

SUMMARY OF SPELL LISTS

Elementalism Apprentice List

Requirement: Career of Elementalist at d4 or better

List	Rank	Name	Cost	Diff.	Type	Effect	Page
△	ⅴ	Avert Air	1	1d10	Regular	Shield a target from hostile Air Magic.	207
▽	ⅴ	Avert Earth	1	1d10	Regular	Shield a target from hostile Earth Magic.	206
△	ⅴ	Avert Fire	1	1d10	Regular	Shield a target from hostile Fire Magic.	208
▽	ⅴ	Avert Water	1	1d10	Regular	Shield a target from hostile Water Magic.	209
△	ⅴ	Create Air	1	1d10	Regular	Invoke Air from thin air.	207
▽	ⅴ	Create Earth	1	1d10	Regular	Invoke earth from thin air.	206
△	ⅴ	Create Fire	1	1d10	Regular	Invoke Fire from thin air.	208
▽	ⅴ	Create Water	1	1d10	Regular	Invoke Water from thin air.	208
△	ⅴ	Destroy Air	1	1d10	Regular	Destroy a small part of Air	206
▽	ⅴ	Destroy Earth	1	1d10	Regular	Destroy a small part of earth	206
△	ⅴ	Destroy Fire	1	1d10	Regular	Destroy a small part of Fire	207
▽	ⅴ	Destroy Water	1	1d10	Regular	Destroy a small part of Water	208
△	ⅴ	Mold Air	1	1d10	Regular	Manipulate a bit of Air.	207
▽	ⅴ	Mold Earth	1	1d10	Regular	Manipulate a bit of earth.	206
△	ⅴ	Mold Fire	1	1d10	Regular	Manipulate a bit of Fire.	207
▽	ⅴ	Mold Water	1	1d10	Regular	Manipulate a bit of Water.	208
△	ⅴ	Scry Air	1	1d10	Regular	Scan Air for information.	206
▽	ⅴ	Scry Earth	1	1d10	Regular	Scan Earth for information.	205
△	ⅴ	Scry Fire	1	1d10	Regular	Scan Fire for information.	207
▽	ⅴ	Scry Water	1	1d10	Regular	Scan Water for information.	208

Air Journeyman List

Requirement: Being Adept at all five Apprentice Air spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
△	┐	Air Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Air spell	209
△	┐	Call Sylph	4	4d12	Regular	Call an Elemental	209
△	┐	Calming the Storm	3	3d8	Regular	Target suffers a —1 Penalty to Initiative Dice.	209
△	┐	Haste of the Zephyr	3	3d8	Regular	Target gains double Initiative dice	209
△	┐	Lightning Bolt	3	3d12	Targeted	Hurls 3d12 damage at Range	210
△	┐	Thunder Clap	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	210

Air Master List

Requirement: Being Adept at any four Air Journeyman spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▲	M	Air Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Air spell	213
▲	M	Bind Sylph	3	3d12	Delayed	Captures an Air Elemental into a material object	213
▲	M	Chain Lightning	5	5d12	Homing	Damages a Group with hostile lightning	214
▲	M	Command Sylph	4	4d12	Regular	Force an Air Elemental to obey your whims	213

Earth Journeyman List

Requirement: Being Adept at all five Apprentice Earth spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▼	┘	Breaking the Foundations	3	3d8	Regular	Target suffers a —1 Penalty to Soak dice.	210
▼	┘	Call Gnome	4	4d12	Regular	Call an Elemental	210
▼	┘	Earth Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Earth spell	210
▼	┘	Earthquake	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	210
▼	┘	Heart of the Mountain	3	3d8	Regular	Target may roll double their Soak dice	211
▼	┘	Stone Hurlant	3	3d12	Targeted	Hurls 3d12 damage at Range	211

Earth Master List

Requirement: Being Adept at any four Earth Journeyman spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▼	M	Bind Gnome	3	3d12	Delayed	Captures an Earth Elemental into a material object	214
▼	M	Command Gnome	4	4d12	Regular	Force an Earth Elemental to obey your whims	214
▼	M	Earth Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Earth spell	214
▼	M	Meteor Swarm	5	5d12	Homing	Damages a Group with hostile meteorites.	214

Fire Journeyman List

Requirement: Being Adept at all five Apprentice Fire spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▲	┘	Call Salamander	4	4d12	Regular	Call an Elemental	211
▲	┘	Cooling the Fires Within	3	3d8	Regular	Target suffers a —1 Penalty to their Resolve dice	211
▲	┘	Fire Ball	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	211
▲	┘	Fire Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Fire spell	211
▲	┘	Pilum of Flame	3	3d12	Targeted	Hurls 3d12 damage at Range.	212
▲	┘	Untempered Soul	3	3d8	Regular	Target may roll double their Resolve dice	212

Fire Master List

Requirement: Being Adept at any four Journeyman Fire spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
Δ	M	Bind Salamander	3	3d12	Delayed	Captures a Fire Elemental into a material object	215
Δ	M	Command Salamander	4	4d12	Regular	Force a Fire Elemental to obey your whims	215
Δ	M	Fire Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Fire spell	215
Δ	M	Tongues of Flame	5	5d12	Homing	Damages a Group with searing blasts of fire	215

Water Journeyman List

Requirement: Being Adept at all four Apprentice Water spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▽	└	Call Undine	4	4d12	Regular	Call an Elemental	212
▽	└	Clarity of the Spring	3	3d8	Regular	Target may roll double their Observation dice	212
▽	└	Clouding the Waters	3	3d8	Regular	Target suffers a –1 Penalty to their Observation dice	212
▽	└	Freeze Arrow	3	3d12	Targeted	Hurls 3d12 damage at Range	212
▽	└	Maelstrom	4	4d10	Explosion	Hurt a Cluster for 4d10 Exploding Damage	213
▽	└	Water Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Apprentice Water spell	213

Water Master List

Requirement: Being Adept at any four Water Journeyman spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
▽	M	Bind Undine	3	3d12	Delayed	Captures a Water Elemental into a material object	216
▽	M	Command Undine	4	4d12	Regular	Force a Water Elemental to obey your whims	216
▽	M	Ice Storm	5	5d12	Homing	Damages a Group with searing blasts of Water	216
▽	M	Water Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Journeyman Water spell	216

White Magic Apprentice List

Requirement: Career of Cleric at d4 or better

List	Rank	Name	Cost	Diff.	Type	Effect	Page
✱	A	Circle of Protection	2	2d12	Regular	Guard a Cluster around you from danger	217
✱	A	Cure I	5	5d8	Regular	Attempt to cure an affliction with 5d8 effect dice.	218
✱	A	Flesh Ward I	4	4d4	Regular	Add phantom Hit Points as a 4d4 Damage Roll vs. Body	218
✱	A	Healing I	3	3d4	Regular	Heal a character as a 3d4 "attack" vs. Body.	218
✱	A	Life's Whisper	2	2d10	Regular	Lets the target re-roll their last Death Test.	219
✱	A	Scry Spirit	1	1d10	Regular	Scan the spirits for information	219
✱	A	Turn Unholy I	4	4d10	Explosion	Spirit Power for 4d10 Damage on Unholy targets only	219

White Magic Journeyman List

Requirement: Adept at any five White Magic Apprentice spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
✱	J	Benediction	2	2d12	Regular	Delay any spell on the target, until they say a prayer.	219
✱	J	Circle of Recalcitrance	4	4d12	Regular	Guard a Cluster around you from danger	220
✱	J	Cure II	4	4d10	Regular	Attempt to cure an affliction with 4d10 effect dice.	220
✱	J	Flesh Ward II	4	4d6	Regular	Add phantom Hit Points as a 4d6 Damage Roll vs. Body.	220
✱	J	Healing II	3	3d6	Regular	Heal a character as a 3d6 "attack" vs. Body.	220
✱	J	Lazarus Heart	2	2d12	Delayed	Target automatically passes next failed Death Test	221
✱	J	Life's Breath	3	3d10	Regular	Lets the target re-roll their last Death Test.	221
✱	J	Turn Unholy II	4	4d10	Explosion	Cause 4d10 Damage to a Group of Unholy targets only.	221
✱	J	White Magic Journeyman's Privilege	1	1d12	Defense	Instantly cancel any White Magic Apprentice spell	221

White Magic Master List

Requirement: Being Adept at any four White Magic Journeyman spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
✱	M	Circle of Invulnerability	6	6d12	Regular	Guard a Cluster around you from danger	222
✱	M	Cure III	3	3d12	Regular	Attempt to cure an affliction with 3d12 effect dice.	222
✱	M	Flesh Ward III	4	4d8	Regular	Add phantom Hit Points as a 4d8 Damage Roll vs. Body.	222
✱	M	Healing III	3	3d8	Regular	Heal a character as a 3d8 "attack" vs. Body.	222
✱	M	Life's Touch	4	4d10	Regular	Lets the target re-roll their last Death Test.	222
✱	M	Turn Unholy III	4	8d10	Explosion	Cause 8d10 Damage to a Group of Unholy targets only.	223
✱	M	White Magic Master's Privilege	1	1d12	Defense	Instantly cancel any White Magic Journeyman spell	223

Green & Purple Apprentice List

Requirement: Career of Green & Purple Mage at d4 or better

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☹	A	Blind I	3	3d8	Regular	Target must resist Body & Mind vs. 3d8 or be Blinded	224
☹	A	Confuse I	3	3d6	Regular	Group must resist Mind vs. 3d6 or become Confused	225
☹	A	Frightening I	3	3d8	Regular	Group must test Mind & Will vs. 3d8 or suffer Fear/Terror.	225
☹	A	Ivory Tower	2	2d8	Regular	Target gains extra 2d8 to use to resist Mind-affecting spells	225
☹	A	Paralyze I	5	5d6	Regular	Group saves Mind and Will vs. 5d6 or is paralyzed	225
☹	A	Rage I	2	2d8	Regular	Group must Save Mind vs. 2d8 or become Enraged/Berserk	225
☹	A	Scry Mind	1	1d10	Regular	Scan someone's spirit for information.	225
☹	A	Sleep I	5	5d6	Regular	Group saves Body, Mind & Will vs. 5d6 or falls asleep	226
☹	A	Thought-Reading I	5	5d6	Regular	Roll 5d6 vs. Mind to find a target's inner thoughts	226
☹	A	Thought-Sending I	3	3d6	Regular	Speak to your target, via their thoughts.	226

Green & Purple Magic Journeyman List

Requirement: Being Adept at any give Green & Purple Apprentice spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☹	J	Blind II	3	3d10	Regular	Target must resist Body & Mind vs. 3d10 or be Blinded	227
☹	J	Confuse II	2	2d8	Regular	Group must resist Mind vs. 2d8 or become Confused	227
☹	J	Frightening II	3	3d10	Regular	Group must test Mind & Will vs. 3d10 or suffer Fear/Terror.	227
☹	J	Green & Purple Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Green & Purple Magic Apprentice spell	227
☹	J	Ivory Castle	2	2d10	Regular	Target gains extra 2d10 to use to resist Mind-affecting spells	227
☹	J	Lesser Marionette	5	5d6	Regular	Group tests Mind and Will vs. 5d6 or becomes controlled	227
☹	J	Lesser Mesmerism	3	3d8	Regular	Target must test Mind & Will vs. 3d8 or become Mesmerized.	228
☹	J	Lesser Mind Drain	3	1d12	Regular	Roll a 1d12 Attack vs. Target's Mind, Draining 1 Level per hit	228
☹	J	Lucid Dreaming	5	5d8	Synecdoche	Enter your target's dreams.	229
☹	J	Paralyze II	4	4d8	Regular	Group saves Mind and Will vs. 4d8 or is paralyzed	229
☹	J	Rage II	2	2d10	Regular	Group must Save Mind vs. 2d10 or become Enraged/Berserk	229
☹	J	Sleep II	4	4d8	Regular	Group saves Body, Mind & Will vs. 4d8 or falls asleep	230
☹	J	Thought-Reading II	4	4d8	Regular	Roll 4d8 vs. Mind to find a target's inner thoughts	230
☹	J	Thought-Sending II	2	2d8	Regular	Speak to your target, via their thoughts.	230

Green & Purple Magic Master List

Requirement: Being Adept at any four Green & Purple Magic Journeyman Spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☹	M	Blind III	3	3d12	Regular	Target must resist Body & Mind vs. 3d12 or be Blinded	230
☹	M	Confuse III	2	2d10	Regular	Group must resist Mind vs. 2d10 or become Confused	230
☹	M	Frightening III	3	3d12	Regular	Group must test Mind & Will vs. 3d12 or suffer Fear/Terror	231
☹	M	Greater Marionette	4	4d8	Regular	Group saves Mind and Will vs. 4d8 or becomes controlled	231
☹	M	Greater Mesmerism	4	4d12	Regular	Target must test Mind & Will vs. 4d12 or become Mesmerized.	231
☹	M	Green & Purple Master's Privilege	1	1d12	Defense	Instantly cancel any Green & Purple Magic Journeyman spell	231
☹	M	Ivory Fortress	2	2d12	Regular	Target gains extra 2d12 to use to resist Mind-affecting spells	231
☹	M	Kenning the Faraway Soul	4	4d8	Regular	Your next Green & Purple spell becomes a Synecdoche spell.	232
☹	M	Mass Mesmerism	4	4d8	Regular	Group must test Mind & Will vs. 4d8 or become Mesmerized.	232
☹	M	Paralyze III	3	3d10	Regular	Group saves Mind and Will vs. 3d10 or is paralyzed	232
☹	M	Rage III	2	2d12	Regular	Group must Save Mind vs. 2d12 or become Enraged/Berserk	232
☹	M	Sleep III	3	3d10	Regular	Group saves Body, Mind & Will vs. 3d10 or falls asleep	232
☹	M	Thought-Reading III	3	3d10	Regular	Roll 3d10 vs. Mind to find a target's inner thoughts	232
☹	M	Thought-Sending III	1	1d10	Regular	Speak to your target, via their thoughts.	233

Apprentice Thaumaturgy List

Requirement: Career of Thaumaturge at d4 or better

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☞	A	Dispel Magic I	3	3d12	Regular	Stop a spell from working, using 3d12 vs. its Difficulty	234
☞	A	Knock I	3	3d10	Regular	Forces open a portal with 3d10 force.	235
☞	A	Light	1	1d6	Regular	Create a magic ball of light.	235
☞	A	Locate	3	3d6	Synecdoche	Locate a target using a link	235
☞	A	Mage Lock I	3	3d10	Regular	Magically seals a door or similar portal with 3d10 force.	235
☞	A	Protection from Rain	2	2d8	Regular	No rain or snow falls on the target.	235
☞	A	Protection I	2	2d6	Regular	Target gains 2d6 protection	235
☞	A	Scry Magic I	1	1d10	Regular	Scan for information on magic.	236
☞	A	Silence I	5	5d8	Regular	Group must roll Body, Speed, Mind, and Will vs. 5d8 or be Silenced.	236

Journeyman Thaumaturgy List

Requirement: Being Adept at any five Apprentice Thaumaturgy spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☞	J	Delay	3	3d12	Regular	Makes the next spell you cast a “Delayed” one	236
☞	J	Dispel Magic II	3	3d12	Regular	Stop a spell from working, using 6d12 vs. its Difficulty	236
☞	J	Knock II	3	3d12	Regular	Forces open a portal with 3d12 force.	237
☞	J	Lesser Counter-Spell	3	3d12	Defense	Stop a spell from working, using 3d12 vs. its Difficulty	237
☞	J	Lesser Eidolon	5	5d8	Synecdoche	Create a magical representation of yourself, at a distance	237
☞	J	Mage Lock II	3	3d12	Regular	Magically seals a door or similar portal with 3d12 force.	237
☞	J	Protection from Weather	2	2d10	Regular	No rain or snow falls on the target.	238
☞	J	Protection II	2	2d8	Regular	Target gains 2d8 protection	238
☞	J	Reprisal	3	3d8	Defense	Reverse a Synecdoche to cast a spell back at another wizard.	238
☞	J	Scry Magic II	1	2d10	Regular	Scan for information on magic.	238
☞	J	Severance	7	7d6	Regular	Remove Synecdoche links from a target.	238
☞	J	Silence II	4	4d10	Regular	Group must test Body, Speed, Mind, and Will vs. 4d10 or be Silenced.	239
☞	J	Thaumaturgy Journeyman's Privilege	1	1d12	Defense	Instantly cancel any Thaumaturgy Apprentice Spell	239

Master Thaumaturgy List

Requirement: Being Adept at any four Air Journeyman Spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
☞	M	Dispel Magic III	2	2d12	Regular	Stop a spell from working, using 6d12 vs. its Difficulty	239
☞	M	Greater Counter-Spell	3	3d12	Defense	Stop a spell from working, using 6d12 vs. its Difficulty	239
☞	M	Greater Eidolon	6	6d8	Synecdoche	Create a magical representation of yourself, at a distance.	240
☞	M	Knock III	3	3d12	Regular	Forces open a portal with 6d12 force.	240
☞	M	Mage Lock III	3	3d12	Regular	Magically seals a door or similar portal with 6d12 force.	240
☞	M	Protection III	2	2d10	Regular	Target gains 2d10 protection	241
☞	M	Reflect	3	3d12	Defense	Reflect a spell back at its caster, using 3d12 vs. Difficulty	241
☞	M	Scry Magic III	1	3d10	Regular	Scan for information on magic.	241
☞	M	Silence III	3	3d12	Regular	Group must roll Body, Speed, Mind, and Will vs. 3d12 or be Silenced.	241
☞	M	Synecdoche	4	4d10	Regular	Next spell becomes a Synecdoche Spell	242
☞	M	Thaumaturgy Master's Privilege	1	1d12	Defense	Instantly cancel any Thaumaturgy Journeyman Spell	242

Black Magic Apprentice List

Requirement: Career of Necromancer at d4 or better AND special permission from the Game Host

List	Rank	Name	Cost	Diff.	Type	Effect	Page
	A	Curse I	5	5d8	Regular	Attempt to cause an affliction with 5d8 effect dice.	306
	A	Death's Whisper	3	3d6	Regular	Forces the target to re-roll their last Death Test.	306
	A	Scry Spirit	1	1d10	Regular	Scan the spirits for information	307
	A	Speak with the Dead	4	4d10	Regular	Return a spirit to a corpse to speak with them	307
	A	Steal Strength	3	3d6	Regular	Drains Fatigue from the target, restoring the caster.	307
	A	Wrack	3	3d12	Regular	Target must test Resolve vs. 3d12.	307

Black Magic Journeyman List

Requirement: Adept at any five Black Magic Apprentice spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
	J	Black Bargain	3	6d6	Regular	Compare your Casting Roll vs. 6d6 to earn Magic Points	308
	J	Black Magic Journeyman's Privilege	1	4d6	Defense	Instantly cancel any Black Magic Apprentice spell	308
	J	Control Undead	4	4d10	Regular	Control a group of Undead creatures	308
	J	Create Undead	3	3d12	Delayed	Empowers a skeleton	308
	J	Curse II	4	4d10	Regular	Attempt to cause an affliction with 4d10 effect dice.	308
	J	Death's Breath	4	4d6	Regular	Forces the target to suffer Wounds and a Death Test.	309
	J	Drain the Soul	3	3d10	Regular	Drains Fatigue and Magic Points from the target, restoring the caster.	309
	J	Instrument of Vengeance	3	3d6	Regular	Empowers a weapon with a Black Magic spell	309
	J	Lesser Unmaking	5	5d12	Regular	Test 5d12 vs. a single target's Body, Speed, Mind, Will & Race	309

Black Magic Master List

Requirement: Adept at any four Black Magic Journeyman spells

List	Rank	Name	Cost	Diff.	Type	Effect	Page
	M	Black Magic Master's Privilege	1	1d12	Defense	Instantly cancel any Black Magic Journeyman spell	310
	M	Curse III	3	3d12	Regular	Attempt to cause an affliction with 3d12 effect dice.	310
	M	Death's Touch	5	5d6	Regular	Forces the target to suffer Wounds and a Death Test.	310
	M	Greater Unmaking	5	5d12	Regular	Effect: Test 5d12 vs. a Group's Body, Speed, Mind, Will and Race	310
	M	Tapping the Soul	3	3d10	Regular	Drains Fatigue and Magic Points from the target in a repeated contest.	310
	M	Vessel of Unlife	4	4d12	Delayed	Bring someone back from the dead as an unholy creature	311

Summary of Spell Types

<i>Type</i>	<i>Action Cost</i>	<i>Hits Target...</i>	<i>Defended by...</i>	<i>Notes</i>
Regular	Maneuver	Automatically	Resistance only	Max range 72 paces
Targeted	Maneuver	On a successful To-Hit Roll	Block or Dodge	As a Ranged Attack
Homing	Maneuver	Automatically	include Block or Dodge dice with Soak Dice	Max range 72 paces
Explosion	Maneuver	Automatically	include Dodge dice with Soak Dice	Max range 72 paces
Defense (AKA Reaction)	Defense	Automatically	Resistance only, if appropriate	Cast successfully on Ties on the Casting Test, unlike other spells. Focus does not reduce Magic Point cost.
Delayed	Maneuver	Varies	Varies	Magic Points spent are not recovered until the Delayed Spell is released. Cannot be Fast-Cast; Focus does not reduce Magic Point cost.
Synecdoche	Maneuver	Varies	Varies	Has no maximum range; depends on a material "link" to the target

Advanced Combat Maneuvers for Magic Use

<i>Maneuver</i>	<i>Rank of Initiative</i>	<i>Move</i>	<i>Defense</i>	<i>Effect</i>
Cast	Second	Stride	Normal	Cast a spell
Fast-Cast	First	Stride	Normal	Cast a spell at +1 Magic Point Cost
Focus	Third	Stride	Normal	Build up a +1 Bonus for next Round
Concentrate	First	Stride	Normal	Maintain a spell that requires Concentration.