no action whatsoever. Additionally, his body will cease to age. This spell can be cast in place of a free action.

Effect in runes: Permanence on an object causes the spell to take effect on the object's user when it is put on/used etc. A trigger event may be specified in advance (e.g. a runed needle that affects any who prick their fingers and can be undone with a kiss...)

Range: S
Area of effect: S
Duration: 1 year per SS
Casting time: 10 - (SS/3)

MIND BLOCK (2000)

Description: Once cast, this spell protects the psionic from all manner of mental probes and attacks. If the strength of the mind block exceeds the strength of an attacking or probing spell, the caster is utterly protected from it. The precise spells against which mind block will be effective are left to the GM's discretion, but the following are suggested: detect psionics, see aura, empathy, telepathy, hypnotise, cause despair, mind strike, cause pain, cause insanity, remove memory, insert memory, shock system, mental possession, induce nightmares, personal illusion, mind wipe, induce coma, speak the truth (wizard), charm (wizard).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a tiara for example) at a random SS up to the spell's original (roll for each attack).

Range: S
Area of effect: S
Duration: 10 SEC per SS
Casting time: 30 - (SS/2)

RESIST HUNGER (2000)

Description: The caster will suffer no ill effects or discomfort as a result of food deprivation (see the Hexicon rulebook section 4.1.12). They will still die of malnutrition, however, if no food is obtained for very long periods; they simply suffer no penalty until this time.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: S
Area of effect: S
Duration: 1 day per SS
Casting time: 30 - (SS/2)

RESIST FIRE (2000)

Description: The psionic under the influence of this spell suffers no discomfort from flames and the like, although some physical damage is still likely to result. Direct dam-

age from fire and/or explosions is reduced by SS x 2.5 % (e.g. by 25% for a SS 10 spell, implying an additional damage mod of 0.75)

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example) at a random SS up to the spell's original (roll for each attack).

Range: S
Area of effect: S
Duration: 1 hour per SS
Casting time: 30 - (SS/2)

IGNORE PAIN (2000)

Description: Having cast this spell, the psionic is utterly immune to pain, although they will still take damage in the standard manner. They will suffer no knockout rolls for the duration of this spell even if severely injured, but can be killed outright by death rolls in the standard manner. This spell can be cast in place of a free action.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: S
Area of effect: S
Duration: 1 MIN per SS
Casting time: 10 - (SS/3)

SPONTANEOUS COMBUSTION (4000)

Description: This spell causes a tiny point of intense heat to develop over a specified target, igniting any flammable material (e.g. straw, tinder, dry wool, oil etc.) in a natural seeming manner. Note that while the spell's effects are instant, the fire will still begin as a small smoldering flame and only develop with its typical timescale. The spell cannot be used as a direct physical attack.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 50'
Area of effect: 1 target point
Duration: N/A
Casting time: 30 - (SS/2)

FUEL FLAME (4000)

Description: When cast upon a fire within the spell's area of effect, that fire will suddenly leap and expand to grow by a factor of SS/3. Any combustibles within its new area will immediately catch light; if there are no such flammable items, the fire will rapidly recede to its original size. Being caught in the flames of a typical fire causes a x 1 non-locational damage attack, plus an additional attack for

each 10 counts the victim is in/on fire. Clothes can be put out following 1d6 actions of rolling on the floor or being smothered (or immediately with immersion in water). Note that the fire expands equally in all directions, not at the caster's behest.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 3' by 3' area of flaming ground per SS

Duration: N/A

Casting time: 30 - (SS/2)

DISRUPT ATTACK (4000)

Description: The caster's iron will confuses and deflects the intentions of those seeking to do them harm. Any physical attack (including spells with physical effects like power bolt) aimed at the caster by a sentient being is at -3 per SS on its attack roll.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S

Area of effect: S

Duration: 20 counts per SS

Casting time: 30 - (SS/2)

TELEPATHY (4000)

Description: This powerful magic allows the caster to communicate through thought with others, and to receive those thoughts that are deliberately directed back at them. In addition, the psionic can actively read the minds of those targets who fail to save, gleaned their intentions before they act upon them.

Effect in runes: Permanence upon two items produced at the same time allows the bearer of each to communicate with the other telepathically at all times the items are borne.

Range: 5' per SS

Area of effect: 1T per 5 SS

Duration: 5 SEC per SS

Casting time: 30 - (SS/2)

HYPNOTISE (4000)

Description: Should the target of this manipulative spell fail to save, they will find themselves utterly under the control of the psionic for its duration. They will believe whatever they are told and do whatever is requested of them, however out of character or dangerous. Note that they must hear the incantation to become hypnotised, so the caster may have to shout their spell under noisy conditions. When the spell wears off, the victim will be fully aware of what has happened, and will no longer respond to suggestions made or beliefs instilled (for this, insert

memory or the like must be used). Creatures without minds cannot be hypnotised.

Effect in runes: With permanence on an item with intelligence, that item will attempt to gain control of its bearer each time its other powers are used, maintaining control for the duration of the hypnotism spell (random SS up to the spell's original).

Range: 10'

Area of effect: 1 T

Duration: 5 SEC per SS

Casting time: 50 - SS

CAUSE DESPAIR (4000)

Description: The target of this cruel enchantment will, should they fail to save, collapse immediately into the deepest despair, not recovering until the spell's duration has past. During this time they will perform no useful action, simply lying or sitting on the floor, weeping, wringing their hands and so forth, although they will defend themselves if attacked. They must have originally been capable of experiencing despair to be affected by this spell.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 T per 5 SS

Duration: 10 SEC per SS

Casting time: 30 - (SS/2)

MIND STRIKE (8000)

Description: The caster sends out a targeted assault of psychic energy, impacting upon the mind of another sentient being to sap their capacity for directed action. The target of the enchantment must roll to save, with failure resulting in a loss of 1d10 x (SS/5) points of WIL (e.g. 1d10 x 1.2 for a strength 6 spell). If WIL falls to zero, the target dies. Otherwise, their WIL will recover at a rate of one point per minute.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 T

Duration: N/A

Casting time: 30 - (SS/2)

CAUSE PAIN (8000)

Description: The victim of this unpleasant spell must save against magic or begin at once to experience burning pain throughout their bodies. The pain will then increase in intensity over time, for as long as the caster maintains con-

centration. Initially, the target is at -20 to all actions. This penalty will increase by 5 points per second thereafter (e.g. -25 after a second, -30 after 2 seconds etc.), with complete incapacitation at -100. Additionally, the target is likely to pass out with the pain; after 5 seconds, a 3d6 knockout roll must be made; after 10 seconds, a 6d6 roll; after 15 seconds, a 9d6 roll and so forth. The psionic can choose to stop increasing the pain and maintain it at its current level (minus to actions and d6 knockout) at any point (should they wish to keep their victim conscious, for example).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 T

Duration: As long as the caster concentrates

Casting time: 30 - (SS/2)

TELEKINESIS (8000)

Description: A powerful and versatile spell, telekinesis allows the caster to control physical (solid) objects using only the power of his mind. The caster can control any number of objects up to SS pounds in total weight (e.g. a psionic with the spell at strength 10 could simultaneously control a longsword (3.5 pounds) and 6.5 pounds of gravel in a floating cloud). Objects can be hurled at opponents, acting like thrown missile attacks. In this case, the attack is treated as a throwing knife, with a strike mod of + ((caster's WIL - 5) x 4). The damage mod will equal (SS/10) x the damage mod of the thrown item. Weapons have their own damage mod (see the equipment booklet); for other items, use a mod of 0.1 per pound in weight, doing impact damage. Hence a SS 10 spell cast by a psionic with a WIL of 12 would attack at + ((12-5)x4) = + 28, doing damage of $10/10 = 1 \times 0.5 = 0.5$ for a 5 pound chair. The caster can also use items to parry attacks against him (parry at + ((caster's WIL-5) x 6), e.g. +30 for WIL stat of 10, replace strength with SS when calculating weapon strength). Furthermore, the caster can drag items out of the grip of others if their SS exceeds the target's STR stat. However, targets get a save to protect the items they are touching from being affected in this way. Should they fail, even if their STR exceeds the spell's and they are able to hold onto an item they may be at a minus when attempting to use it (they are struggling against the psionic's efforts to control it). If their STR exceeds the spell's strength by 10 points, they suffer no negative mod. Otherwise, the difference between their STR and the SS should be calculated. This value should be subtracted from 10, with the result multiplied by 5 and applied as a negative mod (e.g. for a character with a STR of 12 against a SS 8 spell, the difference (4) is subtracted from 10 ($10 - 4 = 6$) and multiplied by 5 to yield a - 30 mod).

Effect in runes: Objects can be animated using permanence, causing them to float in space forever, staying in whatever position they are moved to. When combined with independent intelligence, they become sentient, making effective guardians. Golems are made by animating their

various body segments and combining them together.

Range: 10' per SS

Area of effect: 1 lb per SS

Duration: 3 SEC per SS

Casting time: 30 - (SS/2)

CAUSE INSANITY (8000)

Description: The unfortunate target of this spell must make a save or gain an insanity. The caster specifies a point on the random insanity table (rulebook section 4.1.6) at which he is "aiming." 4d10 are then rolled, 22 points subtracted, and the total added to this aimed at value to determine the insanity that is actually inflicted. For example, the psionic might choose to aim at the value 23 (the middle of the range yielding manic depression). 4d10 are rolled, for a total of 13. $13 - 22 = -9$, so the resultant value is 23 (aimed) $-9 = 14$. Reading from the random insanity section, the target gains the insanity "psychopathy."

Effect in runes: Permanence will cause the bearer of the item to slowly develop the specified insanity over a period of days, weeks or years (GM's discretion); there is no save, but the rapidity of onset may be determined by the bearer's WIL statistic (e.g. slow onset for high WIL).

Range: 25'

Area of effect: 1 T

Duration: P (until cured)

Casting time: 30 - (SS/2)

CURE INSANITY (8000)

Description: The benevolent partner of "cause insanity", this spell cures the target of a single insanity. Roll randomly if more than one insanity is being suffered.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'

Area of effect: 1 T

Duration: N/A

Casting time: 50 - SS

REMOVE MEMORY (8000)

Description: The caster specifies a single memory episode (e.g. a particular event, or memories about a particular person or object) and, if a save is failed, the target loses those memories completely.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'

Area of effect: 1 T

Duration: P

Casting time: 50 - SS

INSERT MEMORY (16000)

Description: The caster specifies a single memory episode (e.g. a particular event, or memories about a particular person or object) and, if a save is failed, the target gains those memories. While they will feel completely natural, any massive discontinuities or departures from other memories will be apparent to the target.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'
Area of effect: 1 T
Duration: P
Casting time: 50 - SS

SHOCK SYSTEM (16000)

Description: The target's entire nervous system is lashed with a powerful, focussed attack of psychic energy. A failure to save results in a SS d6 death roll (e.g. 10d6 for a SS 10 attack). Should the target survive, they are entirely unharmed.

Effect in runes: On a bladed weapon, permanence will cause the spell to take effect any time the weapon draws blood.

Range: 50'
Area of effect: 1 T
Duration: N/A
Casting time: 30 - (SS/2)

MENTAL POSSESSION (16000)

Description: This dark magic allows the caster to transfer their own mind into the body of a target, suppressing their will and taking control. Should the target fail to save, the psionic is in complete control of them, gaining all the target's skills and physical abilities but retaining their own INT and WIL. The psionic cannot use their own skills and magic, only those of the creature they have possessed. The caster's own body will slump, becoming limp and lifeless until the psionic returns to it, handing back control to their target. The target will remember the whole experience as a hazy, dream-like memory. Should the caster's own body be killed while they are away, they will have no host to return to and will die when the spell's duration is up. Similarly, should the body they have possessed be killed while they are controlling it, their mind will die with that host and their own body will waste away.

Effect in runes: With permanence on both of a pair of items (e.g. rings), the bearer of one (the master item) will be able to possess the bearer of the other at will.

Range: 100'

Area of effect: 1 T
Duration: 1 hour per SS
Casting time: 50 - SS

INDUCE NIGHTMARES (16000)

Description: This fiendish spell causes the victim to experience horrific recurring nightmares on a theme specified by the caster. Their quality of sleep will be much reduced (-10 to all actions due to fatigue) and they will regularly wake up sweating and fearful.

Effect in runes: Permanence on an object will affect all those sleeping within the spell's range.

Range: 100'
Area of effect: 1 T
Duration: 1 night per SS
Casting time: 30 - (SS/2)

PERSONAL ILLUSION (16000)

Description: If a save is failed, the target of this magic will experience an intense hallucination affecting all their senses and controlled by the caster. While powerful stimuli which impinge upon the target in real life are still likely to be felt and experienced (e.g. the sudden appearance of a threatening creature or the smell of thick smoke) the majority of the target's sensation is under the direct control of the psionic, appearing vivid but slightly surreal.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 50'
Area of effect: 1 T
Duration: As long as the caster concentrates
Casting time: 30 - (SS/2)

PRECOGNITION (16000)

Description: The caster of this prognostication will receive a series of visions relating to likely events in the near future (all from within the next SS weeks). The visions are likely to be confused but suggestive, and will not necessarily actually occur, merely reflecting future likelihoods. They will typically relate to the caster and their goals, but may not actually involve him/her.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S
Area of effect: S
Duration: Variable
Casting time: 30 - (SS/2)

MIND WIPE (32000)

Description: Another psychic attack spell, mind wipe simply snuffs out the victim's mind. Those who fail to save are left brain dead automatons, maintaining their other bodily functions only as long as they are fed and watered.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 T
Duration: P
Casting time: 30 - (SS/2)

FAR SIGHT (32000)

Description: If the caster knows the true name of another person or creature (the name they were given by their parents in their own language) then, upon casting this spell and closing their own eyes, they are able to see through their target's eyes no matter how far away they might be. Usually, the target will attempt to resist (make a save); there is a telltale sensation, like a throbbing at the back of the brain, that will alert someone that they are being used in this way. A target who is aware of what is happening may, however, choose to allow the psionic to share their vision, making no save. Other senses are not available to the caster.

Effect in runes: For permanence to be effective, the true name of an individual must be carved on the item. The bearer can then see through that person's eyes at will, without spell point expenditure.

Range: Unlimited
Area of effect: 1 T
Duration: 1 MIN per SS
Casting time: 50 - SS

INDUCE COMA (32000)

Description: The target who fails to save against this spell will fall at once into a coma, waking up after the duration of the spell. However, each day they are in the coma they may have to make a save vs. coma/sudden death or die (as per section 3.3.7.9 of the rulebook); these attacks are made at the caster's discretion. The caster can release them from the coma at an earlier time should they wish to do so.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 T
Duration: 1 day per SS
Casting time: 30 - (SS/2)

IMPERVIOUS TO FIRE (32000)

Description: When protected by this spell, the caster will be completely invulnerable to fire and fire-based attacks, feeling no discomfort and taking no damage from extremes of heat and/or flames (e.g. climbing over a bonfire).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a shield for example).

Range: S
Area of effect: S
Duration: 1 MIN per SS
Casting time: 30 - (SS/2)

IMPERVIOUS TO COLD (32000)

Description: When protected by this spell, the caster will be entirely unaffected by cold and cold-based attacks, taking no damage and feeling no physical ill-effects (e.g. swimming in the arctic ocean).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a shield for example).

Range: S
Area of effect: S
Duration: 1 MIN per SS
Casting time: 30 - (SS/2)

IMPERVIOUS TO ENERGY (32000)

Description: Under the protection of this enchantment, the caster will suffer no pain or damage as a result of electricity and electricity-based attacks (e.g. standing atop a tree in a thunderstorm and cursing the Gods).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a shield for example).

Range: S
Area of effect: S
Duration: 1 MIN per SS
Casting time: 30 - (SS/2)

CONTROL WATER (64000)

Description: This spell is similar to telekinesis, except that the psionic is able to manipulate fluids rather than solid objects. Up to 50 litres per SS can be controlled to create spouts etc. or surround an opponent's head to drown them (see section 4.1.7 of the rulebook; requires around 150 litres for an average humanoid head, given that some slack is required to prevent them escaping the water bubble with sudden movements). High-pressure torrents attack as a javelin, but can only be dodged or blocked with a shield, not parried using other weapons. They are treated as a stand-

ard attack in melee combat, but cause only non-locational damage to the victim (ignoring armour), at 0.2 per SS (for a spout containing all the water the psionic can muster, ie 50 litres per SS). They are also likely to knock their targets from their feet; consider base damage to be multiplied by 5 for the purposes of calculating knock back (see the chapter on combat and movement, section 3.7.6). The spell cannot be used to affect fluid within another creature or plant.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 50 litres per SS

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

CONTROL GASES (64000)

Description: The caster is able to control the flow of gases within the spell's range (excluding those gases contained within other living things). Wind can be stopped or manipulated (see the wizard spell "wind rush" for maximum potential effects), smoke directed, sections of one gas forced through unlikely mediums (e.g. bubbles of air through water to provide breathable areas) and so forth. While a vacuum cannot be created, air can be thinned to a point where breathing is extremely laboured. Also, the makeup of air can be redistributed, for example to create a high oxygen zone for burning (with a complementary oxygen depleted area nearby).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 10' by 10' by 10' per SS

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

ENHANCED SENSES (64000)

Description: Through an effort of intense mental concentration the caster is able to magnify their own senses, adding 1 point per SS to each of them for the duration of the spell.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item. SS is rolled initially, random up to the spell's original / 2.

Range: S

Area of effect: S

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

MELT METAL (64000)

Description: The caster targets up to 1 pound of metal per SS, causing it to rapidly increase in temperature for as long as he/she continues to concentrate. The metal will increase in temperature by 100 degrees C every second, melting when the appropriate temperature is reached. Magical metal items receive a save to resist the spell's effects. Very hot metal will cause damage to any bare skin against which it is exposed, causing a x1 damage roll each second to the location it is in contact with (note that leather and padding will protect armour wearers from this type of damage if worn underneath metal plates etc.).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 lb per SS

Duration: As long as the caster concentrates

Casting time: 30 - (SS/2)

CONTROL FIRE (128000)

Description: Another spell allowing the psionic to exert influence over the physical world using the power of their will, this powerful magic allows flames to be manipulated within range. Burning fires can be precisely directed so as to move at a rate of up to 1' per second per SS (note that they will continue to burn for only a matter of a few seconds if removed from a source of fuel; see the 4000 E.P. spell fuel flame for details of damage from contact with fire). Fire can be formed into whips for the purpose of reaching out to nearby combustibles very rapidly (move at 5' per count per SS), or into balls to hurl at opponents (one ball can be formed and hurled every other second, attacking at + ((caster's WIL - 5) x 5) and doing non-locational damage of 0.2 per SS, with a (SS x 2)% chance of igniting clothing and hair). Even magical fire can be made to part or die, allowing access to burning buildings and the like. Control fire can be used to deflect but not capture the fire based attacks of monsters and other magic users; an attack "deflected" by the psionic wielding this spell will suffer a - ((caster's WIL - 5) x 6) to strike (or the targets of the fiery attack will gain this modifier as a plus to dodge, depending on which is appropriate).

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 3' by 3' by 3' per SS

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

CONTROL ENERGY (128000)Casting time: 50 - SS

Description: This powerful spell allows the caster to manipulate electrical or related (e.g. magnetic) energy within range. Its most obvious use is to redirect lightning, which if controlled in this manner will strike at + ((caster's WIL-5) x 10) and inflict damage of 1d10 (ie. 2d10 x 1d10 base damage). The spell can also be used to redirect electrical based attacks launched by other magic users; in this case the psionic simply declares a new target and the spell is resolved against the new victim.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: Whole area within range

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

LOCATING (128000)

Description: Given some fragment of a person or object (e.g. a hair, a chip from a blade, a vial of blood) the caster of this spell at once becomes aware of that object or person's location relative to themselves. They will have a rough idea of the object or person's immediate surroundings (e.g. in an inn or being carried by a thief), physical location (e.g. in a village in the northern half of Karivda named Blown Vale) and dimension (e.g. Korin-Thar) wherever that object or person may be. This awareness will be maintained for the duration of the spell.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: Infinite

Area of effect: 1 person or object

Duration: 1 MIN per SS

Casting time: 50 - SS

GREAT MEMORY (128000)

Description: This strange magic causes the target to re-experience their entire life in a kind of rapid dreamlike image show taking around an hour. Any memory, however long ago or well suppressed, can be obtained in this way, even minute details (such as the design on an individual's bracelet) as long as those details were initially perceived. Whilst in this trance, the target is unaware of their actual surroundings and cannot be awakened by any means.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: 1 T

Duration: 1 hour

Priest Spells

CURE LIGHT WOUND (1000)

Priest colour: Base

Description: When a priest touches an injured person and casts this healing magic their patient experiences a feeling of intense heat around the region of the affected wound, which will magically heal up before their eyes. This spell affects a single injury of up to 20 injury points, healing it completely (including any associated bleeding damage). It is effective against melee damage, cuts, bruises, broken bones and the like, but will not work for extensive skin damage caused by burns or frostbite, nor regenerate lost limbs or organs. Wounds of a value greater than 20 injury points cannot be healed with this spell; they are left entirely unaffected by it.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: T

Area of effect: One wound on one person

Duration: N/A

Casting time: 30-(SS/2)

PRAYER OF PROTECTION (PHYSICAL) (1000)

Priest colour: Base

Description: Uttering this potent protective magic makes a priest unusually difficult to strike, with attacks seeming to bend away from their target under some unseen influence. In game terms, all incoming attacks are at -2 per SS for the spell's duration.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a shield for example). SS should be rolled randomly (up to the spell's original) at the time of the rune's creation.

Range: S

Area of effect: S

Duration: 10 counts per SS

Casting time: 20-(SS/2)

DETECT LIES (1000)

Priest colour: Blue

Description: Should the target of this spell fail to save, any utterance they make which contains a lie will sound to the caster as if it has a clear echo. Hence the priest will be aware of any such untruths. The priest cannot be certain, however, that the affected person has not saved against the spell (if they hear no echoes they will not know if their target is speaking truthfully or has simply resisted the magic).

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (an earring for example), with random SS (up to the spell's original) rolled at the time of the rune's creation. Anyone talking to the bearer must save once every (duration of spell) or have their lies revealed.

Range: 10'

Area of effect: 1 T

Duration: 1 MIN per SS

Casting time: 30-(SS/2)

PURIFY WATER (1000)

Priest colour: Blue

Description: This spell can be cast upon any isolated body of water, causing it to become fresh, clean and above all safe to drink regardless of its previous state. Should the body of water's volume exceed the spell's area of effect the spell will have no effect.

Effect in runes: Permanence on a drinking vessel or similar item will cause the spell to take effect on any water placed therein.

Range: T

Area of effect: 20 pints per SS

Duration: P

Casting time: 30-(SS/2)

PRAYER OF PROTECTION (MAGICAL) (1000)

Priest colour: Black

Description: Upon uttering this protective magic the caster will have their magical aura enhanced such that they are better able to resist magical attacks. In game terms, they will gain a +2 per SS to saves against magic or magical fear for the duration of the spell.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example). SS should be rolled randomly (up to the spell's original) at the time of the rune's creation.

Range: S

Area of effect: S

Duration: 10 counts per SS

Casting time: 20-(SS/2)

STUN OTHER (1000)

Priest colour: Black

Description: To use this spell a dark priest pushes his hands together in a gesture of prayer but points them at a target,

unleashing a whiplash of invisible negative energy. The victim of the spell must make a save, with failure meaning that they are paralysed and unable to take any action for the duration of the spell.

Effect in runes: Permanence on a weapon causes the spell to take effect whenever the weapon damages a foe.

Range: 50'

Area of effect: 1 T

Duration: 10 counts per SS

Casting time: 30-(SS/2)

INDUCE TRUST (1000)

Priest colour: White

Description: This is a subtle magic which causes its target (should they fail a save) to experience a feeling of trust towards the caster. While they are likely to believe what the caster says, and that the caster has their best interests at heart, the spell does not offer any direct control over the target. Similarly, it is quite possible for the caster to undermine this sense of trust by acting in a manner which is obviously untrustworthy.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 10'

Area of effect: 1 T

Duration: P

Casting time: 30-(SS/2)

PRAYER OF PROTECTION (MAGICAL) (1000)

Priest colour: White

Description: Upon uttering this protective magic the caster will have their magical aura enhanced such that they are better able to resist magical attacks. In game terms, they will gain a +2 per SS to saves against magic or magical fear for the duration of the spell.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example). SS should be rolled randomly (up to the spell's original) at the time of the rune's creation.

Range: S

Area of effect: S

Duration: 10 counts per SS

Casting time: 20-(SS/2)

CLAWS OF WAR (1000)

Priest colour: Red

Description: When this spell is cast cruel black razor-sharp claws will suddenly sprout forth from the priest's fingers. They can be used to inflict blows with the unarmed com-

bat skill, offering a damage mod of 0.75 and having an AT mod of 0.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example).

Range: S

Area of effect: S

Duration: 20 counts per SS

Casting time: 20-(SS/2)

SPONTANEOUS COMBUSTION (1000)

Priest colour: Red

Description: This spell causes a tiny point of intense heat to develop over a specified target, igniting any flammable material (e.g. straw, tinder, dry wool, oil) in a natural-seeming manner. Note that while the spell's effects are instant, the fire will still begin as a small smouldering flame and only develop with its typical timescale. The spell cannot be used as a direct physical attack.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 25'

Area of effect: 1 target point

Duration: N/A

Casting time: 30-(SS/2)

CREATE AIR (1000)

Priest colour: Grey

Description: Using this unusual enchantment, the caster can create a large volume of clean fresh air. Once summoned forth, the air is not under the caster's control and will behave normally (e.g. slowly dissipating in an open space, or rising as a bubble underwater).

Effect in runes: Permanence in a helmet or similar item will allow the bearer to breathe from a special unending air supply regardless of their environment.

Range: S

Area of effect: 2' by 2' by 2' per SS

Duration: P

Casting time: 10-(SS/3)

PRAYER OF PROTECTION (MAGICAL) (1000)

Priest colour: Grey

Description: Upon uttering this protective magic the caster will have their magical aura enhanced such that they are better able to resist magical attacks. In game terms, they will gain a +2 per SS to saves against magic or magical fear for the duration of the spell.

Effect in runes: Permanence confers constant spell effects on the bearer of the enchanted item (a ring for example). SS should be rolled randomly (up to the spell's original) at the time of the rune's creation.

Range: S

Area of effect: S

Duration: 10 counts per SS

Casting time: 20-(SS/2)

HEAL FATIGUE (2000)

Priest colour: Base

Description: When this spell is cast the recipient will feel as though their lungs were filling with fresh air, lifting them upwards. However physically tired they may have been they will feel utterly refreshed; in game terms they will recover 3 exhaustion points per SS. This spell is not a sleep substitute, but rather a cure for physical exhaustion.

Effect in runes: Permanence in an item means that the bearer will never suffer physical fatigue, being able to carry on indefinitely with exercise.

Range: T

Area of effect: 1 T

Duration: N/A

Casting time: 30-(SS/2)

INTUITION (2000)

Priest colour: Base

Description: Another subtle priestly magic, the caster of this spell offers a prayer for guidance to their deity, and receives an intuitive feeling about their situation. For example, the spell might be cast at a crossroads to see which way is better to take (less dangerous or more appropriate for the priest's immediate aims). Alternatively, some feeling might be gained regarding the wisdom of a particular plan of action. The intuitive feeling is vague (e.g. a positive feeling about a person's suggestion) and doesn't reveal anything specific about the future.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S

Area of effect: S

Duration: N/A

Casting time: 30-(SS/2)

NEGATE TOXINS (2000)

Priest colour: Blue

Description: This curative magic allows the caster to attempt to purge their patient's system of a poison in a dra-

matic fever-inducing process. Twice the spell's SS should be compared to the poison's strength, and a statistical battle conducted using these values (see the Hexicon rulebook section 4.1.8). Each round of this battle will take 5 seconds. Any losses to the poison's strength are permanent, and if it is reduced to zero it is completely purged. Otherwise, the standard poison effect rules should continue to be applied using the poison's adjusted strength.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: 1 T

Duration: N/A

Casting time: 30-(SS/2)

REPEL UNDEAD (2000)

Priest colour: Blue

Description: Any undead creatures affected by this spell must save against it or be "turned," retreating away from the caster until they are out of sight and at a distance that they cannot affect the caster in any way (e.g. with magical fear). They must continue to retreat before the caster in this way for the duration of the spell (should the caster follow on, for example) but will most likely return after this time is up. Turned undead are not permitted to make any ranged attacks against the caster or their companions.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 25'

Area of effect: 1 T per 3 SS

Duration: 1 hour per SS

Casting time: 10-(SS/3)

RAISE/COMMAND DEAD (2000)

Priest colour: Black

Description: When this dark magic is cast, up to one humanoid corpse per SS within the spell's range will instantly rise up as a zombie (stats in Hexicon rulebook section 6.2.1) and perform the caster's bidding. Animated dead are slow but relentless, following simple instructions without question until they are killed a second time or their task is complete.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 25' radius about caster

Area of effect: 1 T per SS

Duration: 1 MIN per SS

Casting time: 50-SS

SPHERE OF DARKNESS (2000)

Priest colour: Black

Description: When this spell is cast a sphere 10' in radius centering on a point specified by the caster is flooded with magical darkness; no light will enter this region, nor can any within it see out. Normal darkness modifiers apply to those within (see the Hexicon rulebook, section 3.7.18).

Effect in runes: Permanence creates a durationless area of darkness centered on the enchanted object.

Range: 100'

Area of effect: 10' radius

Duration: 10 counts per SS

Casting time: 30-(SS/2)

CURE DISEASE (2000)

Priest colour: White

Description: This healing spell allows the caster to attempt to drive out a disease from their patient's body, inducing a convulsive fit. Twice the spell's SS should be compared to the disease's strength, and a statistical battle conducted using these values (see the Hexicon rulebook section 4.1.8). Each round of this battle will take 5 seconds. Any losses to the disease's strength are permanent, and if it is reduced to zero it is completely cured. Otherwise, the standard disease effect rules should continue to be applied using the disease's adjusted strength.

Effect in runes: Permanence on an item takes effect immediately that a disease save is initially failed by the bearer (once per disease attack). The spell has a random SS up to the spell's original.

Range: T

Area of effect: 1 T

Duration: P

Casting time: 30-(SS/2)

REPEL UNDEAD (2000)

Priest colour: White

Description: Any undead creatures affected by this spell must save against it or be "turned," retreating away from the caster until they are out of sight and at a distance that they cannot affect the caster in any way (e.g. with magical fear). They must continue to retreat before the caster in this way for the duration of the spell (should the caster follow on, for example) but will most likely return after this time is up. Turned undead are not permitted to make any ranged attacks against the caster or their companions.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 25'

Area of effect: 1 T per 3 SS

Duration: 1 hour per SS

Casting time: 10-(SS/3)

BERSERK (2000)

Priest colour: Red

Description: This dangerous magic sends the priest into an insane berserk rage, offering powerful combat advantages (x1.5 damage, +20 to strike, +10 initiative, ignore knockout rolls) but numerous potential risks (-10 to parry/dodge, difficulty telling friend from foe). The berserk spell brings on a rage that is identical to that described in the Hexicon rulebook section 3.7.14, which should be consulted for details of ending a rage and the chances of attacking friends.

Effect in runes: Permanence on a weapon means that whenever it is drawn the bearer must save against the spell (random SS up to original) or become berserk.

Range: S

Area of effect: S

Duration: Max 10 counts per SS

Casting time: 20-(SS/2)

DESTROY UNDEAD (2000)

Priest colour: Red

Description: A potent weapon against the undead, this spell will affect up to one undead creature per 5 points of SS. Should the undead targets fail to save they are instantly destroyed, incinerated from the inside out to leave nothing but ashes.

Effect in runes: Permanence on a weapon will cause the spell to take effect whenever a wound is inflicted upon an undead creature.

Range: 25'

Area of effect: 1 T per 5 SS

Duration: N/A

Casting time: 10-(SS/3)

CURE DISEASE (2000)

Priest colour: Grey

Description: This healing spell allows the caster to attempt to drive out a disease from their patient's body, inducing a convulsive fit. Twice the spell's SS should be compared to the disease's strength, and a statistical battle conducted using these values (see the Hexicon rulebook section 4.1.8). Each round of this battle will take 5 seconds. Any losses to the disease's strength are permanent, and if it is reduced to zero it is completely cured. Otherwise, the standard disease effect rules should continue to be applied using the disease's adjusted strength.

Effect in runes: Permanence on an item takes effect im-

mediately that a disease save is initially failed by the bearer (once per disease attack). The spell has a random SS up to the spell's original.

Range: T
Area of effect: 1 T
Duration: P
Casting time: 30-(SS/2)

REPEL ANIMALS (2000)

Priest colour: Grey

Description: Any animal (GM's discretion, but not intelligent humanoids or magical creatures) affected by this spell must save against it or be repelled, retreating away from the caster until they are out of sight and at a distance that they cannot affect the caster in any way. They must continue to retreat before the caster in this way for the duration of the spell (should the caster follow on, for example) but may return after this time is up. Repelled animals are not permitted to make any ranged attacks against the caster or their companions.

Effect in runes: Permanence is effective at all times, such that no animal that fails may approach the object.

Range: 25'
Area of effect: 1 T per 3 SS
Duration: 1 hour per SS
Casting time: 10-(SS/2)

BOLT OF POWER (4000)

Priest colour: Base

Description: The spell generates a bolt of coloured energy, its colour dependent on the affiliation of the priest. The bolt is aimed at a potential target and has a +4 to strike per SS, striking as a crossbow attack and doing impact damage at 0.2 per SS. The range mod is 0.4. The spell can be cast but firing delayed for up to SSx4 counts as required.

Effect in runes: Permanence on a weapon causes extra damage (of a nature appropriate for the spell's colour) randomly up to the original SS, e.g. a sword with a SS 10 bolt of power enchantment will cause an additional d10 points of base damage when a blow is struck (so 3d10 are rolled instead of 2d10). Permanence on non-weapon items allows casting with a random SS up to the spell's original.

Range: 200'
Area of effect: 1 T
Duration: N/A
Casting time: 30-(SS/2)

CURE HEAVY WOUND (4000)

Priest colour: Base

Description: When a priest touches an injured person and casts this healing magic their patient experiences a feeling of intense heat around the region of the affected wound, which will magically heal up before their eyes. This spell affects a single injury of up to 50 injury points, healing it completely (including any associated bleeding damage). It is effective against melee damage, cuts, bruises, broken bones and the like, but will not work for extensive skin damage caused by burns or frostbite, nor regenerate lost limbs or organs. Wounds of a value greater than 50 injury points cannot be healed with this spell; they are left entirely unaffected by it.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: T
Area of effect: 1 wound
Duration: N/A
Casting time: 30-(SS/2)

CIRCLE OF PROTECTION (4000)

Priest colour: Blue

Description: This defensive spell affects a circular region of space within range. The circle can be moved around by the caster (pace 3) but this requires concentration; if ignored, it will simply remain stationary for the duration of the spell. Those within the circle who the caster considers friendly will be touched by the hand of the priest's deity, feeling strong and gaining a +1 per SS to any physical defensive action (e.g. parrying, dodging).

Effect in runes: Permanence on an object means that the effects are constant for the region surrounding it; the circle will move with the object. SS is rolled randomly (up to original) upon creation.

Range: 100'
Area of effect: 2' radius per SS
Duration: 20 counts per SS
Casting time: 30-(SS/2)

HEAL BURNS (4000)

Priest colour: Blue

Description: This useful healing spell allows the casting priest to heal any wound caused by burns (including acid) or fire-based attacks (those that do not have as their major effect concussive impact, such as explosions). Regardless of the wound's injury points, it will be healed completely, giving an experience of soothing cooling. Additionally, any scarring or other skin damage resulting from the wound will be healed, although permanent nerve damage (e.g. blindness) cannot be cured.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: T
Area of effect: 1 T
Duration: N/A
Casting time: 30-(SS/2)

CONTROL UNDEAD (4000)

Priest colour: Black

Description: Undead creatures who fail to save against this spell will fall under the control of the priest for its duration, obeying any command that does not entail certain destruction (e.g. committing suicide; attacking a superior foe does not entail certain destruction so is acceptable). When the spell's duration expires the undead are likely to return to their previous tasks or lifestyles, and will have full memory of their subjugation.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 25'
Area of effect: 1 T per 5 SS
Duration: 1 MIN per SS
Casting time: 10-(SS/3)

CURSE OTHER (4000)

Priest colour: Black

Description: The dark priest who utters a curse condemns their victim (should they fail to save) to a lifetime with some cruel affliction. The curses available depend upon the SS of the spell, with the following becoming available one after another: SS 1, insect attraction - the target is constantly swarmed by flies or some other irritating but not painful insect; SS 3, ill luck - a subtle curse, which will have its effects when GM random rolls (e.g. who will get attacked) are made; SS 4, sterility - the target cannot father or mother children, with men being impotent as well; SS 6, glowing eyes - target's pupils glow red, making them likely candidates for witch hunts; SS 8, nightvision - the target sees as if it were daylight during the night, but as if it were a moonless night during the day; SS 10, mumbling - the target's attempts at speech come out as meaningless mumbles; SS 11, ulcers - the target can only eat dairy produce and the like, with rich or acidic food leading to incapacitating stomach cramps (-30 to all actions) for 3d6 hours; SS 12, ugliness - the target becomes ugly to the point where those gazing on them must make a save against the curse's SS or wretch (equivalent to APP of 0); SS 14, friendslayer - in combat, there is only a 0.7 probability that the target will succeed in attacking a foe, with a 0.3 probability of going for a friend for the entire attack drive; SS 18, running death - the target will continue to run until they die of exhaustion unless they are physically restrained.

Effect in runes: Permanence causes the curse to affect the owner of the item until such time as it passes to another.

Range: 3' per SS
Area of effect: 1 T
Duration: P
Casting time: 30-(SS/2)

AURA OF PROTECTION (4000)

Priest colour: White

Description: Using this protective magic a priest can cast out a field of beneficial energy that will help protect those within a 20' radius who are aligned to the caster (share the same current motivations or are sympathetic to the caster's goals). Dim white mist-like light will emanate from all those affected, giving an odd ghostly blurring effect that will make them difficult to strike. In game terms, all incoming attacks are at -1 per SS to strike affected individuals.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: S
Area of effect: 20' radius
Duration: 20 counts per SS
Casting time: 30-(SS/2)

SOULSEARCH (4000)

Priest colour: White

Description: By casting this spell a priest gains a subtle insight into the personality of their target (should a save be failed). The spell does not provide a detailed analysis, but rather gives a general feeling of the target's alignment (good, neutral, evil) and primary immediate motivations (greed, reciprocation, vengeance, hatred, altruism, friendliness etc.).

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 10'
Area of effect: 1 T
Duration: N/A
Casting time: 30-(SS/2)

GREAT BLOW (4000)

Priest colour: Red

Description: This incantation affects the next physical attack made by the caster, however long it may be before such a blow is made and regardless of whether it is successfully parried. The blow becomes far more solid; in game terms, it is multiplied by an additional damage mod of $x(1 + (SS/8))$. Hence a SS 12 great blow would offer a $x(1 + (12/8)) = x(1 + 1.5) = x2.5$. It is recommended that GMs use the advanced combat rules for penetrating damage (section 3.7.2) in conjunction with this spell.

Effect in runes: Permanence allows casting with a ran-

dom SS up to the spell's original using the bearer's spell points.

Range: S

Area of effect: S

Duration: Next physical attack

Casting time: 10-(SS/3)

INSTILL FEAR (4000)

Priest colour: Red

Description: The targets of this chilling spell will suffer the effects of magical fear (described in the Hexicon rulebook section 4.1.5) at the spell's SS. The caster themselves will be the focus of the magical fear; note that the range is as specified for the spell, not that suggested in section 4.1.5.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 3' per SS

Area of effect: 1 T per SS

Duration: N/A

Casting time: 50-SS

CIRCLE OF PROTECTION (4000)

Priest colour: Grey

Description: This defensive spell affects a circular region of space within range. The circle can be moved around by the caster (pace 3) but this requires concentration; if ignored, it will simply remain stationary for the duration of the spell. Those within the circle who the caster considers friendly will be touched by the hand of the priest's deity, feeling strong and gaining a +1 per SS to any physical defensive action (e.g. parrying, dodging).

Effect in runes: Permanence on an object means that the effects are constant for the region surrounding it; the circle will move with the object. SS is rolled randomly (up to original) upon creation.

Range: 100'

Area of effect: 2' radius per SS

Duration: 20 counts per SS

Casting time: 30-(SS/2)

CONTROL UNDEAD (4000)

Priest colour: Grey

Description: Undead creatures who fail to save against this spell will fall under the control of the priest for its duration, obeying any command that does not entail certain destruction (e.g. committing suicide; attacking a superior foe does not entail certain destruction so is acceptable). When the spell's duration expires the undead are likely to return to their previous tasks or lifestyles, and will have full memory of their subjugation.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 25'

Area of effect: 1 T per 5 SS

Duration: 1 MIN per SS

Casting time: 10-(SS/3)

COMMUNION (8000)

Priest colour: Base

Description: Having cast this spell, the priest will fall into a deep trance, experiencing a dream-like vision from their God. While the spell may be cast with a particular question in mind, the information relayed by the resultant vision will not necessarily answer it; it is what the god deems important that is communicated. The vision is rarely direct, usually involving symbolism rather than language, but will often contain useful hints about events, dangers and challenges that are to come. The GM may consider it appropriate to offer clear hints if this spell is cast whilst the priest faces a difficult and significant problem. However, it should be remembered that the immediate goals of a priest's God may not be those of the priest himself or the party he travels with. Gods are wont to use communions as an opportunity to remind their servants of their real duties.

Effect in runes: Permanence on an object (a mirror for example) means that whenever someone looks upon / touches that object they receive communion.

Range: S

Area of effect: S

Duration: 1 MIN per SS

Casting time: 50-SS

CURE HORRIFIC WOUND (8000)

Priest colour: Base

Description: When a priest touches an injured person and casts this healing magic their patient experiences a feeling of intense heat around the region of the affected wound, which will magically heal up before their eyes. This spell affects a single injury of any degree, healing it completely (including any associated bleeding damage). It is effective against melee damage, cuts, bruises, broken bones and the like, but will not work for extensive skin damage caused by burns or frostbite, nor regenerate lost limbs or organs.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: T

Area of effect: 1 wound

Duration: N/A

Casting time: 30-(SS/2)

CHARM (8000)

Priest colour: Blue

Description: The charm spell allows the caster to put a glamour over a victim. If the target fails a save vs. magic then they will perform the caster's wishes for the duration. An extra save is allowed if the act is contrary to alignment or particularly dangerous. The victim will not perform any act that they believe will end in their certain death.

Effect in runes: Allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 10'
Area of effect: 1 T
Duration: 1 MIN per SS
Casting time: 50-SS

CULTURAL MIMICRY (8000)

Priest colour: Blue

Description: Before casting this spell the priest must select a particular culture. It can be general (e.g. Elven) or specific (e.g. a particular city or region), with a more specific choice giving more specific insight to match. The priest will then gain complete fluency within that culture for the duration of the spell. They will be able to talk in the appropriate language (even the appropriate dialect/accents) and will understand all the niceties of social conduct. While they will not gain any deep historical or local geographical knowledge, they will have a good understanding of power relations, which will make it unlikely that they make any conversational blunders.

Effect in runes: Permanence will offer the spell's benefit as long as the item is touched. The culture is chosen at the time of creation.

Range: S
Area of effect: S
Duration: 10 MIN per SS
Casting time: 30-(SS/2)

DISEASE OTHER (8000)

Priest colour: Black

Description: The target of this cruel magic must save or be inflicted with an infectious disease. The time course and effects of disease are described in the Hexicon rulebook section 4.1.3; diseases usually involve saving throws made over the course of a few days, with the disease worsening or being slowly defeated. The disease has an onset time of 1 day and is highly contagious; anyone who interacts with the infected target to any significant extent has a SS % chance of being exposed, prompting them to make a save at the spell's SS or become infected too.

Effect in runes: Permanence means that anyone touching the object must save or become infected.

Range: 3' per SS
Area of effect: 1 T
Duration: N/A
Casting time: 30-(SS/2)

SWARM OF LOCUSTS (8000)

Priest colour: Black

Description: Upon casting this spell a thick swarm of black locusts will pour from the caster's mouth. From here, the swarm will move as directed by the caster within the spell's range, attempting to eat whatever they come into contact with. They can move at a pace of up to 2.5, and will effortlessly destroy crops and food. They are also a real menace to the flesh of many animals and humanoids; every 5 seconds they spend in contact with a victim will cause 2d10 x 1 non-locational damage. This value should be multiplied by the proportion of skin that is exposed (not covered up by leather or similarly thick armour or garments). Hence a warrior who is armoured except for his thighs, knees, hands and face (total 25% from the armour rules section) would have a x 0.25 modifier to this damage roll. Cloth bags and similar items, even of canvas, will be destroyed by the locusts, who will leave their victims covered in bloody welts that are prone to infection (GM's discretion). The swarm cannot be separated but must be moved as a unit.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 100'
Area of effect: 10'x10'x10' area
Duration: 50 seconds per SS
Casting time: 50-SS

REMOVE CURSE (8000)

Priest colour: White

Description: This helpful spell allows the caster to attempt to overcome a curse that is affecting their target. The spell's SS should be compared to the curse's original SS; if it exceeds it, the curse is removed. Otherwise, the curse will remain in place until a more powerful remove curse spell can be cast.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: T
Area of effect: 1 T
Duration: N/A
Casting time: 50-SS

RITE OF HOLY GROUND (8000)

Priest colour: White

Description: This spell is unusual in that it is ritualistic, not instant, taking a number of hours of chanting, blessing, dousing with holy water and related activities to com-

plete. The enchantment is cast upon an area of ground such as a temple, offering potent protection against those who are not aligned to the faith. Anyone who enters that area and attempts to take actions that are harmful to the caster or those who share the caster's motivations or outlook must make a save, with failure meaning that they are at -3 per SS to all physical and spell-casting actions. Upon leaving the blessed ground they will once again be at full strength.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: N/A

Area of effect: 10' radius per SS

Duration: 1 day per SS

Casting time: 1-6 hours

BATTLE SKIN (8000)

Priest colour: Red

Description: When this spell is cast the priest's skin will become extremely tough, providing powerful resistance against physical attacks. In game terms, the caster gains 1 point of armour (AV) against all attack types per SS (e.g. SS 12 gives 12/9, 12/9, 12/9, 12/9 armour).

Effect in runes: Permanence, on a bracelet for example, gives constant spell effects on the area of skin near to the object (e.g. hand and forearm), with SS random up to original (rolled at the time of creation).

Range: S

Area of effect: S

Duration: 50 counts per SS

Casting time: 30-(SS/2)

VENOM (8000)

Priest colour: Red

Description: The target of this spell is affected as if they had just been poisoned (see the Hexicon rulebook section 4.1.3) with the exception that their saves should be against red magic, not poison/disease. The poison attacks initially at the spell's SS, and has an onset time of 50 - SS seconds. The "antidote" can be provided by the priest at any time, instantly stopping the magical venom's spread (curing the target).

Effect in runes: Permanence on a weapon will cause the spell to take effect whenever a wound is inflicted.

Range: 50'

Area of effect: 1 T

Duration: N/A

Casting time: 30-(SS/2)

FLY (8000)

Priest colour: Grey

Description: This spell makes real the dream of flight allowing the caster to soar into the air and cover vast distances quickly and relatively safely. The priest travels at 3 km per hour per SS, e.g. at SS 10 the rate of flight is 30 km per hour. Note that 1 km per hour is approximately equal to 1 foot per second (actually closer to 0.9 feet per sec), or 0.1 feet per count. Hence 30 km per hour equals approximately 3 feet per count (in pace terms). Once this spell is cast for the first time the caster (and anyone else affected) should add the Fly skill to their Character Sheet and calculate the modifiers (without the usual -25 penalty for novices). For flight in combat, see section 3.7.12 of the rulebook.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S

Area of effect: S

Duration: 1 MIN per SS

Casting time: 50-SS

HOLY CHAINS (8000)

Priest colour: Grey

Description: Should the targets of this spell fail to make a save, their wrists will suddenly draw together and become tightly bonded. The GM should determine exactly what actions may be undertaken in this state, but in general any action involving fine manipulation or gesturing (e.g. spell casting) should be at a hefty minus (e.g. -50). Dodging is unaffected, but attacking using the hands or a weapon, blocking, parrying and related activities will be at -20 to -40 (GM's discretion).

Effect in runes: Permanence (on a set of bracelets, for example) will bond the wearer's wrists together as per the spell, making them rather difficult to remove...

Range: 50'

Area of effect: 1 T per 3 SS

Duration: 10 SEC per SS

Casting time: 30-(SS/2)

PRAYER OF POWER (16000)

Priest colour: Base

Description: Using this potent illusory magic, a priest is able to take on the appearance of a being of great power, a suitable servant of their deity. While no actual additional powers are gained, a striking show of apparent power is likely to awe and cower onlookers. The appearance that is taken on is in part under the control of the priest, but should

be consonant with the God they serve. Hence a priest of Backnar, the Iron Ring Empire's God of honour and war might take on the appearance of a giant knight in shining armour bearing a flaming sword. Observers gain no save against this magic, but their actions may not be influenced by mere appearances.

Effect in runes: Permanence means that the spell will take effect whenever the item is worn/touched. The appearance of the illusion is determined upon creation, not each time used.

Range: S

Area of effect: S

Duration: 20 counts per SS

Casting time: 40-SS

REPEL FIREBEASTS (16000)

Priest colour: Blue

Description: Any creatures of fire affected by this spell must save against it or be repelled, retreating away from the caster until they are out of sight and at a distance that they cannot affect the caster in any way (e.g. with magical fear or attacks). Creatures of fire are determined at the GM's discretion but might include dragons, balrogs, fenry, fire elementals etc. They must continue to retreat before the caster in this way for the duration of the spell (should the caster follow on, for example) but will most likely return after this time is up. Banished creatures are not permitted to make any ranged attacks against the caster or their companions.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 15'

Area of effect: 1 T per 5 SS

Duration: 1 MIN per SS

Casting time: 10-(SS/3)

TOUCH OF DEATH (16000)

Priest colour: Black

Description: Having cast this spell, a priest's touch will suddenly become deadly. Should the priest touch a target's exposed flesh, the target must save or face a 1d6 death roll per 2 points of SS (e.g. 6d6 death roll for a SS 12 spell). A save protects the target for the entire duration of the spell. The spell's effects also partially extend to any weapon used by the priest, with the proviso that the weapon must actually draw blood for the spell to take effect.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: N/A

Duration: 20 counts per SS

Casting time: 30-(SS/2)

REPEL DEMONS (16000)

Priest colour: White

Description: Any demons affected by this spell must save against it or be repelled, retreating away from the caster until they are out of sight and at a distance that they cannot affect the caster in any way (e.g. with magical fear or attacks). They must continue to retreat before the caster in this way for the duration of the spell (should the caster follow on, for example) but will most likely return after this time is up. Banished demons are not permitted to make any ranged attacks against the caster or their companions.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 15'

Area of effect: 1 T per 5 SS

Duration: 1 MIN per SS

Casting time: 10-(SS/3)

CIRCLE OF FLAME (16000)

Priest colour: Red

Description: When this spell is cast a circle of fierce flame is created centred on the caster in a 15 foot radius circle. The circle of flames moves with the caster for the spell's duration and all those caught in the flames suffer a non-locational injury with a damage modifier of 0.2 per SS upon being contacted. If they remain in contact, they will suffer the same amount of damage every subsequent 10 counts.

Effect in runes: Permanence either creates a permanent circle of flames around an object that cannot be dispelled or allows casting using the bearer's spell points with a random SS up to the original.

Range: S

Area of effect: 15' radius

Duration: 20 counts per SS

Casting time: 50-SS

ENSLAVE OTHER (16000)

Priest colour: Grey

Description: Should the target of this manipulative spell fail to save, they will find themselves utterly under the control of the priest for its duration. They will believe whatever they are told and do whatever is requested of them, however out of character or dangerous. When the spell wears off, the victim will be fully aware of what has happened, and will no longer respond to suggestions made or beliefs instilled.

Effect in runes: With permanence on an item with intelligence, that item will attempt to gain control of its bearer each time its other powers are used, maintaining control for the duration of the spell (random SS up to the spell's original).

Range: 10'
Area of effect: 1 T
Duration: 1 hour per SS
Casting time: 50-SS

ENHANCE COMBAT (32000)

Priest colour: Base

Description: Enhance combat. Casting this spell will infuse the priest with the power of their God, filling their body with other-worldly strength and speed. In game terms, the priest gains a +2 to strike, parry and dodge per SS, and a +0.1 to damage for every 2 points of SS.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S
Area of effect: S
Duration: 15 counts per SS
Casting time: 10-(SS/3)

REMOVE CURSE (32000)

Priest colour: Blue

Description: This helpful spell allows the caster to attempt to overcome a curse that is affecting their target. The spell's SS should be compared to the curse's original SS; if it exceeds it, the curse is removed. Otherwise, the curse will remain in place until a more powerful remove curse spell can be cast.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: T
Area of effect: 1 T
Duration: N/A
Casting time: 50-SS

ABSOLUTION PURE (32000)

Priest colour: Black

Description: Locking their arm and aiming their clenched fist at a target, the priest using this dark spell attempts to banish a spirit from its body forever. Should the target fail to save, their soul will perish utterly; they will die instantly, and no resurrection can restore them.

Effect in runes: Permanence allows casting with a ran-

dom SS up to the spell's original using the bearer's spell points.

Range: 100'
Area of effect: 1 T
Duration: N/A
Casting time: 30-(SS/2)

INSPIRATION (32000)

Priest colour: White

Description: This potent magic will inspire all those within range who share the priest's motivations or outlook, lifting their spirits and filling them with a feeling of divine purpose and self-belief. For the duration of the spell they will be immune to the effects of normal and magical fear (recovering at once if afflicted) and will be at +1 per SS to all physical actions and saves.

Effect in runes: Permanence gives constant spell effects in the region of the item. SS random up to original, rolled at time of creation.

Range: S
Area of effect: 50' radius
Duration: 100 counts per SS
Casting time: 50-SS

RABIES (32000)

Priest colour: Red

Description: The target of this spell must save or become infected with rabies (initially at the spell's SS). The spell has an onset time of 1 day and will affect the target according to the rules on infection (section 4.1.3), potentially killing them. In addition to the standard effects described, however, when the disease's strength exceeds the target's CON it will cause them to foam at the mouth and become paranoid and extremely aggressive, regularly striking out at anyone around them. Should they inflict a wound (even via a weapon) their target must save against the original spell's SS or become infected too.

Effect in runes: Permanence on a weapon will cause the spell to take effect whenever blood is drawn.

Range: 25'
Area of effect: 1 T
Duration: N/A
Casting time: 30 - (SS/2)

FAIR SPEECH (32000)

Priest colour: Grey

Description: This subtle manipulative magic allows the priest to indirectly influence a large number of targets. If the words he utters after casting the spell are eloquently phrased (so as to sound reasonable) then any who hear them and fail to save will be utterly convinced of the truth

of them. While this spell does not offer instant control, it does give a powerful way to influence the actions of others in the medium to long term.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 100'

Area of effect: 1 T per SS

Duration: N/A

Casting time: 30-(SS/2)

RESURRECTION (64000)

Priest colour: Base

Description: The most potent of the miraculous healing magics available to a true priest, the resurrection spell will return life to the dead. A corpse need simply be touched and it will return to life with little or no memory of the experience of death and what lies beyond. There are, however, a number of provisos. Firstly, the corpse must be in a condition that will allow it to survive once resurrected. Resurrection will not restore missing limbs or organs, so the absence of a body part that is required (e.g. a head) prevents it. Secondly, the decomposition process sets limits on the effectiveness of the spell. Every day following resurrection the Use% value of the spell drops by 10%, so that even the most powerful spell (SS 30) is ineffective by thirty days after death. Thirdly, resurrection has a number of serious physical and psychological effects upon the individual who has returned from the dead. Full details are given in section 4.1.4 of the Hexicon rulebook.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: T

Area of effect: 1 T

Duration: N/A

Casting time: 30-(SS/2)

WORDS OF COMMAND (64000)

Priest colour: Blue

Description: This powerful manipulative magic allows the priest to influence a whole group of targets. A simple command of a few words must be uttered in a loud voice ("run that way" or "kill him" for example). All those targets who fail to save will then obey that command until such time as it has been fulfilled or the duration of the spell is up. If a command is directly contrary to the values and beliefs of a target they receive a further save. If it entails certain death (e.g. jumping off a cliff) they will not obey the command, but will take no other actions apart from defending themselves for the duration of the spell (note that attacking a superior opponent does not entail certain death). Affected individuals will remember responding to the priest's com-

mands and the actions they took but may be uncertain as to why they did so (they may mistake the magical command for their own desire if the two are easily reconcilable).

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 100'

Area of effect: 1 T per SS

Duration: 1 MIN per SS

Casting time: 50-SS

CREATE UNDEAD (64000)

Priest colour: Black

Description: Using this black art the priest is able to create an undead creature from a corpse. The magic is ceremonial, taking a number of hours to complete; the undead will rise up at midnight the following evening, and will not be under the command of its creator, rather having its own desires and motives. The power of the undead depends upon the SS of the spell and the nature of the corpse according to the following guidelines: SS1 - any corpse can be used to create a zombie/animated dead (bestiary section 6.2.1); SS 8 - the corpse of a warrior can be used to create a minor skeleton (section 6.2.4); SS 10 - the corpse of a woman can be used to create a banshee (section 6.2.2); SS 15 - the corpse of a champion (a great warrior) can be used to create a major skeleton; SS 20 - the corpse of a true sinner (one who has sinned without guilt or repentance) can be used to create a major vampire; SS 25 - the corpse of a powerful evil mage or king can be used to create a wraith lord.

Effect in runes: Permanence creates an object which, when placed and left upon a corpse, has a SS% chance of creating an appropriate undead creature.

Range: T

Area of effect: 1 T

Duration: P

Casting time: Ritual (4-8 hours)

MASS HEALING (64000)

Priest colour: White

Description: This stunning healing enchantment will affect numerous targets, instantly healing any wounds of a standard nature (e.g. weapon damage, bruising, cuts, broken bones etc.) whatever their level of severity (injury points). Those restored will feel warmed from within and touched by the hand of the relevant God.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: S

Area of effect: 50' radius

Duration: N/A

Casting time: 100-(2 x SS)

INDUCE FRENZY (64000)

Priest colour: Red

Description: When this spell is cast, any target who fails to save (or chooses not to) will fall into an enraged berserk state, attacking their enemies (and sometimes their comrades) with enormous violence. While berserk, they will gain a +2 to initiative and strike per SS, a +0.1 to damage per 2 SS, and will ignore knockout rolls, although they are at -10 to parry and dodge. Once attacks are launched against a foe, they will be unable to stop attacking until their target is unconscious or dead. They may also fail to recognise comrades as friends and attack them; actions should be guided according to the rules presented in section 3.7.14 of the Hexicon rulebook.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: 100'

Area of effect: 1 T per SS

Duration: N/A

Casting time: 50-SS

STORM WIND (64000)

Priest colour: Grey

Description: The spell creates a mighty wind over a large area. The wind has a strength of 2 per SS. All affected must make an initial knockdown roll of 1d6 per 3 SS. If this value exceeds their STR statistic they are knocked down (considered to be prone; see the rulebook section 3.7.6) and pinned for the duration. If it exceeds double their STR, they are pushed over and will roll backwards at a rate of 10' (about 3 metres) per second until the wind ceases. Those not knocked over have 10% normal movement per point of STR over the wind strength; if their STR is lower they can only stand, and make no significant movements. Spell casting is possible as usual unless prone, but physical actions like parrying are at -5 for each point the wind's (strength x 2) exceeds the victim's STR. Anyone entering the gale is affected by it. Similarly, missiles fired into the area are strongly affected, giving a -5 per wind strength to strike. Any unbalancing action (such as dodging) necessitates a new knockdown roll. Targets can choose to give in and let the wind blow them backwards should they wish. Blown targets will suffer damage as per section 4.1.1 of the rulebook if they strike a solid object, can make no defense, but are tough to hit if blown past a potential striker's path (-30 special mod). The spell will cease immediately if the caster stops concentrating upon it.

Effect in runes: Permanence allows casting at any time using the bearer's spell points.

Range: 1000'

Area of effect: 100' by 100' per SS

Duration: 20 counts per SS

Casting time: 50-SS

RITE OF INTERVENTION (128000)

Priest colour: Base

Description: The most dangerous and powerful spell a priest can cast, this enchantment allows a deity to act directly through the body of their servant. The caster will be filled with pure Godly energy, which will spill forth from their eyes and mouth, appearing as bright light of the appropriate colour. Any creature that is bathed in this light (looked at) and is not a servant of the priest's God will suffer the intense and searing pain of revelation. Physically, they will suffer a 0.3 x SS non-locational damage roll every 5 counts that the priest focuses on them. There is no way to avoid this damage. Mentally, a failure to save will cost them a point of WIL (permanent loss) every 5 counts; they will also gain one random insanity every 10 counts. For the duration of the spell the priest will be virtually invulnerable; any physical attacks will flounder against the halo of light that surrounds them, equivalent to 4 points of armour per SS on each location against all attack types. They will also gain a +5 per SS on all saves. However, there is a considerable risk in using this magic. A mortal body is not designed to contain these sorts of energies, and there is a chance that their skin will rip around their eyes and mouth (rolled initially: 15 - SS %, minimum 3%). In this case the breaks will spread rapidly until their body is ripped asunder. The energies within will cause an explosion, causing non-locational damage of 1 per SS to everyone within 30', -0.1 per SS for each additional 10' (such that the explosion will extend out to 130'). The priest's own body will be utterly consumed.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: S

Area of effect: S

Duration: 10 counts per SS

Casting time: 100-(2 x SS)

SUMMON WATER ELEMENTALS (128000)

Priest colour: Blue

Description: Using this powerful spell the caster is able to instantly summon forth one water elemental (Hexicon rulebook section 6.4.4) per five points of SS. The elementals will do the caster's bidding, following their mental commands until they or the caster are killed or the duration of the spell is up. At this point they will vanish back to their own dimension, leaving no trace.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: N/A
Area of effect: N/A
Duration: 30 counts per SS
Casting time: 50-SS

SUMMON DEMONS (128000)

Priest colour: Black

Description: Using this powerful spell the caster is able to instantly summon forth one commander demonic minion (Hexicon rulebook section 6.3.4) per five points of SS. The demons will do the caster's bidding, following their mental commands until they or the caster are killed or the duration of the spell is up. At this point they will vanish back to their own dimension, leaving no trace.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: N/A
Area of effect: N/A
Duration: 30 counts per SS
Casting time: 50-SS

SUMMON ANGELS (128000)

Priest colour: White

Description: Using this powerful spell the caster is able to instantly summon forth one angel (Hexicon rulebook section 6.4.5) per five points of SS. The angels will do the caster's bidding, following their mental commands until they or the caster are killed or the duration of the spell is up. At this point they will vanish back to their own dimension, leaving no trace.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: N/A
Area of effect: N/A
Duration: 30 counts per SS
Casting time: 50-SS

SUMMON FIRE ELEMENTALS (128000)

Priest colour: Red

Description: Using this powerful spell the caster is able to instantly summon forth one fire elemental (Hexicon rulebook section 6.4.3) per five points of SS. The elementals will do the caster's bidding, following their mental commands until they or the caster are killed or the duration of the spell is up. At this point they will vanish back to their own dimension, leaving no trace.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: N/A
Area of effect: N/A
Duration: 30 counts per SS
Casting time: 50-SS

SUMMON AIR ELEMENTALS (128000)

Priest colour: Grey

Description: Using this powerful spell the caster is able to instantly summon forth one air elemental (Hexicon rulebook section 6.4.1) per five points of SS. The elementals will do the caster's bidding, following their mental commands until they or the caster are killed or the duration of the spell is up. At this point they will vanish back to their own dimension, leaving no trace.

Effect in runes: Permanence allows casting with a random SS up to the spell's original using the bearer's spell points.

Range: N/A
Area of effect: N/A
Duration: 30 counts per SS
Casting time: 50-SS

Druid Powers

Affinity	Totemic stat mods	Animals represented
Feline	+2 agility, hearing. Enhanced night vision	Cat (domesticated), leopard, lion
Canine/Ursine	+2 intelligence, smell/taste. Track skill gained, with special +30 other mod	Bear (brown), dog (hunting), fox, wolf
Equine/Bovine	+2 constitution, hearing. Rapid running; +1 sprinting pace	Bull (domesticated), horse (riding), horse (war), mule, stag
Rodent	+2 dexterity, touch. Light bones; takes only one fifth normal falling damage	Mouse (field), rat (brown)
Bird	+2 soulstrength, sight. Enhanced peripheral vision: 270° viewing angle	Bird (small), eagle, hawk
Lizard	+2 strength, smell/taste. Tough skin gives extra armour, 2 (2), 2 (2), 2 (2), 1 (1)	Crocodile, snake (poisonous), snake (constricting)
Fish	+2 will, touch. Can breath without air	Fish (medium), shark (medium)

For more details, see section 5.4 of the Hexicon rule-book.

Druids begin with a single affinity. Additional affinities cost 10,000 E.P.s. For each affinity, the druid gains the following powers:

Familiar. Begins level 1, costs 1000 E.P.s per level to increase. Totemic stat mods (see above) are reversed with the death of a familiar to become a -1.

Level 1: familiar obeys verbal commands (as long as it can hear them).

Level 2: familiar obeys mental commands, which can be heard up to 1 km away. NB. This is *not* the same as a telepathic link; the communication is one way.

Level 3: the druid gains the familiar's senses at will, up to

a range of 1 km. Their own senses are lost at this time.

Level 4: above powers now have a range of 10 km.

Level 5: above powers now have a range of 100 km.

Talk to animals. Can communicate with affiliated animals. Baseline value as *Learn%* for spell learning (INT primary, WIL secondary). For every 200 E.P.s spent, gain a +3, or increases the skill by this baseline value divided by three (whichever is greater). Costs 2 spell points to use. This power cannot be raised above 100%.

Summon animals. Can attempt to summon affiliated animals (called from the surrounding area). Baseline value as *Learn%* for spell learning (INT primary, WIL secondary). For every 300 E.P.s spent, gain a +3, or increases the skill by this baseline value divided by three (whichever is greater). Costs 3 spell points to use. This power cannot be raised above 100%. Summoned animals will disperse after 2d6 minutes.

Metamorphosis. Can take on the form/abilities of an affiliated animal. Get to retain own "E.P. mod" for skills. Takes 2 actions. Baseline value as *Learn%* for spell learning (INT primary, WIL secondary). For every 400 E.P.s spent, gain a +3, or increases the skill by this baseline value divided by three (whichever is greater). Costs 4 spell points to use. Failure, plus a roll of 6 on 1d6 leads to temporary reversion to animal intelligence. This power cannot be raised above 100%. Duration up to 6 hours.

Shaman Spells

PREPARE ORGANIC HOST (1000)

Description: An organic host describes any object originally made from material that was once alive (classic examples being wood and leather). The shaman must prepare such items before a spirit can be summoned into them, making a separate preparation for each spirit the object is to host. The object will remain capable of receiving a spirit for the duration of the spell; after this time the spell must be recast. When a spirit is summoned into the object, it will be locked there until the spell's duration expires, at which point it will be released, attempting to possess the nearest living creature (for animal, rage and disease spirits) or manifesting in physical form (for elemental spirits). However, if the shaman also imbues the object with a RELEASE word or condition, the spirit can be released at an earlier point (when the condition is met or the word uttered).

Duration: 2 hours per SS

SUMMON WATER SPIRIT (1000)

Description: This elemental spirit must be summoned into a prepared organic or inorganic host (a living host is not suitable). When released (upon expiry of the PREPARE spell's duration, or according to a RELEASE spell's specification) the object will begin to weep fresh clean water, producing a total of 2 litres per SS before running dry.

Duration: Releases at a rate of 1 litre per 10 seconds

RELEASE WORD (2000)

Description: The shaman can specify a particular word which, when uttered by someone who is touching an organic or inorganic host object that contains a spirit, will cause that spirit to be released. It takes one action to release a spirit in this manner. Elemental spirits will immediately manifest upon release (see individual spell descriptions) while animal, rage and disease spirits will attempt to possess the nearest living creature.

Duration: N/A

SUMMON AIR SPIRIT (2000)

Description: This elemental spirit must be summoned into a prepared organic or inorganic host (a living host is not suitable). When released (upon expiry of the PREPARE spell's duration, or according to a RELEASE spell's specification) a typical object will release the spirit as a powerful rush of wind (in the direction in which the object is "pointed"). This has an effect identical to the wizard spell WIND RUSH (2000 E.P.s). Alternatively, in missile weapons, air spirits can be released by an appropriate condition

(e.g. "when thrown") and, rather than releasing a rush of wind, will act to better direct the missile, giving a +3 to strike per SS. This use must be specified in advance.

Duration: For the wind rush, 10 counts per SS

PREPARE INORGANIC HOST (4000)

Description: An inorganic host describes any object originally made from material that never lived (classic examples being stone and metal). The shaman must prepare such items before a spirit can be summoned into them, making a separate preparation for each spirit the object is to host. The object will remain capable of receiving a spirit for the duration of the spell; after this time the spell must be recast. When a spirit is summoned into the object, it will be locked there until the spell's duration expires, at which point it will be released, attempting to possess the nearest living creature (for animal, rage and disease spirits) or manifesting in physical form (for elemental spirits). However, if the shaman also imbues the object with a RELEASE word or condition, the spirit can be released at an earlier point (when the condition is met or the word uttered).

Duration: 2 hours per SS

COMMUNE WITH SPIRITS (4000)

Description: Using this spell, the shaman is able to contact human spirits for the purposes of asking them specific questions. In some cases, spirits will have access to wider ranging information than mortals (by virtue of ranging farther afield), although this is not necessarily the case. If a corpse is used, then the spirit will belong to that person (and therefore reflect their knowledge and interests, albeit somewhat magnified); if no corpse is used, a random wandering spirit is contacted (at the GM's discretion). Spirits are not all knowing by any means, but should usually be able to offer some useful advice. However, they are in no sense bound to answer questions, and can refuse to do so. A single quite specific question can be asked per SS for this spell; GMs may judge that broader questions use up two or three specific questions.

Duration: Until 1 question per SS has been asked.

PREPARE LIVING HOST (8000)

Description: A living host describes any living creature (most typically a colleague of the shaman). The shaman usually prepares people before summoning a spirit into them, or before summoning spirits into an organic or inorganic host for the purposes of letting someone release it into themselves at a later time. A separate preparation must

be carried out for each spirit the person is to host. The subject will remain capable of receiving a spirit for the duration of the spell; after this time the spell must be recast. Only animal spirits and rage spirits are suitable for summoning into prepared living hosts. When these spirits are released near the living host (from an object) or summoned directly into that person (by the shaman) a battle of wills commences. A prepared host gets to add half the SS of the PREPARE INORGANIC HOST spell to their WIL for this contest. If they are successful, they will master the spirit, gaining benefits described in the appropriate SUMMON spell that last until the duration of this spell expires, at which point the spirit harmlessly returns to the spirit world. If the spirit wins, it will possess the living host for the shorter duration of its own SUMMON spell (usually one minute per point of WIL). The GM should make the host act in an appropriate manner. Living hosts cannot be prepared to accept elemental spirits (which cannot be contained within a still-living form) or disease spirits (which cannot be mastered; they simply cause disease if someone fails to defeat them).

Duration: 2 hours per SS

SUMMON ANIMAL SPIRIT (8000)

Description: An animal spirit can be summoned directly into a prepared living host, or can be placed into an organic or inorganic host for release at a later date. In the latter case, it will attempt to enter the nearest living being when it is released. The animal's spirit can have a WIL up to the SS of the SUMMON spell, at the shaman's discretion (they may select a lower WIL if they feel the hosts they have prepared cannot master a powerful spirit). When the spirit enters a living host, a battle of wills is conducted. If the host wins, they gain special benefits for the duration of the PREPARE spell, dependent upon the WIL of the spirit. If the spirit wins, it will take control of the living host (possess them) for one minute per point of WIL. The types of animal spirits a shaman can summon depend upon their proficiency with this spell (and having access to the animal in question to sacrifice in the casting ceremony). Rodents can be summoned at any SS; birds of prey require SS 5; pack dogs/big cats require SS 10; finally, bears require SS 15 or above. For rodents, mastery provides the following benefits: +1 AGI and +1 TOU for every three points of spirit WIL. With embodiment (see the EMBODY SPIRIT spell later), the benefit is +2 AGI and TOU for every point of spirit WIL. For birds of prey, mastery provides +1 to DEX and +1 to SIG for every three points of WIL (+2 DEX and SIG for every point of WIL with embodiment, plus the ability to glide). For pack dogs or big cats, hosts gain +1 to STR and SML for every 3 points of WIL (+2 per point of WIL with embodiment, plus a special +40 to the track skill). Finally, for bears, every 3 points of spirit WIL gain the host a +1 to CON and HEA, with a +2 per point of WIL when embodied.

Duration: 1 minute per point of WIL

RELEASE CONDITION (16000)

Description: The shaman can specify a particular condition which, when met for a host object that contains a spirit, will cause that spirit to be released instantly (for example when a weapon makes contact with a foe or when a door is opened). Elemental spirits will immediately manifest upon release (see individual spell descriptions) while animal, rage and disease spirits will attempt to possess the nearest living creature.

Duration: N/A

SUMMON FIRE SPIRIT (16000)

Description: This elemental spirit must be summoned into a prepared organic or inorganic host (a living host is not suitable). When released (upon expiry of the PREPARE spell's duration, or according to a RELEASE spell's specification) a typical object will release the spirit as a burst of fire (in the direction the object is "pointing"). The fiery tongue attacks at +3 per SS (as a bow) but cannot be parried except with a large shield. It has a maximum range of 3 feet per SS (range mod 0.5) and does non locational damage of 0.2 per SS. Alternatively, the spirit can be placed in a weapon with a release condition such as "when a foe is struck." At this point, the fire spirit will erupt in a localised fireflash, adding 0.2 per SS to the weapon's damage mod.

Duration: Instant release

SPIRIT FLIGHT (32000)

Description: This powerful magic allows the shaman to temporarily separate his spirit from his body, taking flight in the spirit world. The shaman's body is left limp and lifeless, vulnerable to being killed in his absence. Whilst in flight, the shaman cannot interact with mortals in any way. He is invisible and capable of traversing most physical barriers, moving at speeds of up to 100 km per hour. He can see and hear, but has no other senses available.

Duration: 20 minutes per SS

SUMMON DISEASE SPIRIT (32000)

Description: A disease spirit must be summoned from a diseased person or animal (it will be a specific disease, such as cholera). If the SS of the spell exceeds the disease's strength, the spirit is successfully summoned and can be placed into a prepared organic or inorganic host, with a WIL equal to its strength. The formerly diseased creature is cured. If the SS of the spell does not exceed the disease's strength, the disease's strength is reduced by SS points, but summoning is not successful. Another attempt can be made the following evening at the new strength. When a disease spirit is released, it will immediately attempt to enter the nearest living creature, initiating a battle of wills. If beaten, it dissipates to the spirit world. If it

wins, it will have infected a new victim (see the Hexicon rulebook section 4.1.3 for rules on resolving disease attacks).

Duration: Instant release; following infection, typical onset time of 1 day per SS

SUMMON RAGE SPIRIT (64000)

Description: A rage spirit can only be summoned on the night of a full moon. It can be summoned into an organic or inorganic host for later release (attempting to enter the closest living creature at that point) or can be summoned directly into a prepared living host. Its WIL can be up to the SS of the SUMMON spell, at the shaman's discretion. Following a battle of wills, either the spirit will control the living host for a duration equal to 1 minute per point of spirit WIL, or the host will control the spirit for the duration of the PREPARE spell. Whatever the case, during the time affected the host ignores knockout rolls, gains a +2 to strike and initiative per SS, and a plus 0.1 to their damage mod per 2 points of SS. They will be at -10 to parry and dodge. If the spirit is in control, the host will mindlessly attack every creature it comes into contact with until that creature is unconscious or dead, at which point they will actively seek another target. If the host is in control, they will be edgy and extremely quick to anger, and having initiated an attack will be unable to stop until their target is dead or unconscious, but can decide what to attack in the first place (i.e. not their comrades).

Duration: 1 MIN per point of SS

EMBODY SPIRIT (64000)

Description: Using this dark magic, a shaman is able to allow an animal spirit to physically alter its host to create a powerful hybrid creature, a kind of were-beast. Once a prepared living host has mastered an animal spirit, the shaman may go on to cast this spell. The host then undergoes a painful metamorphosis, wracked with convulsions, as their body transforms, taking on many of the physical characteristics the animal spirit once possessed but maintaining its current size. They will now gain impressive statistical benefits, detailed in the SUMMON ANIMAL SPIRIT spell for mastering with embodiment. However, there is a great potential cost for this procedure. At the end of the PREPARE LIVING HOST spell's duration, the transformation reverses, returning the host to their usual form in another damaging convulsive fit. At this point they must make a save against red magic, using a spell strength equal to the WIL of the summoned animal spirit that they mastered, for each of their primary statistics (i.e. seven saves in total). Failure results in a permanent loss of 1d10 from that statistic, with death if any statistic falls to zero. Alternatively, the transformed individual may decide not to transform back, remaining in their altered form. In this case, they will remain a hybrid, but lose 1 point of CON per day until their CON falls to zero and they die.

Duration: As the PREPARE LIVING HOST spell

SUMMON EARTH SPIRIT (128000)

Description: This elemental spirit must be summoned into a prepared organic or inorganic host (not a living host) that already contains another spirit (hence it must be prepared twice, once for each spirit). Rather than being released on some condition itself, an earth spirit acts to bind other spirits to hosts in a far more permanent manner. In this way, spirits can be bound into hosts and left for days, years, or even centuries, making them effective for long trips, or as traps against would-be invaders of tribal territories. In the unlikely event that the duration of the SUMMON EARTH SPIRIT spell does expire before a suitable RELEASE condition has been met, all spirits contained in the object are released, with the earth spirit making no physical manifestation.

Duration: One century per SS

SUMMON MIGHTY SPIRIT (128000)

Description: Using this powerful incantation, a shaman is able to summon a particularly strong spirit from far afield. In game terms, they may add the SS of this spell to the SS of any other SUMMON spell when determining the WIL of the spirit they are summoning. Hence very powerful elemental spirits can be bound within objects, or mighty animal spirits can be bound to living hosts (although they must still be overcome if the host is to master them). The spell is particularly useful for capturing virulent disease spirits from dying creatures.

Duration: N/A

Summoner Spells

SUMMON SMALL ANIMAL (1000)

Description: This summoning circle allows relatively small animals (up to the size of a small dog, SIZ 5 in game terms) to be summoned and engaged in a battle of wills. The circle must be learned for each animal individually, and includes the following entries from the bestiary: bat; bird, small; cat, domesticated; fish, medium; fox; hawk; mouse, field; rat, brown; snake, poisonous.

Components: Chalk, 1 pint of blood from the animal to be summoned, 7 candles of black wax.

PROTECTION FROM ANIMALS (1000)

Description: If a non-magical animal species has had its blood used in the preparation of this circle, any animal of that species will be at -4 per SS when making an aggressive physical action (e.g. attacking) within it. Animals are not affected when making non-aggressive actions (e.g. dodging).

Components: Half a pint of blood from each animal species the circle protects against.

MAGE CIRCLE: SIGHT (1000)

Description: When activated, this useful circle takes on the appearance of a slightly misty window or screen. Looking through this window conveys the sight of the circle's target (the person whose true name was carved during the circle's creation); it is as if those looking at the circle were seeing through that person's eyes, wherever they might be. The target receives a save (each time the circle is activated) but is unaware that they are being used in this way.

Components: Chalk, 1 crystal, 7 eyeballs (same race as target), true name of the target.

SUMMON LESSER UNDEAD (2000)

Description: This summoning circle permits less potent undead creatures to be summoned and engaged in a battle of wills. The circle must be learned for each type of undead creature separately, and covers the following entries from the bestiary: animated dead (zombie), banshee, minor skeleton.

Components: Ground human bone (2 lbs), 1 recently deceased human corpse, 7 candles of black wax.

PROTECTION FROM UNDEAD (2000)

Description: Any undead creature within the area of this circle will suffer a -4 per SS when making any aggressive physical action (e.g. attacking) within it. Non aggressive

actions are unaffected.

Components: 7 silver candlesticks and candles of white wax, 7 cloves of garlic, chalk, 7 wooden stakes.

MAGE CIRCLE: SLEEP (2000)

Description: This potent circle will cause any living creature that enters it and fails a save to fall immediately into a deep sleep. They will not awaken until removed from the circle, but will age at a much reduced rate while asleep (1 year every 10 years). Only the person who activated the circle is immune to its effects.

Components: 7 crystal vials of alcohol, chalk, 1 lb of silver dust.

SUMMON LARGE ANIMALS (4000)

Description: This summoning circle allows large animals (up to the size of a horse, SIZ 22 in game terms) to be summoned and engaged in a battle of wills. The circle must be learned for each animal individually, and includes the following entries from the bestiary (in addition to those covered by summon small animal): bear, brown; boar, wild; bull, domesticated; crocodile; dog, hunting; eagle; horse, riding; horse, war; leopard; lion; mule; shark, medium; snake, constricting; stag; wolf, common.

Components: Chalk, 1 pint of blood from the animal to be summoned, 7 candles of black wax.

PROTECTION FROM ELEMENTALS (4000)

Description: Any elemental (except demons, technically death elementals) within the area of this circle will suffer a -4 per SS when making any aggressive physical action (e.g. attacking) within it. Non aggressive actions are unaffected.

Components: 1 lb crushed volcanic rock, 1 lb crushed crystalline rock, 7 iron rods, 4 oz sulfur.

MAGE CIRCLE: INVISIBILITY (4000)

Description: This circle enchants anything placed within its area, whatever substance it is made of, causing it to become invisible. As soon as a person or item leaves the circle, they/it will become visible again. There is no save against the effect of this circle.

Components: Chalk, 7 glass bottles containing mist captured upon the ocean, 1 large (4 carat or greater) diamond.

SUMMON LESSER DEMON (8000)

Description: This summoning circle allows less powerful denizens of hell to be summoned and engaged in a battle of wills. The circle must be learned for each type of demon individually, and covers the following entries from the bestiary: demonic minion, lesser; demonic minion, higher; gargoyle; hellhound (fenry).

Components: Red paint, 7 candles of red wax, 1 live humanoid sacrifice.

PROTECTION FROM DEMONS (8000)

Description: Any demon within the area of this circle will suffer a -4 per SS when making any aggressive physical action (e.g. attacking) within it. Non aggressive actions are unaffected.

Components: Chalk, 7 candles of white wax, 1 pint of demon's blood.

MAGE CIRCLE: ANIMATE DEAD (8000)

Description: This is a dark and powerful circle often employed over old battlefields or graveyards. When activated, all the corpses within the circle's area will rise up as animated dead (zombies; see the bestiary). The circle activator will be able to command up to one zombie per SS of the circle up until such time as the circle is deactivated. The zombies can be commanded to leave the circle's perimeter, but will lose 1 point of resistance value for each mile they travel from it.

Components: Chalk, 7 fingers from the hands of one or more true priests.

SUMMON INTELLIGENT BEING (16000)

Description: This summoning circle allows most types of intelligent humanoids to be summoned and engaged in a battle of wills. The circle must be learned for each humanoid species (e.g. Dwarfs) individually, and includes the following races: Human, Elf (High, Wood, Dark, Half), Orc (all), Dwarf, Hobbit, Gnome, Ogre, Wolfen. The true name of the individual that is to be summoned must be uttered when activating the circle.

Components: Chalk, 7 oz quicksilver, 7 lanterns burning fat from the species to be summoned, true name of target.

PROTECTION FROM EVIL (16000)

Description: Any evil creature (GM's discretion) within the area of this circle will suffer a -2 per SS when making any aggressive physical action (e.g. attacking) within it. This effect is cumulative with that of other protection circles. Non aggressive actions are unaffected.

Components: Chalk, 7 candles of white wax, 1/2 lb of

gold dust.

MAGE CIRCLE: PHYSICAL LEACH (16000)

Description: This cruel circle affects any being within its radius, causing them to lose 1 point per second from each physical stat should they fail to save. These losses are permanent; only the circle's activator is immune from its effects.

Components: Chalk, 7 smashed hourglasses, the blood of seven murdered (violently killed, not in self defense) humanoids.

SUMMON ELEMENTALS (32000)

Description: This summoning circle allows elementals (fire, earth, water, air, life (angel)) to be summoned and engaged in a battle of wills. The circle must be learned for each type of elemental individually.

Components: Chalk, 1 oz sulfur, 3 carat diamond, 1 vial of hydrogen, 1 vial of pure water, 7 gold dishes.

PROTECTION FROM GOOD (32000)

Description: Any good creature (GM's discretion) within the area of this circle will suffer a -2 per SS when making any aggressive physical action (e.g. attacking) within it. This effect is cumulative with that of other protection circles. Non aggressive actions are unaffected.

Components: Chalk, 7 candles of black wax, 1 pint of water blessed by a true priest (black, grey or red).

MAGE CIRCLE: MAGICAL LEACH (32000)

Description: A subtle but powerful magic, this circle affects anyone within its radius apart from the activator, instantly draining a number of magic points equal to the circles SS multiplied by 2 unless a save is made. However, those affected will be unaware of the enchantment until they attempt to take some magical action, at which point their loss of energy will become apparent. Spell points cannot be reduced below zero by this circle.

Components: Chalk, 1 large gold pot emptied of air and stopped with the hearts of seven men.

SUMMON GREATER UNDEAD (64000)

Description: This summoning circle permits greater undead creatures to be summoned and engaged in a battle of wills. The circle must be learned for each type of undead creature separately, and covers the following entries from the bestiary (in addition to those covered by summon lesser undead): major skeleton; minor vampire; major vampire; wraith minion; wraith lord.

Components: Chalk, 1 lb of ground human bone, the corpse of a true priest, 7 golden candlesticks and black wax candles.

(e.g. piece of clothing the target has worn), 7 lbs of gold dust.

PROTECTION FROM MAGIC (64000)

Description: Anyone within the area of this circle receives a +3 per SS to all saves against magic.

Components: A quarter ounce (about 40 carat) of ground ruby, chalk, 7 candles of different shaded wax.

MAGE CIRCLE: TELEPORT (64000)

Description: Unlike most circles, this circle cannot be maintained once activated; its effect is instant, costing the requisite spell points, and then it is inactive once more (ready to be used again). Upon activation, any person/s or object/s within the circle are instantly teleported to a location specified at the time the circle was drawn (must be within 200 km per SS).

Components: 7 pixi corpses, 7 small platinum candlesticks and bees' wax candles.

SUMMON GREATER DEMON (128000)

Description: This summoning circle allows powerful demons to be summoned and engaged in a battle of wills. The circle must be learned for each type of demon individually, and covers the following entries from the bestiary (in addition to those covered by summon lesser undead): demonic minion, commander; balrog; demon lord; shapeshifter; succubus/incubus.

Components: Red paint mixed with a crushed ruby (at least 10 carat), 7 red candles, 1 humanoid sacrifice.

PROTECTION TRUE (128000)

Description: The activator of this circle gains +2 per SS to any defensive action (e.g. dodge, parry, save etc.) taken whilst within its perimeter.

Components: A quarter ounce (about 40 carat) of ground diamond, chalk, 7 candles of white wax.

MAGE CIRCLE: DEATH (128000)

Description: A powerful tool for striking down enemies, this circle is not maintained, but rather acts instantly upon activation at the requisite spell point cost, being at once ready for reuse. It will affect any creature for whom the true name is known within a range of 50 km per SS, causing them to suffer a 1d6 per SS death roll unless they save. A given circle can only make a single attack against a given individual; if they save, a new circle must be drawn to attack them again.

Components: Target's true name, chalk, one personal item

Alchemist Spells

FORGE RUNE 1 (1000)

Description: This spell readies an item so that the first rune can subsequently be written upon it (using one of the spell rune spells). Further runes written upon the same item require the higher forge rune spells.

Ingredients: No ingredients are consumed, but the alchemist requires a set of mythryl cutting tools.

Permanent spell point cost: 1 spell point.

SPELL RUNE 2000 (1000)

Description: An item that has been prepared (using an appropriate forge rune spell) can be written with a rune that will receive a spell of up to the 2000 E.P. level. An appropriate mage must still be found to actually cast the spell into the rune, where it will instantly bind.

Ingredients: 1 oz of silver

Permanent spell point cost: Roll 1d6. On a roll of 5 or 6 one spell point is lost.

CHARGE SPELL RUNE (1000)

Description: A spell rune can be charged, such that the enchantment it holds can be cast upon utterance of a specified command word. Each time the enchantment is used, one charge is lost, until it has no remaining charges and cannot be used. However, even with no charges the rune remains, and can be recharged using this spell. Each time this spell is cast the item gains SS charges.

Ingredients: 1 oz of gold

Permanent spell point cost: 1 spell point.

FORGE RUNE 2 (2000)

Description: This spell readies an item that has already received one rune so that a second rune can subsequently be written upon it (using one of the spell rune spells). Further runes written upon the same item require the higher forge rune spells.

Ingredients: No ingredients are consumed, but the alchemist requires a set of mythryl cutting tools.

Permanent spell point cost: 1d2 spell points.

SPELL RUNE 8000 (2000)

Description: An item that has been prepared (using an appropriate forge rune spell) can be written with a rune

that will receive a spell of up to the 8000 E.P. level. An appropriate mage must still be found to actually cast the spell into the rune, where it will instantly bind.

Ingredients: 1 oz of silver

Permanent spell point cost: Roll 1d6. On a roll of 3, 4, 5 or 6 one spell point is lost.

INDEPENDENT INTELLECT (2000)

Description: This spell imbues a runed item with a mind of its own, although only through the use of appropriate runes (e.g. telekinesis, telepathy) will the item actually be able to communicate or act independently. The item will have effective INT and WIL stats equal to the SS of this spell. Its personality will reflect that planned by its creator, but it is likely to absorb energies in the general area too such that it may not turn out exactly as desired.

Ingredients: 1 oz of humanoid brain, fresh

Permanent spell point cost: 1 spell point.

FORGE RUNE 3 (4000)

Description: This spell readies an item that has already received two runes so that a third rune can subsequently be written upon it (using one of the spell rune spells). Further runes written upon the same item require the higher forge rune spells.

Ingredients: No ingredients are consumed, but the alchemist requires a set of mythryl cutting tools.

Permanent spell point cost: 1d3 spell points.

WEEKLY SPELL RUNE (4000)

Description: This spell charges a spell rune such that it can be cast once per week (upon utterance of the specified power word). The rune cannot be used again within a given week, but can be used every week thereafter without ever running out of charge. Repeated castings allow a spell to be cast more than once per week (i.e. two castings = twice per week).

Ingredients: 1 oz of platinum

Permanent spell point cost: 1 spell point.

POTION CREATION (4000)

Description: Unlike most alchemy, this spell does not require the creation of runes prior to being cast, only a sealed bottle of water mixed with powdered silver. The spell pre-

pare the solution to receive a suitable spell (defined at the GM's discretion), becoming a potion which will affect its drinker with the magic it contains. The potion can be used only a single time, requiring a single action to consume.

Ingredients: 1 oz of silver dust, one small glass bottle filled with water.

Permanent spell point cost: Roll 1d6. On a roll of 6 one spell point is lost.

FORGE RUNE 4 (8000)

Description: This spell readies an item that has already received three runes so that a fourth rune can subsequently be written upon it (using one of the spell rune spells). Further runes written upon the same item require the higher forge rune spells.

Ingredients: No ingredients are consumed, but the alchemist requires a set of mythryl cutting tools.

Permanent spell point cost: 1d4 spell points.

SPELL RUNE 32000 (8000)

Description: An item that has been prepared (using an appropriate forge rune spell) can be written with a rune that will receive a spell of up to the 32000 E.P. level. An appropriate mage must still be found to actually cast the spell into the rune, where it will instantly bind.

Ingredients: 1 oz of silver

Permanent spell point cost: 1d2 spell points.

WARD CREATION (8000)

Description: Using this spell a single use ward is created, a kind of temporary rune that can receive one spell of any level. The ward can be painted on to any solid surface and is created with a release condition, such that when that condition is achieved (e.g. the ward is stepped upon, or a given word is uttered) the spell will go off. Having been triggered, the ward will fade away.

Ingredients: 1 oz gold dust, 1 oz glue.

Permanent spell point cost: Roll 1d6. On a roll of 6 one spell point is lost.

DAILY SPELL RUNE (16000)

Description: This spell charges a spell rune such that it can be cast once per day (upon utterance of the specified power word). The rune cannot be used again within a given day, but can be used every day thereafter without ever running out of charge. Repeated castings allow a spell to be

cast more than once per day (i.e. two castings = twice per day).

Ingredients: Six 10 carat rubies.

Permanent spell point cost: 1d2 spell points.

SCROLL CREATION (16000)

Description: Like ward creation, this spell creates a single use rune, this time one that is effectively portable, having been written upon a piece of parchment. A spell of any level is cast onto a scroll prepared in this way, and can then be recast by reading the scroll out loud (2 actions). The scroll will then fade to become a harmless piece of parchment once more.

Ingredients: Parchment, ink.

Permanent spell point cost: Roll 1d6. On a roll of 6 one spell point is lost.

FORGE RUNE 5 (32000)

Description: This spell readies an item that has already received four runes so that a fifth rune can subsequently be written upon it (using one of the spell rune spells). Further runes written upon the same item require the higher forge rune spells.

Ingredients: No ingredients are consumed, but the alchemist requires a set of mythryl cutting tools.

Permanent spell point cost: 1d4 + 1 spell points.

SOFTEN INORGANIC (32000)

Description: Certain materials are impossible to work (shape and carve runes upon) without the prior use of this spell. This magic makes them temporarily malleable and prepares them to accept magical energies. In the case of gem stones, it also allows them to be combined into larger masses. Each material requires this spell at a particular SS to become workable (see section 5.7 of the Hexicon rulebook). Additionally, for eog, this spell is required at SS 10 or above to work that material into a spell point multiplier (x SS/10 to spell points); again, see section 5.7 for more details.

Ingredients: 1 oz of sulphur.

Permanent spell point cost: 1 spell point.

SPELL RUNE 128000 (64000)

Description: An item that has been prepared (using an appropriate forge rune spell) can be written with a rune that will receive a spell of up to the 128000 E.P. level. An

appropriate mage must still be found to actually cast the spell into the rune, where it will instantly bind.

Ingredients: 1 oz of silver

Permanent spell point cost: 1d3 spell points.

FORGE RUNE 6 (64000)

Description: This spell readies an item that has already received five runes so that a sixth rune can subsequently be written upon it (using one of the spell rune spells). Further runes written upon the same item require the higher forge rune spells.

Ingredients: No ingredients are consumed, but the alchemist requires a set of mythril cutting tools.

Permanent spell point cost: 1d4 + 2 spell points.

PERMANENCE (128000)

Description: This spell is used to charge a spell rune such that its effects are constant. The precise effects of charging a rune in this way vary; the section “effects in runes” of the relevant spell description should be consulted as a guideline. Generally, the spell will operate all the time (often at a slightly reduced level) or be usable at any time, but drawing on the user’s spell points. It is also often the case that the SS of the spell will be random up to the original SS of the spell when cast into the rune (e.g. for a SS 13 spell made permanent, 1d10 + 1d3 might be rolled to generate its actual SS). GMs should exercise their discretion in determining outcomes with this spell.

Ingredients: 1 oz dragon bone

Permanent spell point cost: 1d4 + 2 spell points.

SPELL RUNE 512000 (128000)

Description: An item that has been prepared (using an appropriate forge rune spell) can be written with a rune that will receive a spell of up to the 512000 E.P. level. An appropriate mage must still be found to actually cast the spell into the rune, where it will instantly bind.

Ingredients: 1 oz of silver

Permanent spell point cost: 1d4 spell points.

Illusionist Spells

CREATE IMMOBILE ILLUSION (1000)

Description: An illusory template can be created using this spell for an illusion that will occupy a single place. At this point the illusion has no sensory qualities, being insubstantial and invisible. It can, however, be given such qualities using the create (*sense*) illusion spells. The illusion will remain in existence for as long as the illusionist concentrates upon it (requiring a line of sight); this duration can be extended using the durational illusion and permanent illusion spells.

Casting time: 50 - SS

Ingredients: One ounce of glue.

CREATE SIGHT ILLUSION (1000)

Description: This spell cannot be cast until an illusory template has been created using the create immobile illusion or create mobile illusion spells. Once such a template is ready, this spell operates on a small model or representation of an object or creature, distilling its essence into the illusory template such that it possesses exactly the visual qualities envisioned by the caster. Hence a model of a lion can be used to turn a mobile illusory template into a small copy of a real lion that can be seen, but not smelt, tasted, heard or felt (e.g. feels insubstantial like a ghost) unless the other relevant create (*sense*) illusion spells are also cast.

Casting time: 50 - SS

Ingredients: A small clay model of the object or creature (only needs to be rough).

INCREASE ILLUSION SIZE (1000)

Description: Before this spell can be cast, the illusionist must have created an illusory template and bestowed it with at least one sensory quality. At this point the illusion will be very tiny (the size of the model or representation used to create it). This spell increases the illusion's size, up to a maximum of 1 cubic metre per 3 points of spell strength. Hence a tiny illusory lion could be expanded to become a lifelike size (occupying a space roughly 3 metres long by 1 metre wide by 1 metre high) if this spell were known at at least SS 8 ($8/3 = 2.66 = 3$ cubic metres to play with).

Casting time: 50 - SS

Ingredients: A single seed.

CREATE SOUND ILLUSION (2000)

Description: This spell cannot be cast until an illusory template has been created using the create immobile illusion or create mobile illusion spells. Once such a template is ready, this spell operates on a small model or representation of a sound, object or creature, distilling its essence into the illusory template such that it possesses exactly the auditory qualities imagined by the caster. Hence a representation of a sound (e.g. words or symbols scrawled on a plank) can be used to turn an immobile illusory template into a small area that repetitively plays back the desired noises (e.g. the whispered words "leave this place"), but has no smell, taste, appearance or substance unless the other relevant create (*sense*) illusion spells are also cast. The illusion could then be expanded (using the increase illusion size or giant illusion spells) to fill a room or similar.

Casting time: 50 - SS

Ingredients: A small wooden model or representation of the noise, object or creature (only needs to be rough).

CREATE MOBILE ILLUSION (2000)

Description: An illusory template can be created using this spell for an illusion that can be moved around by the caster in a realistic manner. At this point the illusion has no sensory qualities, being insubstantial and invisible. It can, however, be given such qualities using the create (*sense*) illusion spells. The illusion will remain in existence for as long as the illusionist concentrates upon it (requiring a line of sight); this duration can be extended using the durational illusion and permanent illusion spells. It will only move when the caster wills it to do so, unless it is controlled using the program illusion spell. An illusionist can only move a single illusion at a time unless they are created using the multiple illusion control spell.

Casting time: 50 - SS

Ingredients: One ounce of animal flesh.

DURATIONAL ILLUSION (2000)

Description: An illusion created using this spell will remain in existence for one day per SS regardless of whether the illusionist concentrates on it. However, for mobile illusions the caster must still concentrate on the illusion if they wish it to move; otherwise, it will simply remain static in the final posture it was left in.

Casting time: 50 - SS

Ingredients: One hourglass.

CREATE SMELL ILLUSION (4000)

Description: This spell cannot be cast until an illusory template has been created using the create immobile illusion or create mobile illusion spells. Once such a template is ready, this spell operates on a small model or representation of a smell, object or creature, distilling its essence into the illusory template such that it possesses exactly the scent qualities imagined by the caster. Hence a representation of a scent (e.g. a lead model of a rose) can be used to turn an immobile illusory template into a small area that smells strongly of the desired scent (e.g. the perfume of a rose), but has no noise, taste, appearance or substance unless the other relevant create (*sense*) illusion spells are also cast. The illusion could then be expanded (using the increase illusion size or giant illusion spells) to fill a room or similar.

Casting time: 50 - SS

Ingredients: A small lead model or representation of the smell, object or creature (only needs to be rough).

MULTIPLE ILLUSION CONTROL (4000)

Description: If an illusionist has created a number of mobile illusions (a group of guardsmen for example) casting this spell allows him/her to control their movements simultaneously, rather than having to concentrate on and move them one at a time. This method of control is imperfect however, as all the illusions controlled in this manner will tend to respond to the same commands, such that their movements appear regimented (linked) rather than individual.

Casting time: 50 - SS

Ingredients: Five 1 oz iron balls.

COMBINE ILLUSIONS (4000)

Description: With this spell the illusionist can take an illusion that was made previously and combine it with a new illusion, perhaps adding a new sensory quality that was originally missing. This can be particularly useful when the number of spell points that the caster has available means that they cannot complete an illusion in a single day. In this case, a durational illusion is created, then returned to at some later date to be supplemented.

Casting time: 50 - SS

Ingredients: Two chain links.

QUESTION SPIRIT (8000)

Description: This spell is not directly related to the creation or control of illusions, but reflects the illusionist's affinity with the ethereal world of spirit. Using this enchantment an illusionist is able to contact a human spirit in the

area for the purposes of asking a single question. The spirit will then speak an answer via the illusionist's mouth. The GM should determine the type of spirit found and its degree of knowledge; it will attempt to answer the question truthfully (unless particularly malicious) but may not have the required information.

Casting time: 100 - SS

Ingredients: None

GIANT ILLUSION (8000)

Description: This spell is a more powerful version of the increase illusion size spell. Before it can be cast, the illusionist must have created an illusory template and bestowed it with at least one sensory quality. At this point the illusion will be very tiny (the size of the model or representation used to create it). This spell increases the illusion's size, up to a maximum of 3 cubic metres per point of spell strength. Hence a tiny illusory hut could be expanded to become a lifelike size (occupying a space roughly 2.5 metres high by 4 metres wide by 4 metres deep = 40 cubic metres) if this spell were known at at least SS 14 (14 x 3 = 42 cubic metres to play with).

Casting time: 50 - SS

Ingredients: The seed of a large tree.

CREATE TASTE ILLUSION (8000)

Description: This spell cannot be cast until an illusory template has been created using the create immobile illusion or create mobile illusion spells. Once such a template is ready, this spell operates on a small model or representation of a taste, object or creature, distilling its essence into the illusory template such that it possesses exactly the taste qualities envisioned by the caster. Hence a model of an apple can be used to turn a mobile illusory template into a small area containing the taste of a real apple. If combined with other create (*sense*) illusion spells, an apple that could be seen, touched and tasted might be created; without them, the taste of apples simply inhabits an apple-shaped region of space.

Casting time: 50 - SS

Ingredients: A small bread model or representation of the taste, object or creature (only needs to be rough).

CREATE TOUCH ILLUSION (16000)

Description: This spell cannot be cast until an illusory template has been created using the create immobile illusion or create mobile illusion spells. Once such a template is ready, this spell operates on a small model or representation of a skin sensation, object or creature, distilling its essence into the illusory template such that it possesses exactly the tactile qualities envisioned by the caster. Hence

a model of a lion can be used to turn a mobile illusory template into a small area with the ability to interact with skin as a real lion would. In this example, the lion would only be useful if combined with other create (*sense*) illusion spells, such that it could at least be both seen and touched. Under these circumstances the illusion is capable of interacting with the physical world as a real creature or object would, such that the resultant lion could actually inflict wounds (which remain even following successful disbelieving of the illusion). Other examples might be useful with just the tactile sensory quality, however (e.g. the feeling of a gentle draft).

Casting time: 50 - SS

Ingredients: A small iron model or representation of the tactile sensation, object or creature (only needs to be rough).

VIEW AS ASTRAL (16000)

Description: Another spell that reflects the illusionist's affinity with the world of spirit, this enchantment allows the caster to use a mirror or pool to view the surrounding area as a spirit in flight (rather like a bird's eye view of the ground beneath). The viewer has a range of 10 km per SS, and lasts for 10 seconds per SS.

Casting time: 100 - SS

Ingredients: None

MULTIPLY ILLUSION (16000)

Description: Having created an illusion, this powerful spell can be used to create a large number of identical illusions (one per SS) without the spell point expenditure associated with creating each one individually. This spell can only be cast once upon a given illusion. It does not in itself allow the illusionist to control all the illusions created; for this, the multiple illusion control spell is required.

Casting time: 50 - SS

Ingredients: A small clay model or representation of the illusion (must be finely crafted) and an iron hammer.

PERMANENT ILLUSION (32000)

Description: An illusion created using this spell will remain in existence indefinitely regardless of whether the illusionist concentrates on it (although it will still act appropriately for the expectations of those perceiving it, e.g. dying if slain). However, for mobile illusions the caster must still concentrate on the illusion if they wish it to move; otherwise, it will simply remain static in the final posture it was left in.

Casting time: 50 - SS

Ingredients: An hourglass that has been blocked with a 2

carat diamond.

CREATE FEARFUL ILLUSION (32000)

Description: Using this spell the illusionist can imbue the illusion of a suitable creature (e.g. a demon or undead) with magical fear of a strength equal to that of the spell. The fear will affect those perceiving the illusion as per section 4.1.5 of the Hexicon rulebook.

Casting time: 50 - SS

Ingredients: One ounce of demon bone.

SPECIFY TARGETS (32000)

Description: When cast upon an illusion this spell allows the illusionist to specify who will or will not experience the illusion. The description can be as vague or specific as desired (e.g. "only Elves can see it", "only those of goodly intent can hear it", "only those with the true name Gerond can touch it" etc.). However, the illusionist requires some item linked to those who can experience the illusions (e.g. some Elven hair, the tooth of a just knight etc.) as a spell ingredient.

Casting time: 50 - SS

Ingredients: An object related to the group that are able to perceive the illusion.

TRAVEL IN ILLUSION (64000)

Description: With this useful spell an illusionist is able to perceive things (see them, touch them etc.) as if he were one of his illusions; it is as if his mind were travelling within the illusion. His own body will remain in the position he left it until returned to, unable to communicate and with a glazed expression; it is consequently rather vulnerable. Should the illusion be "killed", the caster's mind at once returns to his own body, but the experience is stressful, giving rise to a SS 2d10 insanity attack (see the Hexicon rulebook, section 4.1.6). The illusion through which the caster is perceiving things is obviously considered to be concentrated upon, and no direct line of sight from the caster's actual body is required for him to continue to control the illusion. The caster can return to his own body at any time.

Casting time: 50 - SS

Ingredients: The head of a humanoid.

PROGRAM ILLUSION (64000)

Description: This spell allows the illusionist to give a mobile illusion a set of instructions which (assuming it has a duration beyond the caster's period of concentration) it will continue to carry out for as long as it is in existence. Hence an illusory monster might be instructed

to prowl about a given area, attacking trespassers; an illusory soldier might be instructed to question those passing about their business and so forth. The instructions given can be quite detailed, but the illusion is likely to give itself away (appear stupid) in circumstances for which the caster has not made proper provision (given the right sort of instructions).

Casting time: 50 - SS

Ingredients: One ounce of brain from a creature with an INT stat of 15 or greater.

CONTROL AS ASTRAL (128000)

Description: Using this spell in combination with the view as astral enchantment the illusionist is able to maintain direct control of one or more illusions without having them in his line of sight, simply by viewing them through the medium of a mirror or pool. This allows the caster to have illusions act in a realistic manner without putting themselves in potential danger. The spell lasts as long as the corresponding view as astral spell.

Casting time: 50 - SS

Ingredients: One finely made puppet on solid gold threads.

INDIVIDUAL ENTERPRISE (128000)

Description: Used in combination with the multiple illusion control spell, this magic allows the illusionist to control a large number of illusions as if they were autonomous and individual. In effect, it overcomes the limitation of the multiple illusion control spell (in which the actions of the illusions are regimented), allowing them to follow the caster's commands but in such a way that each appears to be acting in a realistic and individual manner.

Casting time: 100 - SS

Ingredients: One ounce of brain from a creature with an INT stat of 18 or greater.

Warrior Monk Powers

For more details, see section 5.9 of the Hexicon rule-book.

Warrior Monks have access to the following six powers. They must declare that they will use a specific power, then make a ki skill roll with a success level of $25 + (5 \times \text{the number of spell points used})$. Failure results in the loss of half the spell points invested (round down).

Focussed strike. The ki roll must be made after a bare-fisted/bare-footed unarmed attack roll has been made (before the parry roll). The blow's damage is multiplied by three times the number of spell points invested.

Skin of iron. The ki roll must be made after a blow has landed but before damage is rolled. Armour equivalent to AV ($\text{spell points invested} \times 5$) is momentarily gained at the location struck, with a ($\text{spell points invested} \times 4 \times \text{weapon's break value}$) percent chance of a weapon break.

Still mind. The ki roll must be made before a skill roll is made. Success yields a +15 per spell point invested to the subsequent skill roll.

World awareness. The warrior monk gains a +3 per SS to a specific sense statistic for a period of one hour.

Rest of the wakeful. Following the expenditure of a single spell point, the warrior monk enters a sleep that is fully recuperative (as normal sleep) but is able to hear as if awake and alert.

Healing blood. A healing trance can be entered in which the monk's healing rate is multiplied by twice the number of spell points invested. Being in the trance is equivalent to being unconscious; healing rate returns to normal when the trance is abandoned.

Elven Bard Powers

For more details, see section 5.10 of the Hexicon rule-book.

Bards have access to the following four powers. They must declare that they will use a specific power, then make a sing skill roll with a success level of $25 + (5 \times \text{the number of spell points used})$. Failure results in the loss of half the spell points invested (round down).

Mesmerising tale. An audience will become fascinated by the bard's song. All of their sense stats are considered lowered by three points for every two spell points the bard invests, making them less likely to notice other events going on around them. Allow a save against white magic (SS = two per spell point invested) if external events are likely to physically endanger them.

Dance of inspiration. All who listen are magically enthused. Their next skill roll will be at +5 for each spell point invested, assuming it is made within one hour of the bard's performance.

Emotional yarn. An emotional state can be elicited in those who listen, depending on how the number of spell points invested relate to their INT stat:

Less than listener's INT/5: slight shifting of emotional mood, but no major impact.

Listener's INT/5 – listener's INT/2: mood noticeably affected, shown in mannerisms, speech etc.

Listener's INT/2 – listener's INT: powerful mood effect, likely to act upon their induced mood in some manner.

Listener's INT or greater: completely caught up in emotion to the point of losing normal self-restraint etc.

Ballad of suggestion. Subtle suggestions can be placed into the minds of those who are listening to the bard's song. These are not commands, and must be to some extent consistent with currently held beliefs. Their effects will depend upon how the number of spell points invested relate to the listeners' WIL stats:

Listener's WIL/5 – listener's WIL/2: suggestion feels like it was expressed by a friend.

Listener's WIL/2 – listener's WIL: suggestion feels like it was confided by a wise, trusted source.

Listener's WIL or greater: suggestion feels like it was formulated by the listener themselves.

Sverian Magi Powers

For more details, see section 5.11 of the Hexicon rule-book.

The Sverian Magi gains the following powers:

Flamelance. A flaming spear can be conjured into the hand and cast at opponents (2 actions). Baseline value as *Learn%* for spell learning (INT primary, WIL secondary). For every 300 E.P.s spent, gain a +3, or increases the skill by this baseline value divided by three (whichever is greater). This power cannot be raised above 180%. The spear attacks with the caster's throwing spear mod, and an additional +1 to strike for every percentage point above 100%. It has a max range of 200 feet, a range mod of 0.4 and a damage mod of 0.75 x the number of spell points used in the casting. A failed casting results in the loss of all spell points invested.

Transmutation. The power to change one material into another in a single action. Baseline value as *Learn%* for spell learning (INT primary, WIL secondary). For every

300 E.P.s spent, gain a +3, or increases the skill by this baseline value divided by three (whichever is greater). The power has a range of 20 feet and cannot be raised above 100%. Up to one pound of material can be affected per spell point invested (doubled for a significant change of state, e.g. liquid to solid). Insufficient investment means that there is no effect at all. A roll of 99 or 100 always fails and causes an equal amount of the magi's body to turn to the desired material.

Rejuvenation. Allows healing of wounds (own or others) in a single action. Baseline value as *Learn%* for spell learning (INT primary, WIL secondary). For every 300 E.P.s spent, gain a +3, or increases the skill by this baseline value divided by three (whichever is greater). Up to 10 I.P.s can be healed for each spell point invested (double cost for healing others); the wound is either entirely healed (if its I.P.s are exceeded) or totally unaffected.

Pixi Chief Trickster Spells

SAUCE (1000)

Description: Anyone who consumes this tasty gravy will begin to feel eroticised, as if they had consumed an aphrodisiac. In addition, their behaviour will change, becoming lewd and risqué, flirting openly and cracking double entendres at every opportunity.

Range: Food must be eaten

Area of effect: Enough sauce to supplement four meals

Duration: 1 hour per SS

Casting time: NA

Herbalist roll required: 60

SILENT STEPS (1000)

Description: Having cast this spell, the trickster will make absolutely no noise for its duration, regardless of what actions they undertake. For out-of-sight stealth rolls, they gain a + 50.

Range: T

Area of effect: S

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

Herbalist roll required: NA

CRABS (2000)

Description: Those unfortunate enough to eat this tasty looking sea food will develop an irritating and itchy rash anywhere they have body hair, beginning around 20 minutes after they have finished eating. They will be at -5 to all activities that require concentration. The irritation will be particularly noticeable in the presence of attractive members of the opposite sex, when it will be almost impossible not to scratch incessantly (not doing so requires a successful statistical battle, using the victim's WIL against the attractive person's APP stat; see the rulebook, section 4.1.8). The irritation will last until the victim successfully beds someone.

Range: Food must be eaten

Area of effect: 1 large crab (part of a meal for around four)

Duration: See description

Casting time: NA

Herbalist roll required: 70

VENTRILOQUISM (2000)

Description: Using this mischievous magic the trickster is able to throw their voice such that it appears to originate from any point of their choosing within range. They can

also alter it to some extent, deepening it for example; although the spell does not allow for precise mimicry, it can be used in combination with the acting skill to better produce such an effect.

Range: 3' per SS

Area of effect: S

Duration: 5 Seconds per SS

Casting time: 20 - (SS/3)

Herbalist roll required: NA

RASPBERRY (4000)

Description: Eating this tempting looking fruit spells disaster for the victim. Within a couple of minutes they will begin to produce the most disgusting smelling farts, the stench of which will hang around them even out in the open. Worse perhaps, the farts are extremely noisy, emerging every couple of minutes for the duration of the spell and alerting all those in the vicinity to the cause of the obnoxious stink.

Range: Food must be eaten

Area of effect: 1 lb of fruit is created, enough for four people

Duration: 1 day per SS

Casting time: NA

Herbalist roll required: 90

INVISIBILITY (4000)

Description: The trickster and all of his or her personal belongings (including objects carried in hands and about the person up to 2 lbs per SS) become completely invisible for the spell's duration. Any aggressive action against another individual or creature dispels the Invisibility.

Range: T

Area of effect: S

Duration: 1 MIN per SS

Casting time: 30 - (SS/2)

Herbalist roll required: NA

WINE (8000)

Description: Any who drink this tasty alcoholic beverage will, shortly afterwards, begin to find everything around them annoying, as if all the world were there purely to irritate and confound them. Worse perhaps, they will feel moved to express how awful things are in a near continuous tirade of moaning and whinging, a display that is likely

to further aggravate any companions also suffering the effects of this pixi potion. Violence is a likely outcome.

Range: Wine must be consumed

Area of effect: 1 bottle of wine, enough for four people

Duration: 1 hour per SS

Casting time: NA

Herbalist roll required: 100

THOUGHT SUGGESTION (8000)

Description: This subtle magic allows the trickster to whisper a suggestion into a victim's ear, which the victim will then experience as a thought they had all on their own. The spell will not work if the victim is aware of the trickster's presence, or if the thought that is suggested is too bizarre or against their usual mode of thinking. It can however be extremely silly as long as it plays up to people's natural egotism (e.g. "that princess has been flirting with me all night...")

Range: 3 inches

Area of effect: 1 T

Duration: P

Casting time: 10 - (SS/3)

Herbalist roll required: NA

TRIPE (16000)

Description: Having consumed this dish, the victim will at once find themselves unable to say anything that is not ridiculous to the point of farce. Any opinion they offer will be totally uninformed and demonstrably wrong. To add to the frustration, they will be thinking as normal, but somewhere between thinking and speaking (or writing, drawing, miming or any other form of communication) their utterances will become complete nonsense.

Range: Food must be eaten

Area of effect: 1 lb of intestines, enough for 4 people

Duration: 1 day per SS

Casting time: NA

Herbalist roll required: 80

ENHANCE NOISES (16000)

Description: The trickster is able to affect a variety of naturally occurring noises within the spell's area of effect, causing them to seem somehow more scary, intimidating or supernatural. Creaking floorboards, for example, will be interpreted as creatures outside, and the howl of the wind will become a banshee's wail, such that those hearing them are unlikely to be able to sleep and may become very paranoid.

Range: 10' per SS

Area of effect: 5' radius per SS

Duration: 1 hour per SS

Casting time: 30 - (SS/2)

Herbalist roll required: NA

CARROTS (32000)

Description: Eating these vegetables will instill the victims with an overpowering lust for all things shiny and pretty. Like the magpie they will be drawn to baubles of all kinds, desiring to own and hoard them and being willing to cheat, lie and steal to obtain them. Most worryingly, their good sense is likely to be affected, causing them to act rashly when the opportunity for a new prize offers itself.

Range: Food must be eaten

Area of effect: 4 carrots are produced.

Duration: 1 day per SS

Casting time: NA

Herbalist roll required: 85

THE FAERIES' DANCE (32000)

Description: The targets of this powerful enchantment will suddenly be filled with an urge to dance, so much so that they will forget all other matters however pressing and simply dance in circles for the lesser of the spell's duration of the period of time that the trickster continues to concentrate on them. The dance is very vigorous, costing three exhaustion points per minute; victims will fall unconscious (and therefore stop dancing) as per the optional exhaustion rules, section 3.7.8 of the Hexicon rulebook. Dancers are at -2 per SS to strike, parry, and any other activities the GM deems to be affected by their vigorous rhythmic activity.

Range: 50'

Area of effect: 1 T per 5 SS

Duration: 3 MIN per SS

Casting time: 50 - SS

Herbalist roll required: NA

NUTS (64000)

Description: Those who fall for these tempting nibbles will regret it. A failure to save results in them gaining one random insanity (see the Hexicon rulebook section 4.1.6) per 5 points of spell strength.

Range: Food must be eaten

Area of effect: 1 lb of nuts are created, enough for 4 people

Duration: P

Casting time: NA

Herbalist roll required: 105

MIRTH (64000)

Description: The victims of this spell will find themselves laughing at the slightest provocation (anything even slightly amusing that occurs within the duration of the spell). Once started, they will find it very difficult to stop, suffering an intense giggling fit that will increase in intensity. Every 10 seconds they must make an additional save, with failure resulting in progression to the next laughter level and success reducing their discomfort by one level. At level one they will laugh raucously but suffer no other negative mods. At level two they will be hugging themselves, rocking back and forth, at -20 to all actions. At level three they will be rolling on the floor, laughing and crying hysterically, at -40 to all actions. At level four they will be asphyxiating with potentially fatal results (see the Hexicon rulebook section 4.1.7). Recovering to level zero will stem the laughter, but it might be triggered again at any time.

Range: 50'

Area of effect: 1 T per 5 SS

Duration: 1 day per SS

Casting time: 50 - SS

Herbalist roll required: NA

the opposite of what is being said...

Range: 100'

Area of effect: 1 T per SS

Duration: 1 MIN per SS

Casting time: 100 - (SSx2)

Herbalist roll required: NA

PEARS (128000)

Description: The powerful magic laid upon these simple fruit will yield a strange result indeed. The following night, a double of the victim will “grow” out of them, a fully-formed identical twin with the exception that they will be of opposite alignment and personality. The double will make off at once, taking what equipment they can with them, and will proceed to impersonate the victim at every opportunity whilst acting in a totally contrary manner. They will try to avoid meeting the victim again, but should a confrontation be forced will fight with the victim’s skills and abilities.

Range: Food must be eaten

Area of effect: 1 pear, enough for a single victim

Duration: 1 day per SS

Casting time: NA

Herbalist roll required: 115

MISUNDERSTANDING (128000)

Description: All those who fail to save against this powerful enchantment will suffer a convincing auditory illusion for the spell’s duration. When engaged in conversation, they will hear the opposite of what is actually said. The illusion affects each utterance’s basic intent, rather than necessarily producing exactly the opposite meaning. Hence “good morning” might be misheard as “I’m sorry to see you’re still living here.” The GM should decide upon an approximate opposite interpretation to cause maximum offence and/or comedy effect. The spell is particularly entertaining when both parties in a conversation are hearing