

magík

For the Nova game engine



THE POWER OF WITCHCRAFT FOR NOVA

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*RULES FOR SORCERY AND
MAGICAL WORKINGS,
CHARACTER CREATION FOR
WIZARDS AND OTHER
MAGIC~USING CHARACTERS
AND A LEGION OF SPELLS.*

No, this game is not Satanic

*No, it does not promote the ritual sacrifice
of siblings or fellow citizens (did I forgot to
mention parents?)*

No, you will not burn in hell if you read it

Yes, I do like to role-play

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Magic is a favorite theme of role-playing games, appearing in a great variety of genres, from light fantasy to far-future games. This is not strange, since role-playing is a way of escaping for a brief time from reality and magic is one of the things our reality lacks.

When researching literature, one can see that every author of a fantasy work handles magic in a different way. Although there are common points from book to book, there is no universal prototype. There shouldn't be after all, as magic isn't a universal principle like gravity but something completely unreal and fictitious, therefore diverse.

because magic is so diverse and different, the game mechanics need also to be very flexible and adjustable. They rules below may seem complicated but they are made to suit a wide variety of game settings.

Magick

Magick is a new secondary attribute, like Stamina or Defense, that measures someone's power and control

over magic. With greater Magick, someone can use magic more efficiently or cast more powerful spells.

Magick is determined by a character's intelligence and wisdom. It is the average of the character's Intellect and Insight dice. This amount may be modified by the race of the character, if you decide that some races are more magically inclined than others. For example, a common concept in fantasy RPGs is that elves are good magicians whereas dwarves prefer to have little or no dealings at all with magic. You might award one extra point of Magick to elven characters and halve the Magick of dwarven characters.

In general, use the side table to decide upon racial modifications to Magick.

Everyone with a Magick rating greater than zero can learn to cast magic. This is good if everyone can work magic in your game. In most games however, only a special category of people can use magic. These people are said to have their Magick rating "**awakened**", ie being able to use it consciously to invoke some ef-

Magick modifier	Description
+2	Members of this race have extraordinary magical power from the moment they're born. Magic literally flows in their veins.
+1	This race is more magically inclined than others and produces magicians of great talent.
-1	Members of this race have traditionally little talent in magic, although individuals may break this rule.
x 1/2	This race naturally has very little talent in magic. Magic-users will be rare and lesser in power than those of other races.
x 0 (no Magick)	Members of this race are born without any natural magical talent at all. They lack the power and ability to use magic and can never wield such a power.

fect.

But who has his Magick rating awakened? In game terms, only those characters that chose some special gifts during character creation. These gifts are described below and only one may be taken by a character.

Magical knowledge (15 points): The character is a true mage with knowledge that extends to many different techniques and spells. The cost of this

gift may be great but it doesn't count against the 10-point limit of gifts.

Magical talent (6 points): The character possesses some limited magical ability which spans only a few spells and sorcerous techniques.

Realms

Magic is a primal force. Its use to accomplish something specific is called a spell. There are lots of possible

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spells but if someone examines them closely, he'll discover that many spells have a similar purpose or principle of function. Similar spells are categorised in divisions called **Realms**.

Realms are in essence groupings of spells. A magician who possesses knowledge of a realm has access to a broad range of spells inside it. Of course, you may choose not to use the realm system and decree that a magician must learn each spell separately, particularly if your campaign will be a low-magic one. Or you could have the character know say, half of a realm's spells and research the others one by one.

Every realm is a skill in that it has a rating of one to four. Any similarities stop there however. A realm's rating isn't used as a skill neither is it increased as a skill. During character creation, the player doesn't use skill generation dice to learn realms of magic.

During character creation, a character should get 7 points to distribute among realms of magic if he has the magical knowledge gift or 2

points if he has the magical talent one. These points aren't used like skill dice. Each of them increases the realm's rating by one. It is recommended that the GM imposes a 2-point increase limit during character creation. Magicians can always learn more magic later in the game and a mage with a rating of 3 in a realm would be too powerful for a starting character.

Casting

Forcing your magical power to take shape and have a specific effect is something that requires time and concentration. As with many things in life, magic will not always succeed even when attempted by someone very proficient in its use.

To succeed in casting a spell, a character must make a successful casting roll. This roll uses a number of dice equal to the Magick rating of the character. The t#s of the roll are determined by the character's rating in the particular realm, as shown in the side table. All of the dice have the same t#.

For the casting roll to be successful, the character must accumulate a number of successes at least equal to the **Effort** rating of the spell. Extra successes over the Effort may serve to increase the spell's potency. So, the casting successes begin at one if the sorcerer equals the Effort of the spell and increase for every extra success. This way, Effort determines the difficulty of the spell. The more powerful a spell is, the greater its Effort.

The Effort of all spells can be modified to reflect the potency of magic in your campaign. Is magic an all-powerful force, the might of gods in your campaign. Then, you should lower the Effort of all spells by one point to make more powerful spells accessible to more magicians. Would you like a world in which magic is less powerful but still present (like in the works of Tolkien)? Then you should increase Effort by one or two points. This will make the casting of spells much more difficult and can also deny the magic-users of some of the most powerful spells.

A character needs to have a rating in the appropriate realm at

Realm rating	Target number
1	6
2	5
3	4
4	3

least lower by one than a spell's Effort to even attempt the casting roll. A magician with a rating of one in a realm simply can not cast spells with Efforts greater than two.

What happens when a magician scores a critical failure in a casting roll? A general rule of thumb would be to reduce his Magick by one (to a minimum of one [or even zero, this is an interesting idea which can spice up your campaign with sorcerers that lost their power and seek a way to get it back]) until he successfully casts a spell having the maximum Effort his realm rating can handle (eg for a magician with rating one this will be Effort 2).

Along with this rule or instead of it you may want to use other bad effects depending on the flavor you

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want magic to have. Possibilities include:

- The sorcerer is rendered unconscious or even dead (pretty severe) or the magical backlash transforms him into an undead creature. Some kind of roll may be in place to avoid such a fate.
- The sorcerer is unable to cast this spell, the whole realm or even his entire magical knowledge for a specific amount of time.
- The sorcerer's realm rating is reduced by one.
- The spell work on him (this should not be used in the case of beneficiary spells).
- The sorcerer attracts the attention of some powerful spirit or demon.

The successful casting roll is one of the requirements. Magic also takes time. Every spell has a Time rating describing the amount of time the sorcerer needs to spend on casting the spell. All spells included in this book have their Time rating measured in actions. If the sorcerer does-

n't have the required amount of actions in the combat round to cast the spell, he needs to spend actions from subsequent rounds as well. The casting roll only takes place when the time requirement has been fulfilled. To measure the passage of time outside a combat environment, you can equal one action to roughly 5 seconds (thus, one minute=12 actions, one hour=720 actions). It is possible for the magician to reduce the amount of time needed to cast a spell but it would mean sloppy work, probably inflicting a penalty on his casting roll. For every 4 actions or fraction thereof he decreases the Time rating of a spell, he should take a +1 penalty to the casting roll.

The Time rating can also be adjusted according to what you want magic being capable of in your campaign. Maybe powerful spells take much longer or all spells are long, complicated rituals requiring large amounts of time available. When adjusting Time, it's easier to let the numerical rating as is and simply convert actions to another measuring unit, using the following order:

actions > rounds > minutes > hours > days > weeks > months > years > decades > centuries etc. Spells that need casting for a long time (days or more) don't require the magician to concentrate motionless for all that time. He may be relaxing, meditating or even studying arcane texts to draw the necessary power. On the other hand, if the GM wants magic to be fast and deadly, he can rule that all spells take only one action to cast.

What happens if the sorcerer suffers damage during casting a spell? The basic rules assume that this doesn't affect spellcasting. However, a GM may rule otherwise (especially if influenced by AD&D). You can use these mechanics to resolve such cases:

- Any damage during spellcasting results in the failure of the spell.
- Only Constitution damage results in the failure of the spell.
- Constitution damage results in failure, but if Stamina damage only is inflicted, the sorcerer can keep going with a success-

ful Determination check.

- In both cases a successful Determination check can save the caster's work, but there is a +1 or +2 penalty for Constitution damage.

Apart from these considerations, the GM may add more requirements that fit his campaign. A spell may require valuable components, the shedding of the caster's blood, the sacrifice of animals or even sentient beings etc.

The toll

Even if a spell is successfully cast, the sorcerer must still pay the cost. Magic is not for free. Nova follows a simple system to handle how many spells a sorcerer may cast. During play, a player keeps track of the spells he has used. For every 3 points of total Effort, his Magick is temporarily reduced by one. His ability to perform magic is therefore gradually diminished. One point of Magick is restored every six hours the sorcerer hasn't utilised his magical ability. These figures may be changed ac-

according to the power you want magic to have in your campaign.

Cruel GMs or the ones who want their players to think twice before using their spells may use the optional Drain rule. Under this rule, magic can have a physical effect on the magician. After casting a spell, a character has to make a drain roll. This is a Vitality check. After this, he suffers Stamina damage equal to the Effect of the spell minus the successes of the drain roll. On a critical failure, the GM may want to inflict Constitution damage.

Apart from these general rules, the GM can place some restrictions on the use of the most powerful spells (those with Efforts 4 and 5) by increasing their toll on the caster. Suggestions include:

- Powerful spells follow the Drain rule but inflict Constitution damage instead of Stamina damage.
- Such spells requires the sorcerer to permanently expend a Magick point or to sacrifice an attribute die.
- After one day from the end of

such a spell the sorcerer enters a magical coma and rests for three months to a year.

Autonomous and powered magic

Autonomous magic is the type of magic fueled only by the talent and power of the caster. The magician has complete control over his power. Autonomous magic brings in mind the lone sorcerer brooding over his books and instruments in a dark laboratory.

In Powered magic, part or all of the magical power is derived from an external source. A common concept in fantasy RPGs is that gods give spells to their priests or devout followers. In this example, the god is the source of Powered magic. Other examples might be demons that offer magical power after a pact is made with them or sources that are not sentient, like a magic well or a magic staff. In Powered magic, part or all of the necessary power is “borrowed” from someone or something. The sorcerer isn’t in complete

control of his magical ability and could be in trouble if his source is removed or destroyed in some way.

Powered magic is measured by a **Dependency** rating of 1 to 4. It measures how much the sorcerer depends on his source. At rating 1, most of the power belongs to the sorcerer and the source contributes little. At rating 4, the sorcerer has no power at all; all of his magical power is given to him by the source. This rating comes into play when the source is compromised in some way: the sorcerer breaks the pact with the demon, the god is angry with his priest, the magical staff breaks etc. The magician then suffers a penalty equal to the Dependency rating to all casting rolls. If his Dependency is 4, he can’t cast spells at all.

The spells included here aren’t divided in Autonomous or Powered magic. The GM must decide which realms belongs to what type. He may use only Autonomous or only Powered magic in his campaign. Or he may use both but rule that a character can only know one or the other. The last choice is to have char-

acters capable of knowing both types of magic (a powerful sorcerer dealing with a demon for some extra power...).

Awakening checks

If the GM wants to, he may enable other characters who don’t have a magical gift selected from the character creation to be able to cast magic. This rule enables all characters that have a Magick rating, even if it’s not awakened, to eventually learn some magic during the campaign if they want and are able to. This is done through **Awakening checks**, in which a non-awakened portion of the character’s Magick becomes awakened and can be used to cast magic.

An Awakening roll is an Insight check. The check suffers a penalty equal to the difference of the Magick you should have (the average of Determination and Insight dice) and the Magick you currently have (the portion of your Magick that is already awakened). Thus, a character with Determination 3556 and insight 45 who only has one

point of awakened Magick, suffers a +2 penalty to his Awakening roll. A successful roll enables you to awaken one point of Magick. As you can see, awakening your Magick is slow and hard, especially for beginners.

When is an Awakening roll appropriate? The GM should be the judge of that, but a general guideline is that it should come as a result of a great spiritual revelation. The discovery of a legendary magical artifact or extensive lessons under a great wizard might qualify for an Awakening roll. Using the experience rules for Magick, a character may sacrifice a chance to increase one of his realm for an awakening roll.

Experience

From time to time, a player should get the chance to improve his magical knowledge by making an experience check for one of his realms.

improving the rating of a realm is handled like the improvement of a skill, except that all dice must come up as 5 or greater.

A character should generally

earn an experience check when he accomplishes something vital with his spells. The general rule is to award an experience check for a realm when the player succeeds in casting a realm spell with Effort equal to the current realm rating and he scored one success more than needed. Of course, the spell must have been important in the flow of the game: a sorcerer can't hope to increase his knowledge by sitting home and casting meaningless spells.

A new realm may be learnt after extensive studying of arcane lore. Furthermore, the character needs to forfeit two chances to improve one of his already-known realms. On the third chance he gets, he gains a rating of one in a new realm of his choice.

Gifts and drawbacks

The following is a collection of paranormal gifts and drawbacks which expands on the gifts and drawbacks already presented in the **Character Options** sourcebook. These traits are not only for magicians or magic-

using characters. Rather, they can be used by anyone living in a world where magic is present.

Animal affinity (2 points): You have an empathic relationship with animals. You gain -1 on any attempt to befriend or train an animal. No natural animal will attack you unless magically controlled.

Free mind (8 points): Your mind is yours and yours only. Domination, possession, mind-altering magic etc have no effect on you.

Gifted healer (2 points): You have the gift of magical healing even though you haven't realise it. When tending wounds, you restore one Constitution point with a successful Determination check (only one roll per 24 hours for each patient). This doesn't seem magical to you. You just think that your treatment abilities are superior to those of other healers.

Guardian spirit (3 points): A spirit watches over you, usually because it thinks you're important for some task or owns a debt to one of your ancestors. It will help you in subtle ways so that everyone will think

you're just lucky. It can also sustain you after you've dropped below zero Constitution points for up to one hour until medical aid is offered. Normally, you're not aware of the spirit's existence.

Magic grounder (10 points): You function as a grounder that directs magic to the earth. You get to roll three dice with t# 4 against any spell that affects you in a direct way. Even if one success is rolled, the spell has no effect whatsoever on you. However, this means that you're also unable to use magic yourself.

Night vision (2 points): Your eyes are like a cat's and you can see perfectly in the night. Ignore all penalties for darkness except from complete darkness.

Prophecy (4 points): You're a gifted prophet. In some points of your life you'll make accurate, though subtle and cryptic, predictions about certain events. Your GM selects the time to reveal your predictions: it's up to you to find out what exactly they mean.

Resistant to magic (1 point): You have a -1 bonus on every Determina-

tion roll made to avoid the effects of a spell.

Sensitive to world magic (2 points): You have a supernatural perception for magical places like stone circles, ley lines etc. A Presentiment check is required for you to sense such things.

Shapeshifter (3 points): You've been born with the ability to shapeshift and after years you've mastered it. Now, you can shapeshift to your animal form (a specific animal must be chosen) with a successful Vitality check. Successes are subtracted from 3 to determine the number of rounds needed (zero or negative successes indicate instantaneous transformation). Your attributes are modified according to your exact animal form. Your control over the transformation isn't complete: when you're severely wounded, you may shapeshift and go berserk. To avoid that you must make an Insight check with a +2 penalty. This unwilling transformation happens when you lose any Constitution points and it means that you fight till no enemy remains in the area. Every two rounds you may roll again to regain

your good sense.

True sight (10 points): You're gifted with a truly divine power: the ability to pierce through every layer of magic and illusion to see things in their true form. But as you're not a god, it doesn't function always. When you encounter such deceptions, roll 8 dice, all with t# 4. If the successes equal or exceed the rating of the spell's caster in the appropriate realm of magic, you can see through his sorcery.

Cursed (1-7 points): You or your ancestors have been cursed for some wrongdoing. The strength of the curse should be determined by the GM according to the cost of the drawback.

Diabolic pact (3 points): You've made a pact with infernal powers to provide you with something desirable. You must now complete your part of the pact (determined by the GM) or else the powers will turn upon you and consume your soul.

Double (2 points): You have a dou-

ble in the world that knows of you and hates you in a pathologic, paranoid way. You're not aware of your double's existence and he'll try to take advantage of that fact. He seeks to destroy your life and then you, leaving him alone in the world.

Haunted (2 points): A ghost of someone you or your family has wronged haunts you. It's not very powerful and doesn't wish to kill you, but it tries to terrify you and destroy your life through indirect methods. The ghost is usually active only through the night. When near or confronting it, you have a +1 penalty to all Determination checks.

Hunted by cult (1-7 points): You're being hunted by an occult cult with the purpose of eliminating you for some reason. The power of the cult is relevant to the drawback points.

Magic susceptibility (1 point): You have a +1 penalty to all Determination checks made to resist magic.

Partially possessed (5-10 points): Some evil spirit or demon tried to possessed you, but it hasn't succeeded or failed completely. At the beginning of each day, roll a Deter-

mination check with a penalty equal to the drawback's cost minus four. If you fail, the demon will possess you at a random time during the day for 1-3 hours. During this time, the demon won't attempt to endanger you or mess with your life, as he wants to keep you as a contact with the world, but he can always do great evils.

Sign of diabolism (3 points): You've participated in diabolic pacts that have permanently marked you with some kind of sign. Researchers of occult and practitioners of magic can recognise this sign and know what it means. You usually can't hide it without great effort.

Sign of witchcraft (2 points): A spell cast on you has left you permanently marked. Even normal people can understand that you've been affected by magic and sometimes despise you, seeking to hurt you. You must take great pains to hide this mark from common view.

Supernatural enemy (1-10 points): You have a supernatural enemy who wants to see you destroyed. His strength is determined by the draw-

back points. With one, he might be a minor faerie, at 10 a lord of demons.

Spell categories

The Magik sourcebook contains lots of spells to suit many different settings and worlds. Not all of the spells are appropriate for a specific world. Ultimately, it's the GM's job to decide which spells are suitable for his game and which aren't. The classification system is designed to help the GM choose the appropriate spells. Under this system, spells are classified as:

- **Fancy:** Includes balls of fire, flying spells and other spells that have colorful, "fancy" effects or that allow the caster to perform supernatural physical acts. Such spells are essential for high magic, light fantasy or superhero games.
- **Ambient:** These spells have subtle, invisible effects and usually dampened power. Many of them work by manipulating elements of the environment in a subtle way.
- **Mystical:** This category includes spells with an apocryphal, esoteric nature, depending on para-sciences like alchemy, astrological calculations, kaballistic or other occult lore etc. Spells found in Lovecraft's works or in the Nephilim game are fine examples. Best intended for occult games or any game where magic is treated like a science.
- **Dark:** At least part of these spells can be considered "evil". The GM may reserve such spells for the opposition or he may use them in "dark" settings where the players are not exactly nice guys.

This magic is one that can't be seen but can be felt. Tolkien's works is perhaps the best example of a world with this magic present.

Aeromancy is one of the most basic realms of magic, dealing with the element of air.

Summon mists (Effort 1, Time 1, Class Ambient)

Creates a fog that obscures vision in a large area (100 sq meters per casting success). Vision is cut down to 10 m. The fog lasts for half a day unless dispersed by a strong wind.

Lungs' sustenance (Effort 1, Time 1, Class Ambient)

The caster or someone he touches needs no air to survive. He has no problem in water, poisonous vapours or even while someone is strangling him. The spell lasts for half an hour per casting success.

Wind ladder (Effort 1, Time 1, Class Fancy)

Creates a strong torrent of air that moves vertically upwards, lifting the magician up to a maximum height of 500 m per casting success. The torrent lasts for one minute per casting success.

Grasp of the cyclone (Effort 2, Time 1, Class fancy)

An invisible force rushes to the target, trying to engulf and immobilise him with its great strength. To successfully engulf the target, the caster must make a successful grappling attack. The Conditioning of the grasp is considered to be 3 plus a number of extra dice equal to the casting successes (at +1 cumulative). The grasp only immobilises, not causing any damage. The victim can break free by winning a Conditioning contest, as with a normal grapple. If this is successful, the force vanishes and can't be used again. Else, the grasp lasts for 5 minutes per casting success.

Smoke of sudden death (Effort 2, Time 4, Class Mystical/Dark)

Transforms smoke into a potent poison. The source of the smoke (like a candle or brazier) will produce poison-smoke of two types: either a fast-acting poison with limited range or a drug that acts slowly, intoxicating unaware victims, resulting in deep sleep and finally death.

The fast acting poison has a

range of 5 m from the source. It becomes inefficient after one minute but until then its corrosive properties cause 4 damage per round of inhalation (armor obviously doesn't protect).

The intoxicating version has a range of 25 m and remains active for two and a half hours unless dispersed by wind. Victims roll one Vitality check every half hour (5 checks total) with a +2 penalty. If they lose three or more checks, they fall into deep sleep. After 5 hours of sleep (from which they can't be awakened) they must make a Vitality check with a +3 penalty. Failing, they die. If they succeed, they wake up alive but dizzy from the experience.

Rain of silver drops (Effort 2, Time 3, Class Mystical)

Causes a rain to drop on a rather small area. The rain is not one of water but of silver, heated to the point of liquefaction. The superheated silver causes minor burns and great pain. Everyone inside the area of effect (a circle of 10 m diameter per casting success) takes 4-energy dam-

age on every round and functions at +1 penalty due to the pain. The rain lasts for two rounds per casting success.

Weather mastery (Effort 3, Time 15, Class Ambient)

The sorcerer can summon clouds, bring rain, sunshine, wind etc. The changes in the weather can't be great and certainly non-destructive. They last for half a day per casting success. The area affected can be up to ten square miles per casting success.

Eye of the typhoon (Effort 3, Time 3, Class Fancy)

Causes a strong wind to rise around a circle of 5-10 m in diameter, so as to repel creatures approaching and protect from attacks. Anyone trying to enter the circle must first win a Conditioning contest versus the Conditioning 3345 of the wind. Ranged attacks passing through the wind barrier are modified by +2. The spell lasts for half an hour per casting success.

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Buoyant vessel (Effort 3, Time 25, Class Mystical)

Causes an object up to the size of a moderate ship to float in the air. Provided it has the proper kinetic power, it can sail through the sky. The spell lasts for one day per casting success.

Shift to true air (Effort 4, Time 1, Class Fancy)

The sorcerer's body becomes pure air. He can be seen as a bluish wind that moves with great speed and agility. Nothing can stop him except from airtight obstacles and immaterial magic. The caster receives two extra Liveness dice (at +1 cumulative) and moves at a speed of 280 m per round (100 km/hour). All the items he's carrying melds into its new form but they can't be used nor armor protects him. He's unable to manipulate objects of the physical world. The spell lasts for half an hour per casting success.

Clouds of the darkest night (Effort 4, Time 40, Class Mystical/Dark)

Summons thick, impenetrable clouds

over a large area (10 sq km. Per casting success) that obscure the sun and condemn the area to twilight. The clouds remain for 3 days. Then, at the wish of the caster, they can disperse peacefully or by causing a black rain that kills large portion of plant life (30-40%) and damages fertility for 2-3 years.

Earthen clouds (Effort 5, Time 65, Class Ambient/Mystical)

Causes a gigantic cloud to solidify but still be able to float in the sky. The cloud still retains its colour and shape but is now as solid as rock and unmovable by the wind. The spell is permanent.

Alchemy is the art of transmuting, of changing the substance and structure of things. It is a strange magic that requires patience and those dabbling in it consider it a science.

Note: All alchemical spells work on inanimate, non-living matter, except as noted. No spell works on pure elements (fire, air, water, plain earth) but those with Effort 4+, except as noted.

Aquatic transformation (Effort 1, Time 1, Class Mystical)

Turns any kind of liquid into water if the alchemist places his hand in and stirs it. The volume of the liquid can't exceed one gallon per casting success. If it had any magical properties, they're ruined.

Rust of ages (Effort 1, Time 2, Class Mystical)

Affects a metal object the alchemist touches. In the course of a few seconds, the object accumulates the rust of centuries (except if it's stainless...). Its strength is reduced by 50% and there's a danger of breaking on hard

impacts. If it's a melee weapon, it suffers a +1 penalty to its damage ratings. A firearm would be rendered useless. The volume of metal affected is 0.2 cubic meters per casting success.

Breath of foul transmutation (Effort 1, Time 1, Class Mystical/Dark)

A liquid the alchemist breaths on is transformed into a potent poison (treat as a string neurotoxin). The poison retains the color, taste and smell of the original liquid and its potency lasts for a day. The volume which can be affected is 0.1 cubic meters per casting success).

Acidic corrosion (Effort 2, Time 2, Class Mystical)

One object (of a volume up to one cubic meter per casting success) is affected by a potent acid. To determine the effects, treat the acid as being strong.

Ferrous transmutation (Effort 2, Time 8, Class Mystical)

Changes the metal of the object to another, lesser metal (lesser means of

lesser value, ie silver to copper). The alchemist needs to touch the object which can't have a volume greater than half a cubic meter per casting success.

Disband the inner structure (Effort 2, Time 3, Class Mystical)

Destroys the inner structure of a material, thus lessening its strength to 1/3rd of the normal. It affects one object the alchemist touches with a volume up to half a cubic meter per casting success. Note that if the object is made of various materials, only one of them is affected, probably limiting the effect of the spell.

Transmute into lesser items (Effort 3, Time 12, Class Mystical)

Like "Ferrous Transmutation", but works on all kinds of materials. The resulting material can be anything the alchemist desires, as long as it is of "lesser" value (eg copper to oak wood).

Liquefaction (Effort 3, Time 5, Class Mystical)

Alters the inner structure of a mate-

rial, turning it into liquid state. The alchemist must touch the object in question (although only one material is affected) which can't exceed a volume of half a cubic meter per casting success.

Alter element (Effort 3, Time 3, Class Mystical)

Changes one element into another. Water can be made from fire or earth reduced to air. Only "pure" elements are affected of a volume no greater than one cubic meter per casting success.

Latticed structure (Effort 4, Time 9, Class Mystical)

Alters the structure of an object so as to resemble the latticed structure of metals. The strength of the object (having a volume up to one cubic meter per casting success) is increased by 5 times. Its Constitution is doubled.

Philosopher's stone (Effort 4, Time 50, Class Mystical)

This legendary transmutation creates a black, hard, stone-like material in

the form of a small pebble. Every metal touched by the stone is turned to gold. Besides lasting for only a year, the potency of the stone is not unlimited. It can however produce unimaginable riches before it's depleted.

Liberation of the inner sun (Effort 5, Time 5, Class Mystical)

Most people think that the philosopher's stone is the ultimate transmutation achieved by alchemists. However, a handful of alchemists have advanced even further: they have transformed matter into pure energy. This spell is dangerous and chaotic, because the energy created is terribly strong. The spell only uses a minute part of an object (so minute it can't be seen) but the energy produced is vast and uncontrollable. It creates an intense light described by some as a second sun. The heat produced is strange and has terrible effects (it's actually radiation). It burns for 22334455-energy damage with a blast rating of 20 m. Everyone who sees the light must make a Vitality check or be blinded permanently.

People within 100 m that don't succeed in a Vitality check at +2 develop cancer. The area remains radioactive for a long time. Strange plants grow there and people are in danger of developing cancer if they spend time there. Casting this spell is very dangerous, for the great amount of energy unleashed always affects the caster (no matter his distance) for at least 2233-energy damage.

The magic that manipulates the aura of a being is called *ambience*. It can give charisma and influence to a pitiful hunchback, enslave people by adoration for the sorcerer or simply root someone to the spot out of sheer fear for the magician.

Noble outlook (Effort 1, Time 1, Class Ambient)

The sorcerer radiates an aura making him look noble and powerful. Anyone encountering him will tend to think that he's a powerful person who commands respect. This feeling lasts for one hour per casting success.

Beguiling (Effort 1, Time 1, Class Ambient)

Attracts a member of the opposite sex by exhibiting an aura of power and passion. If the victim fails an Insight check at +1, he is affected by the aura's emotions and views the sorcerer with admiration and sexual desire. The sorcerer can exploit these feelings, as the victim will agree to most of his wishes, except from the ones endangering or violating the victim's basic beliefs. The spell lasts

for half a day per casting success.

Authority (Effort 1, Time 2, Class Ambient)

The sorcerer inspires confidence and a strange feeling of being a figure of authority which everyone should respect and refer to. For example, someone about to report a murder to a police officer would also report it to the sorcerer, believing that he has some authority over the matter. Anyone seeing the sorcerer gets an Insight check at +1 to avoid being fooled by the aura. Always remember that no one is obliged to tell anything to the sorcerer. A thief for once, wouldn't tell the magician about his activities; in fact, he might avoid him. The spell ends after one hour per casting success elapses.

Lure of the succubus (Effort 2, Time 3, Class Ambient)

Enhances the charm of the sorcerer, who becomes very charismatic in a seducing way. The magician's Comeliness is increased by one die (at +1 cumulative). He can use this rating to seduce members of the opposite sex.

This is done by winning a contest between his Comeliness and the victim's Determination (the magician must hold at least a small conversation with the victim prior to the seduction attempt). If successful, the victim is under the effect of a spell like *Beguiling*. Lure lasts for two hours per casting success.

Cower in fear (Effort 2, Time 2, Class Ambient)

The sorcerer appears as an extremely powerful person to a single victim. If the victim loses a Determination contest, he becomes so frightened and awed by the apparent power of the magician that he kneels and trembles from his fear. All he can do is take defensive actions or flee if the sorcerer attacks him. This feeling of hopelessness lasts for five minutes per casting success but ends prematurely if the sorcerer leaves sight of the victim.

Concealed uneasiness (Effort 2, Time 4, Class Ambient)

Develops an aura of uneasiness around the victim (if he loses a De-

termination contest). Everyone talking with the character suffers from this uneasiness. The way he talks, his gestures and grimaces, his attitude give the impression that he can't be trusted and is only interested in personal gain. In effect, every Influence check the character makes for one hour per casting success suffers a +2 penalty.

Flee in terror (Effort 3, Time 3, Class Ambient)

Makes the sorcerer look like an unstoppable menace that inspires fear in the hearts of his enemies. All opponents of the sorcerer within 15 m are affected by this terror if they fail a Determination check at +2. The dread caused by the spell forces them to flee from the presence of the sorcerer until they lose sight of him. They'll only fight when cornered, in all other cases taking defensive actions and trying to bypass any obstacles. The aura of fear lasts for ten minutes per casting success.

Clear the way (Effort 3, Time 1, Class Ambient)

The powerful aura exhibited by the sorcerer is able to repel anyone that stands in his way. Such a person is pushed out of the way by a force with Conditioning equal to the Determination of the sorcerer. Anyone trying to approach the magician closer than 3 m must overcome his Determination with his Conditioning in a contest. The force doesn't cause any injuries and can't crush people against walls. It lasts for 5 minutes per casting success.

Awesome sight (Effort 3, Time 4, Class Ambient)

All persons within 30 m of the magician looking at him when the spell is cast are affected by it. Upon failing an Insight check at +3, they stand motionless, staring at the magician, their minds filled with awesome, incredible visions. They stand in a trance, unable to take any action. Only a strong shock, like pain, can pull them out of the trance before the spell ends (one minute per casting success).

Slaves of pheromones (Effort 4, Time 8, Class Ambient)

The air surrounding the magician is filled with strange energies having similar effects to the pheromones emitted by some insects during mating periods. Someone that gets near the magician must roll a Determination check and score two successes in order to be unaffected by the pheromone-like energies. With only one success he is partially affected and feels admiration or strong attraction (if of the opposite sex) to the magician. Failing the roll, he's fully affected by the narcotic energies and becomes addicted to them. He'll want to stay with the magician as long as possible in order to be imbued with the energies which now act as a drug. If this drug isn't given to him for a day or more, he'll experience severe depression and catatonia (+2 to all actions). He'll do everything possible to get his drug and recover from these symptoms. With the proper care, someone of strong will might recover from this addiction in a year, while others

need more time. The spell lasts for half a month per casting success, but the magician can choose when to emit the addictive energies and when not to.

Incarnation of the goddess (Effort 4, Time 30, Class Fancy)

The sorcerer radiates an aura so powerful and brilliant that onlookers believe he's a god incarnated. Those with Determination dice equal to or lower than half of the magician's Determination dice are awed and dare not stand in his way or inhibit him in any action. Those with greater Determination can challenge him only if they beat him in a Determination contest, else they can't summon the courage to harm him. The magician can also use his aura to appear as a brilliant and terrifying figure. When he does that, any onlooker must make a Determination check at +4 or avert his gaze from him. The spell lasts for three days per casting success, but the caster can conceal his aura or radiate it as he chooses.

One of the oldest forms of magic practiced, Botanomancy affects plant life.

Herb lore (Effort 1, Time 1, Class Ambient/Mystical)

Informs the botanomancer about the abilities of a herb in his possession.

Instant herbal effect (Effort 1, Time 2, Class Ambient/Mystical)

Makes the effect of a herb, applied on a person the botanomancer is touching, take place immediately.

Speed of growth (Effort 1, Time 4, Class Ambient/Mystical)

A tree (or several plants up to the size of one) suddenly grows as if three years per casting success have passed.

Growth of the creeping vines (Effort 2, Time 2, Class Fancy/Mystical)

Causes vines to emerge from the earth and attempt to grab up to four man-sized targets or two larger creatures in a 15 m radius area. Vines attack once per round with the Liteness of the botanomancer. If they

grab a target, treat this as a grappling attack (the vines' Conditioning is 45). Each vine has 5 Constitution points (they ignore Stamina damage) but can be severed if two or more damage points are inflicted on it by a single attack. The vines remain active for 3 minutes per casting success before withering away.

Restore/corrupt plant (Effort 2, Time 8, Class Ambient/Mystical)

Can be used for restoring a plant with the size of a large tree (or several plants up to this size) to full health or for causing a rotting disease that kills it in a week (countered only by magical means). Magical plants are more difficult to corrupt (requires at least three casting successes). Plants with intelligence (such as plants possessed by nature spirits) require a Determination contest for the spell to work.

Merge with nature (Effort 2, Time 4, Class Ambient/Mystical)

The botanomancer can "enter" a tree or similar plant of his general size and rest in it. While in the tree,

he gains the benefits of resting, but he also remains aware of his surroundings. If the tree dies, the botanomancer is severely wounded (he loses two Constitution points). If the tree is burnt to ashes, the botanomancer dies with it.

Awaken the sleeping denizen (Effort 3, Time 2, Class Fancy/Mystical)

A tree or similar plant awakens under the command of the botanomancer. It can attack by swinging its branches, but it can't move. Trees are powerful allies and difficult to destroy. Typical statistics for a tree of moderate size are Conditioning 456, Liteness 45, Vitality 4556, Reaction 4. Constitution 4 (they ignore Stamina damage) and armor 2/1/0 (armor becomes -2 against fire and 3 against blunt weapons). These statistics can be modified accordingly for trees of greater or lesser size. The tree remains awakened for one day per casting success.

Crumbling roots (Effort 3, Time 6, Class Fancy/magical)

The spell affects a seed placed inside

a wall (it doesn't have to be deep inside it, 4-5 mm are enough). The seed must be intact and alive. The spell causes it to sprout roots that grow and expand within seconds, destroying the wall from the inside. Clay, wooden, rock and concrete walls will crumble under the roots' assault. Metal walls will be greatly weakened, perhaps being destroyed after another application of the spell. The spell affects a 5x5 m section of a wall per casting success.

Enchant grove (Effort 3, Time 150, Class Ambient/Mystical)

Renders a grove, up to 50 m in radius, magical. The grove must be in a good condition and located in a remote place. It takes three months of preparation for the spell to work. The grove becomes protected by misdirection magic: it takes a hard navigation skill check to locate it if you've visited before or a very hard one if you only have information of its location. Some typical examples of enchanted groves follow, but the botanomancer can create a unique grove of his own (with the GM's ap-

proval).

- Healing grove: The healing rate of those staying in the grove quadruples.
- Magic enhancing grove: The duration of any spell cast in the grove is doubled and casting rolls are made with a -1 bonus.
- Magic suppressing grove: All magic in the grove fails, unless cast by a sorcerer with more Magick than the botanomancer.
- Sacred/unholy grove: All good/evil beings receive an extra die of Determination (at +1 cumulative) while fighting to defend the grove. All evil/good beings suffer a +1 penalty to attack rolls and their Determination t#s.
- Prophetic grove: Persons who sleep in the grove see cryptic visions of things that are to come.
- Beast transforming grove: animals which frequent the grove become much more intelligent and tame, showing human

traits in their personality. On the other hand, humans become more animalistic. They acquire the Shapeshifting paranormal gift but their Insight suffers a +1 penalty. They must visit the grove at least once per week to retain these abilities.

- Cursed grove: Everyone who visits the grove is affected by a minor or major curse.
- Haunted grove: The grove traps the spirits of those who die in it as ghosts.

A grove must be tended properly and frequently, else its magic wanes and finally vanishes.

Plant sense (Effort 4, Time 5, Class Ambient/Mystical)

All plants within 100 m become a giant sensor for the botanomancer. The plants sense any presence in the area, no matter how well it is hidden. Even invisible beings are sensed. The botanomancer can never be surprised while using this spell that lasts for ten hours per casting success.

Disturbance of the seasons (Effort 4, Time 50, Class Ambient/Mystical)

Affects an area up to 100 sq meters per casting success. Imposes on the plants of the area the climate of a specific season regardless of the actual weather conditions. The weather and climate of the area will not change for anyone else but the plants. For example, a portion of a forest could be enspelled to suffer a permanent winter climate. It might be summer and the weather might be hot, but the plants will look weak and weary, devoid of their leaves.

Heart of the wood (Effort 5, Time 3, Class Ambient/Mystical)

As the "Merge with nature" spell, but as the botanomancer enters a tree, his life force dissolves and expands to every corner of the wood. In this way, the botanomancer can't die unless the whole wood is destroyed. He also knows whatever happens in the forest, any presence inside it etc. When he wants to return to the real world, his life force gathers again and he exits the tree.

Druidism is the realm of magic dealing with the natural world as an entity.

Earth's favor (Effort 1, Time 1, Class Ambient)

The druid gains the favor of the natural world. Wild animals will generally avoid him, seeking another prey. Trees, bushes and foliage in a dense forest will gently bent, allowing him to pass. These and other minute things will prove the earth's favor for a complete day per casting success.

Restore nature (Effort 1, Time 3, Class Ambient)

Repairs damage done to the natural world by external forces. The healing of the damage is gradual and is completed within a week. The spell only affects a small portion of the natural world. For example, a small grove of trees that have been cut down by loggers would appear to sprout new roots and grow back to their original height within a week. The magic can not be used to heal damage caused by natural phenomena, for example

fire caused by lightning, for they are too parts of nature.

Faerie warding (Effort 1, Time 5, Class Ambient/Mystical)

Wards a building against the intrusion of faeries. Any faerie attempting to enter must first beat the druid in a Determination contest (even if he's not present) or else he feels a forbidding power preventing its entrance. The spell lasts for a week and can ward a moderate mansion or if the druid has a score of 3+ in the realm, a keep.

Beth-luis-nion (Effort 2, Time 4, Class Ambient/Mystical)

This name belongs to the druids' secret language. By casting this spell, a druid is able to communicate with any druid he can clearly see by slight gestures, body motions etc, which are pretty difficult to be perceived by others (requires a very hard Sight check).

Manifest (Effort 2, Time 6, Class Fancy/Mystical)

Causes an elemental spirit (air, earth,

fire or water) or an animal or plant one to assume a material form without a large manifestation of their nature nearby necessary. The spirit remains in its physical form for one day per casting success.

Living flames (Effort 2, Time 4, Class Fancy)

A form of "intelligent", almost sentient fire, living flames target only humans and their constructions to unleash their destructive power on. They have a size equal to that of a large room (or about 10x10 m) and expand from the point of their summoning with a rate of 5 m per round. The magical flames cause no harm to plants or animals, even if they pass through them. Instead, they seek out humans and constructions to attack them as a "large fire". They never cause harm to their summoner and die after a minute per casting success elapses (however, the fire they may have sprouted remains, continuing to burn people or constructions).

Enrage nature (Effort 3, Time 20, Class Ambient)

Causes the nature to awaken and actively expand, strangling any sign of civilisation. Forests grow and cover cultivated lands or even cities, bogs and swamps expand to make the land uninhabitable etc. This expansion is gradual but quite fast. The rate of expansion is up to five miles per year and the spell affects a 25-mile diameter natural area, causing it to expand. It lasts for a year but can be cast again and again. If the inhabitants of the area try to oppose the expansion (by setting fire for example), they can at best decrease the expansion to one mile per year. In most cases, they will be unable to stop it, unless they devote a lot of resources and great effort to this end.

Awaken the sleeping guardian (Effort 3, Time 10, Class Fancy/Mystical)

Awakens the nature spirit which guards a magical source, so as to guard the vicinity. The spirit assumes a material form and can freely interact with the physical world. If this physical form is destroyed, the spell

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ends. It must be noted that the guardian spirit is not under the control of the druid, but retains its ideals, beliefs and aims.

Revenge of the witche (Effort 3, Time 20, Class Fancy/Mystical)

A means of revenge against enemies of the druidic order or defilers of nature, this spell is only cast by dying druids who fear that their comrades or the land they guard might be unsafe after their death. The magic behind the spell enables the druid to come back from the dead if his comrades or the land is threatened. The druid rises from the grave as a skeleton and he will not rest until the threat is removed. If he is destroyed the spell ends, else he can raise several times to deal with different threats at different time periods.

Visit famine (Effort 4, Time 20, Class Ambient/Mystical)

Affects an area of 30 mile diameter, up to 100 miles away from the location of the druid. The fertility of the land is severely decreased and most of the crops fail. There is a shortage

of water during the spring and summer, while the winter is harsh and unforgiving. In regions which depend heavily on their production and have mainly agriculture-based economies, there will be a major economical crisis and many people will die from starvation. The famine affects the area for a complete cycle of four seasons.

The balance swings (Effort 4, Time 20, Class Ambient/Mystical)

Affects the balance of nature in an area of 100 miles diameter. For seven years, nature will be extremely friendly towards mankind: the fertility will rise, the climate will always be the perfect one for the crops etc. This period unfortunately will be followed by seven years during which nature will exact its toll on the human population: crops will fail, the weather will plague the population with storms, floods or terrible heat and water shortage etc. Once the spell is cast, the course of events can not be changed by the druid.

Armageddon (Effort 5, Time 50, Class Fancy/Mystical)

Causes a major natural catastrophe. The nature of the catastrophe depends on the area and it might be a great flood, a volcanic eruption, an earthquake etc. The catastrophe can severely affect the land within 100 miles (and the range of the spell is over 500 miles). A lot of people will die, cities will be severely damaged or destroyed and such an event will generally have a major impact on the campaign and the history of the game world.

The magic which affects the shady, blurry, ethereal world, home of spirits, ghosts and other semi-corporeal beings.

Partial etherealisation (Effort 1, Time 1, Class Ambient)

Transforms some of the mass of an item or person, up to 5 kg per casting success, to ether. This causes a similar reduction to weight, although no apparent change comes to the person or item. Because part of him is ether, a person under the spell functions with one less Conditioning die (or has a +2 to *t#s* if he only has one die) but also gets a +1 bonus to his armor ratings.

Ethereal weapon (Effort 1, Time 4, Class Ambient/Mystical)

Enchants a weapon so that it'll be capable of harming ethereal creatures. The weapon must be a tangible one (ie it can't be an explosive or energy weapon) and in the case of firearms only one bullet is so enchanted. An enchanted weapon ignores the +3 armor rating bonus of ethereal creatures and remains en-

chanted for one hour per casting success.

Ethereal amputation (Effort 1, Time 2, Class Fancy/Mystical)

Turns one of the victim's limbs into ether. The victim can no longer use the limb to perform physical actions or grab objects. He may resist the spell by beating or equaling the sorcerer in a Determination contest.

Dissolve to ether (Effort 2, Time 1, Class Mystical/Fancy)

The ethermancer, along with his possessions, becomes ethereal. That means he's part of the ethereal plane and creatures residing there can attack him normally. Also, he can be attacked by material creatures and weapons, but gets the +3 armor bonus of ethereal creatures. He can pass through objects, though slowly and with a little difficulty. He can't really interact with things outside the ethereal plane. Duration is half an hour per casting success.

Manipulate the physical world (Effort 2, Time 3, Class Fancy/Mystical)

Turns ethereal a person or an object with mass up to 30 kgr per casting success. An unwilling person must lose in a Determination contest to become ethereal. Lasts for half an hour per casting success.

Solidify (Effort 3, Time 3, Class Fancy/Mystical)

Causes an ethereal object or creature to assume a material form. An object can't be bigger than one cubic meter per casting success and a creature must lose in a Determination contest. If a relatively large object is solidified inside a living being (or a being is solidified inside an object), the being dies. The spell lasts for ten minutes per casting suc-

Ethereality

Ethereality is a common concept for non-corporeal creatures, like ghosts and wraiths. These beings exist in our material world but they're out of "phase", being less tangible than other things. Sorcerers can also become ethereal through the use of proper spells.

Ethereal beings can pass through matter with minimal resistance. It takes about three actions to pass through 10 cm of matter, regardless of the substance. This also makes them incredibly resistant to conventional weapons. Ethereal creatures have an unarmored rating of 0 (like humans have -2). Furthermore, they get a +3 armor bonus. This bonus adjusts any armor they may wear, even their unarmored rating. On the other hand, their non-corporeality makes them unable to interact with the physical world by moving or manipulating objects.

Because of all these, battling an ethereal creature is difficult, as most weapons pass harmlessly or with little effect through it. To level the odds, someone must use an enchanted weapon capable of harming ethereal creatures or be ethereal himself. If ethereal, someone can confront another ethereal creature without any armor bonus stopping him (the unarmored rating also becomes -2). However, his ethereal opponent will also be fully capable of harming him.

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Ethereal possession (Effort 3, Time 4, Class Mystical/Dark)

If the ethermancer is ethereal, he can enter the material body of a person through his mouth or nostrils and attempt to possess it. A Determination contest determines the winner. If the ethermancer wins, he takes complete control of the victim's body. Nobody notices any difference in his appearance and the ethermancer is hidden from plain view. The ethermancer is expelled back to the ethereal plane when the victim's body dies. Every three days, the victim gets a new Determination contest to break free.

Curse of fading (Effort 4, Time 6, Class Mystical/Dark)

The victim slowly begins to turn ethereal. Over a period of a month, he needs to make a Determination check with a +2 penalty every day. If he fails a check, one of his limbs becomes ethereal. When all limbs are gone, the torso and head follow. Finally, the victim disappears com-

pletely for some other world. If he doesn't complete the circle (7 failed checks) in a month, he begins to reappear day by day.

Realm of ether (Effort 5, Time 15, Class Fancy/Mystical)

An area of one sq km per casting success comes under the control of the ethermancer. He can turn any object ethereal or material, according to his wishes. Persons in the area can resist with a Determination contest. The spell lasts for 15 days per casting success.

A realm of magics to protect the sorcerer from the perils of his journey into arcane knowledge.

Disrupt the magical fields (Effort 1, Time 1, Class Any)

Cancels all spells that take effect within a 10 m radius. The effect of this spell is instantaneous. For a spell to be cancelled, the magician needs to win in a Determination contest with the caster of the spell (whether he's present or not).

Cloak of armoring (Effort 1, Time 2, Class Any)

Enchants normal clothing so as to protect the wearer as armor with rating 1/1/0. Lasts for one hour per casting success.

Elemental shield (Effort 1, Time 2, Class Any)

Protects from elements such as fire, cold, water etc. Such hazards affect the sorcerer as if he had armor rating 2 against them. Duration is one hour.

Fields of unseen force (Effort 2, Time 2, Class Fancy/Mystical)

Creates an invisible field that prevents movement through it. The field is two-dimensional, can be of any shape and has a maximum size of one sq meter per casting success. It remains immobile after its creation. Passing through the field requires a character to win in a contest: his Conditioning against the caster's Determination. Arrows and slow-moving projectiles can't pass through the field (except if they're large, like catapult boulders), but bullets have sufficient kinetic energy to penetrate any field created by a sorcerer with fewer than 5 Determination dice. Energy rays aren't affected by the field. Lasts for 5 minutes.

Buckler of deflection (Effort 2, Time 3, Class Fancy)

Creates a small, shimmering blue field in the shape of a buckler in front of the sorcerer's left hand. The magician can use the buckler to deflect a spell cast at him back to its caster. He needs to waste his next action in the round and win a Deter-

mination contest. The field lasts for 3 rounds per casting success.

Zone of purification (Effort 2, Time 5, Class Any)

Protects the magician from poisons, gases, diseases etc. He is immune to all these for 3 hours per casting success.

Sorcery shield (Effort 3, Time 4, Class Any)

The magician rolls 2 extra dice (at +1 cumulative) for any Determination check made to resist a spell.

Hazy armor (Effort 3, Time 4, Class Fancy/Mystical)

A bluish aura which protects the magician as armor 2/2/1 for 30 minutes per casting success.

Veil of privacy (Effort 3, Time 7, Class Ambient/Mystical)

Prevents any spell that detects the magician, his location, spies on him and his surroundings etc, from working. For such a spell to function normally, its caster must beat the sorcerer in a Determination contest. The

veil lasts for two hours per casting success.

Wound absorption (Effort 4, Time 4, Class Ambient)

Minimises the shock and pain caused by wounds. The sorcerer ignores any Stamina damage and penalties resulting from wounds are halved. Lasts for half an hour per casting success.

Aura of elemental invulnerability (Effort 4, Time 6, Class Fancy)

The magician is completely unharmed by any pure element (fire, water, cold etc). This protection lasts for half an hour per casting success.

Cell of security (Effort 5, Time 2, Class Fancy/Mystical)

Creates an invisible field with a 10 m radius around the sorcerer. When first created, the field expands outwards, pushing everyone away from the sorcerer except from up to 4 persons that can stay within it if the sorcerer desires. No one or anything can pass through this barrier, even through a gate from another world, not even a spirit or ethereal being.

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Nothing can also damage the barrier. The only thing that can destroy it is a spell that cancels magic, if it's successful. The air inside the field is magically replenished. The spell ends when the sorcerer decides to leave the field.

The realm of ley lines manipulation, ley lines being the natural, invisible conduits of magical power through the earth.

Track (Effort 1, Time 3, Class Any)
The gaiomancer can sense all ley lines within 50 miles, as well as the path they follow.

Extension (Effort 1, Time 3, Class Any)
Extends the ability of the gaiomancer to “use” ley lines with spells like Vision, Casting etc. Any one such spell may be immediately cast after Extension, even if the caster is up to 50 miles away from a ley line.

Leech (Effort 1, Time 3, Class Any)
When cast within a mile from a ley line, the caster can draw on its power to fuel his magic. This spell doesn’t count against the total Effort used to decrease the gaiomancer’s Magick. One spell cast immediately after it counts only as half Effort against decreasing Magick.

Vision (Effort 2, Time 6, Class Any)
This spell is cast when the gaiomancer is standing over a ley line. He can then view remote lands, as if he was standing on another point of the same ley line. The duration of the spell is five minutes per casting success.

Transmute (Effort 2, Time 6, Class Any)
The gaiomancer can transmute the power of a ley line into a desired effect. In essence, he can cast any one sorcery spell that he knows immediately after Casting, if within one mile of a ley line. The new spell, as well as Transmute, doesn’t count against decreasing his Magick.

Bend (Effort 12 Time 6, Class Any)
This spell can make a ley line decline from its course. The ley line must reside within 50 miles and the caster may bend it towards any direction at an angle no greater than 45 degrees. This means that the gaiomancer can intelligently use the spell to create a new nexus (a point where two or more ley lines meet) or destroy a

current one. The spell is only temporary, as the gaiomantic power eventually brings a ley line back to its original position.

Casting (Effort 3, Time 12, Class Any)
This spell is cast in conjunction with any other spell, when the gaiomancer is standing over a ley line. The gaiomancer can then make the second spell take effect in a remote place, as if he was standing on another point of the ley line.

Drain (Effort 3, Time 12, Class Any)
This spell is cast when the gaiomancer is within one mile of a ley line. The gaiomancer feels a sudden rush of power as he directly draws power from the ley line to prepare himself for casting a spell of great power. Immediately after Drain, the gaiomancer may cast a spell of Effort 4 or 5 that he knows and suffer half of any effects of casting such powerful spells.

Travel (Effort 3, Time 12, Class Any)
This spell must be cast when the gaiomancer is standing over a ley

line. His body dissolves into the ley line and travels through it at the astonishing speed of one hundred miles per second. The gaiomancer can exit the ley line at any point.

Web (Effort 4, Time 20, Class Any)
This spell is cast in conjunction with Vision, Travel or Casting and removes one of their greatest limitations: the fact that the range of these spells is limited by a single ley line. By casting this spell, the range is extended to one ley line per casting success. The ley lines must be connected together.

Unravel (Effort 4, Time 20, Class Any)
Causes a ley line that is within a mile of the gaiomancer to cease to exist. The disappearance is only temporary, as the pressure of magical energy will eventually cause the line to grow again. This is only a matter of time, taking from six months to one year.

Weave (Effort 5, Time 30, Class Any)
Creates a new ley line within 50

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miles of the gaiomancer. The new ley line can be up to 300 miles long and must be connected to the network of ley lines across earth. The line is only temporary and its life span varies from three months to three years, depending on the density of ley lines in the affected region. A ley line in an area with high density will not last as long as one in a region with few ley lines.

The elemental realm of earth.**Earth empathy** (Effort 1, Time 1, Class Ambient)

The geomancer realises, through the vibrations of the ground, the location and number of moving beings up to 100 m per casting success away.

Fertility control (Effort 1, Time 20, Class Ambient/Mystical)

The geomancer can enhance or decrease the fertility of a portion of the land (up to one sq km per casting success) by 50% for one season.

Moor snare (Effort 1, Time 2, Class Fancy)

Causes the ground (not stone) below the feet of a person to become muddy and then harden again, effectively trapping him. The victim gets a Reaction check at +1 penalty to avoid being trapped. Only creatures with more than four dice of Conditioning can free themselves without having to dig.

Rise of the monolith (Effort 2, Time 10, Class fancy/Mystical)

Creates a large monolith that rises from the earth with tremendous noise. The monolith is of granite and about 6-9 m tall with a diameter of 2 m.

Stone of the hardest steel (Effort 2, Time 6, Class Ambient)

Makes stone (up to one cu meter per casting success) 50% harder.

Eyes of the basilisk (Effort 3, Time 2, Class Mystical/Dark)

Can turn to stone a person that makes eye contact with the geomancer. The geomancer must win a Determination contest and if he succeeds, the victim is automatically transformed to a stone statue.

Rupture dilation (Effort 3, Time 4, Class Ambient)

Causes any rupture in a stone construction to expand. This can greatly weaken (up to 25% per casting success) sturdy constructions or demolish weaker ones.

Rupture call (Effort 3, Time 3, Class Fancy)

Opens a rupture in the ground straight forward from the geomancer's point. The rupture is pretty deep and can cause serious damage or even kill someone who falls in. The damage suffered is 3345-kinetic or just 34-kinetic if the victim succeeds in a Liteness check with a +1 penalty. To get out of the rift, the victim must succeed in a hard climb check.

Earth spirits of harassment (Effort 4, Time 40, Class Ambient/Mystical)

Inhibits the journey of a group (up to the size of a small army) on ground by manipulating the surrounding earth. Sturdy ground turns to bogs, small hills emerge from nowhere etc. All these changes tend to happen when the group looks the other way. The spell causes a 50-75% delay and makes the journey more tiresome.

Desert of blackened earth (Effort 4, Time 50, Class Dark)

Turns a large area (5 sq km per cast-

ing success) to a blackened earth covered by ash and salt. Nothing can grow on this ground and all previous plant life turns to ash. Any water source or spring (except from large rivers and lakes) is drained.

Circle of stones (Effort 5, Time 80, Class Ambient/Mystical)

Enchants a circle of properly prepared monoliths so as to protect a coven of mages and enhance the magic they cast. When within the circle, every mage in the coven rolls one extra die (at +1 cumulative) per geomancer casting this spell in Determination checks for the purpose of resisting magic. Any casting roll made by a coven mage inside the circle receives a -1 bonus. The circle is permanently enchanted.

A dark realm of blood magic.

Sacrifice (Effort 1, Time 1, Class Dark/Mystical)

This spell allows the haemomancer to use blood in order to power his spells. The blood must have been extracted and placed in a container near the haemomancer. The blood must come from only one creature and generally the extraction of the amount required kills the creature.

When the haemomancer casts Sacrifice, he enchants the blood, which can then be used to cast any spell within a month of its enchantment (after which, it loses its potency).

The blood of an animal can be used to cast spells with Effort 1-2.

The blood of a human can be used to cast spells with Effort 1-3.

A magical creature's blood enables the casting of spells with Effort 1-4.

The blood of a mythical beast of great power enables the casting of spells with Effort 1-5.

The use of such enchanted blood in the casting of a spell assists

by adding one automatic success to the casting roll. The blood is good for only one spell, vaporising as it is being cast.

Fan of corrupted blood (Effort 1, Time 1, Class Dark)

A fan of yellowish blood sprays from the hands of the haemomancer who needs a successful throw check to hit an opponent standing no more than 5 m away. The blood enters circulation through the skin pores. It is toxic; it petrifies other blood, asphyxiating the victim. The duration of the spell is half a minute per casting success; during this time the victim suffocates (use the standard suffocation rules).

Life-giving liquid (Effort 1, Time 2, Class Dark/Mystical)

Transforms water in a glass to blood. Someone who drinks the blood (all of it) is immediately healed of one Constitution and two Stamina points. The blood is good for one hour.

Siphon of blood (Effort 2, Time 2, Class Dark)

Draws blood through the skin pores of a victim no more than 10 m away from the haemomancer. The blood travels through the air and enters the body of the haemomancer through his own pores. The spell requires the victim to make a Vitality check. For every Vitality success below the casting successes, he loses one Constitution point. If the haemomancer manages to draw blood, he heals one Constitution and one Stamina point due to it. Note that poisons and diseases can be transferred through this blood.

Reflections of blood (Effort 2, Time 1, Class Dark)

Causes a certain wound to open and bleed again, thereby causing as much damage as it inflicted in the first place. The wound must have been caused by a weapon which draws blood and in the round prior to the casting of the spell.

Vampiric tentacle (Effort 2, Time 3, Class Dark)

This spell is cast on a whip held by the haemomancer. Every time the whip strikes, it drains blood, causing the loss of a Stamina point in addition to any other damage. The spell lasts for one hour per casting success.

Bath of blood (Effort 3, Time 3, Class Dark)

Causes massive bleeding in every creature within a 30 m radius. The spell inflicts one damage die per casting success (first die at t# 5, others at +1 cumulative) and ignores any armor. For the rest of the round, anyone suffering damage can't do anything but scream in pain.

Fang of the Nosferatu (Effort 3, Time 4, Class Dark)

The haemomancer develops the fangs of a vampire. He can use them to draw blood from creatures that are restrained or held by physical force. He drains the blood causing every round the loss of one Vitality die (the highest t#s are the first to go), while he regains a Constitution

and Stamina point. Lost Vitality dice return at the rate of one per day but if they're reduced to zero the victim dies. Duration is one hour per casting success.

Blood brothers (Effort 3, Time 5, Class Dark/Mystical)

Develops a mystical bond between the haemomancer and a victim. The haemomancer needs to touch some of the victim's blood while casting the spell. Then, he needs a successful Determination contest to enforce it. From that moment, the victim takes the same damage as the haemomancer whenever the sorcerer is hit, but the victim's Constitution and Stamina can't get worse than the haemomancer's (ie the haemomancer can't kill the victim by injuring and then healing himself). The spell has a permanent duration.

Life vaporisation (Effort 4, Time 5, Class Dark)

Causes the blood of the victim to vaporise in his veins. This instantly kills him, but the haemomancer must first succeed in a Determination contest

with the victim.

Curse of the Nosferatu (Effort 4, Time 20, Class Dark)

Affects an area of half a square km per casting success. Everyone must make a successful Vitality check or be afflicted by a magical disease. A failed roll means that the victim begins to slowly bleed, vomiting large amounts of blood from the mouth and nostrils. He loses one Vitality die per day (highest t#s go first) and dies when his dice are reduced to zero. As this is a magical disease, it can't be cured through mundane means.

Blood moon rising (Effort 5, Time 30, Class Dark)

This spell affects an area of half a sq km per casting success. It transforms humans into raving lunatics, beasts hungry for blood. They attack everyone in sight or one another, even their best friend or family, with naked teeth and nails to draw blood. Someone needs to succeed in a Determination contest with the haemomancer to avoid losing his mind. The spell lasts for a day, but that's more

than enough for an entire community to eliminate itself.

The elemental realm of water.

Converse with aquatic beings (Effort 2, Time 1, Class Ambient)

The hydromancer can converse with aquatic beings and gain valuable information from them. The conversation is limited by the being's intelligence (eg a fish will only provide very basic information) and can last up to one hour per casting success.

Liquid steel (Effort 1, Time 2, Class Ambient)

Transforms water into a completely transparent material (like glass) that's as hard as wood. It can be used for items, weapons etc. Better still, it can be in a mold when transformed. The new material is completely anti-flammable and melts only in high temperatures. Up to one sq meter of water per casting success may be transformed in this way. The transformation is permanent.

Transform lungs to gills (Effort 1, Time 2, Class Ambient)

The hydromancer can breath normally underwater but not in air.

Lasts for one hour per casting success.

Osmosis (Effort 2, Time 2, Class Dark)

Causes a person's bodily fluids to exit through his kin pores. This process may take a few hours until the body becomes a dried husk. Every hour the victim suffers damage 5 (no armor protects against this damage) and has a +1 penalty to all physical actions. The spell lasts for one hour per casting success but the hydromancer needs to win in a Determination contest for the spell to work.

Dissolve (Effort 2, Time 2, Class Mystical)

This strange spell transforms an item up to the size of a small house into a semi-transparent liquid, but only with respect to the hydromancer and up to one other being per casting success. For example, a dissolved wall would certainly hold a house together and appear normal to onlookers, but the hydromancer would be able to see and pass through it. Or a dissolved sword could hurt somebody but it would

seem to pass through the hydromancer without affecting him. Only non-magical solid items can be affected by the spell, which lasts for one hour per casting success.

Sol condensation (Effort 2, Time 3, Class Fancy)

Condenses a large amount of water, so as to take a gel-like form. Ships lose 400% of their speed and people require swimming checks every now and then to avoid sinking. The amount of the water condensed is enough to cover a circle of 30 m diameter per casting success (with a depth of 5m per casting success).

The ship sailing the seven seas (Effort 3, Time 12, Class Ambient/Mystical)

The spell must be cast on the shore of a lake, large river or the sea. A small ship appears in the horizon, capable of taking 5 passengers per casting success. The ship sails by itself and fears no storm or obstacle. After one hour of journey through a misty sea, the ship reaches its destination: a coast which can be anywhere in the world, according to the desires of

the hydromancer.

Crystal prison (Effort 3, Time 5, Class Fancy/Mystical)

Encases a person in unbreakable crystals of ice which last for one week per casting success. During this time, the victim is maintained in suspended animation inside the ice. For the spell to work, a Determination contest must be won, but the victim gains a -1 bonus to his roll for every 2 Vitality dice he has.

Watery grave (Effort 3, Time 6, Class Fancy)

Opens the waters around a person or object (up to the size of a small ship) so as to form a hole that fits it exactly and suck it in. It then closes forever. Any small ship is lost immediately. A swimmer or passenger suffers 34-kinetic damage from battering against the sides of the whirlpool and must succeed in a complex swimming check to get to the surface. The complex check requires a total of 7 successes (one roll per action). During the time spent underwater, apply suffocation rules nor-

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mally.

Loch horror (Effort 4, Time 25, Class Mystical)

Must be cast near a lake or sea. Summons a great water monster from another world. The creature isn't friendly towards the hydromancer but agrees to perform one service for him. It remains in the lake thereafter, free-willed. The lake monster has the following statistics: Conditioning 23445, Liveness 5, Vitality 23345, Reaction 34, Intellect 5, Insight 6, Determination 445, Presentiment 234, Armor 2/2/1. The monster can form a whirlpool (as Watery Grave) if it suddenly emerges from the water and gets a -1 bonus to any Determination check made to avoid a spell.

Wave of destruction (Effort 4, Time 15, Class Fancy)

Forms a great tidal wave which can destroy a coastal village or small town. Anyone in the area where the wave hits must make a Vitality check with a +1 penalty. Failure means he dies. On a success, he loses half of his

remaining Constitution points. Fortified structures roll a D6 to avoid demolition. On a 5-6 they only suffer extensive damage.

Mists of Avalon (Effort 5, Time 40, Class Ambient/Mystical)

Magically hides an island in a great lake or sea. The island can be of one sq km per casting success. Anyone that has heard rumor of the island must make a navigation check at +7 to find it. If he has visited it before, the penalty drops to +5. The hydromancer can always find the island without any difficulty.

Manipulating magic itself.

Limit (Effort 1, Time 1, Class Any)

This spell is cast on an already existing spell of Effort 3 or lower and serves to limit its duration or area of effect (choice of the caster). One of these two parameters is halved. The spell can not be affected multiple times by a “Limit” spell.

Distort (Effort 1, Time 1, Class Any)

The magician is able to alter the properties of an already existing spell (its duration and area of effect). By decreasing one, he is able to increase the other. For example, he may decrease the duration of a spell by 75% so as to boost its area of effect by the same amount. The sorcerer is able to impose a +/- 50% alteration per casting success.

Talisman (Effort 1, Time 1, Class Any)

A talisman is an object enchanted by the sorcerer with a usually protective spell and given to a person so that the spell can affect him for a long duration. To create the talisman, the magician places the spell in it and

then spends Magick points (these return at the normal rate) to provide duration for it. When the spell of the talisman expires, the talisman recasts it by using a Magick point. It can recast it again and again as long as it has enough Magick. These simple magical items can't be refueled with Magick; they must be created from the beginning.

Faerie sorcery (Effort 2, Time 1, Class Any)

This spell is named after the strange magic used by faeries, which seems to affect mortals only for as long as they remain within the faerie kingdom. The spell enables the sorcerer to set some conditions that will end a spell he has already cast. For example, he might cause the spell to end if the recipient leaves his presence or if he turns against him. The spell isn't intelligent enough to understand such rules but its power lies in the deal made between the caster and the recipient (or in the wishes of the caster if there's no recipient) This can provide a pretty flexible function of the spell with few absolute rules or

conditions.

Dissolve into threads (Effort 2, Time 1, Class Any)

Every spell is a combination of simple magical forces and this particular magic can cause an already existing spell to dissolve into these forces, if the sorcerer beats the caster of the spell in a Determination contest (even if he's not present). When a spell dissolves in its ingredients, it loses all functionality and ends with its ingredient forces causing a variety of effects depending on the nature of the spell. An aeromancy spell would dissolve by causing a wind to rise, while a rejuvenation one could cause a wound to close or instill feelings of health and prosperity. The exact effects are determined by the GM but are always basic and sometimes quite powerful (if the spell was of a high level).

Carrier (Effort 3, Time 1, Class Any)

This useful spell enables the sorcerer to place a spell on an individual and activate it whenever the person reaches the desired area. In other

words, the person is transformed into some kind of carrier for the spell so that the sorcerer can escape unnoticed. If the target doesn't wish to become a carrier, the caster must first win a Determination contest to place the spell.

The stored spell lasts for a month.

Slay magic (Effort 3, Time 1, Class Any)

Prohibits the casting of spells in an area of 25 m per casting success diameter. Anyone trying to cast a spell in the affected area needs to beat the caster in a Determination contest (even if he's not present), else his spell is lost. The spell's duration is one day per casting success.

The mirror, gate of wonders (Effort 3, Time 1, Class Any)

This powerful spell needs to be cast on two reflective surfaces (it still counts as one casting), like glass, water etc. It creates a special link between the two mirrors, enabling the sorcerer to cast spells at one that will affect the area around the other. In

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effect, the magician is able to cast magic through the mirrors, no matter the distance between them. This magical connection lasts for one month per casting success.

Mandrax (Effort 4, Time 1, Class Fancy/Mystical))

The mandrax is a condensation of the magical fields given a limited form of sentience and consciousness. It takes the form of a white lizard surrounded by a brilliant radiance. This magical creation has only one purpose: to slay a target chosen by the caster, a target that has to be a sorcerer himself. To create the mandrax, the caster needs to sacrifice a number of Constitution points. Each of the mandrax's attributes gets a number of dice equal to the sacrificed points (t#s start at 4 and climb up at +1 cumulative). Being part of the magical fields, the mandrax is able to harmlessly absorb all magic directed at him on a roll of 4 or less on a D6. It can sense its target even if he hides or changes his appearance by "smelling" his magical power. It attacks with its Bite which ignores

any magical protection. The mandrax remains until one week passes or until it fulfils its task.

Transmute magic (Effort 4, Time 1, Class Any)

This wondrous spell allows the sorcerer to change magical effects, transmuting them to other effects. When cast, it gives the ability to alter all magical effects that are in work within sight. A spell may be altered to resemble another spell of equal or lower Effort. One spell can also be replaced with multiple spells, as long as the combined Effort is equal or lower than that of the original spell. All the alterations decided by the magician happen simultaneously in the same action in which the spell was cast.

The legendary spells of Effort 5 are especially resistant to this spell. The magician needs to beat the caster of the spell in a Determination contest (even if he's not present) in order to alter its effects.

Transcendence (Effort 5, Time 50, Class Mystical)

Ascends a coven of magicians into a higher form of combined consciousness. The spell needs to be cast by everyone present in a group of two to five magicians. When it is completed, they transcend human limitations and their spirits merge to create a single being of which they are part (that is why it is best if they have similar beliefs and personalities or else the combined consciousness may prove schizophrenic). Their bodies become mere earthly servants of the combined consciousness, which dwells in the spirit world. Destroying a body won't accomplish anything; the destruction of all bodies will trap the consciousness in the spirit world but it will be entirely defeated if it is destroyed there.

The combined consciousness functions with the best attributes of the sorcerers. It possesses all skills known by the sorcerers and can use any realm of magic with their skill. The consciousness is entirely capable of controlling all bodies simultaneously.

The bodies controlled by the consciousness deteriorate with time

and may naturally die or be killed. However, because they are just tools of the consciousness, it is possible, through the use of proper spells, to inhabit another body (human-like of course). It is not possible however to possess more bodies than the coven had members at any given time.

Also, when the consciousness casts a spell of higher magic, a part of it must still fall into magical slumber. This renders the skills and sorcery realms of the appropriate magician inaccessible for a while.

The magic of changing one's appearance and physical characteristics.

Note: Every spell used on another being requires a Determination contest to be won, except if noted otherwise.

Member of nature (Effort 1, Time 1, Class Fancy)

The sorcerer transforms into any kind of natural plant. While in that form, he can't use any abilities but he can sense the presence of other beings within 10 m. The spell lasts for one hour per casting success at most.

Form of the lesser being (Effort 1, Time 2, Class Fancy)

The sorcerer can assume the form of any animal smaller than him. While in that form, he uses the animal's physical attributes. Lasts for an hour per casting success.

Limbs of the bear (Effort 12, Time 2, Class Fancy)

The sorcerer's arms transform to those of a brown bear. They possess great strength (Conditioning 3455)

and moderate dexterity (Litheness 4) but the sorcerer is unable to hold anything or perform delicate tasks with them. However, he can use the clawed paws to attack (use his Brawling skill). Duration is one hour per casting success.

Incomplete idol (Effort 2, Time 4, Class Ambient)

The sorcerer assumes the form of another, roughly humanoid creature (which he must have at least seen). However, the transformation is incomplete and there are a few errors in the new visage. Anyone who knows the resembled person can make a Presentiment check at +2 to recognise the façade. There is also the problem of behavior. Someone who knows the resembled person fairly well can make an Intellect check to realise that something is amiss if he spends some time with him. However, the sorcerer can use his acting skill to behave more or less like the resembled person, applying a +1 penalty per success to any such Intellect roll.

The duration of the spell is

one hour per casting success. While in that form, the physical attributes of the sorcerer shift to resemble those of the resembled person, although they can't gain more dice than they already have (ie only target numbers change). Comeliness always become equal to that of the resembled being.

Perverted transformation (Effort 2, Time 3, Class Dark)

Transforms a being into a perversion of his form. Its face becomes horribly disfigured, its limbs are crooked and bent, its body and bones distorted in various ways. This form is horrible (Comeliness 8 and Influence t/s suffer a +3 penalty) but at the same time exceptionally strong. It gets two extra dice to Conditioning and Vitality (at +1 cumulative) and regenerates one Stamina and Constitution point every 10 minutes. The spell lasts for one hour per casting success.

Totemic form (Effort 2, Time 4, Class Fancy)

The sorcerer assumes the form of any natural animal. While in that form,

he uses the animal's physical attributes. He can also use any natural weapons the animal has with his Brawling skill. Duration is one hour per casting success.

Doppelganger (Effort 3, Time 8, Class Ambient)

As "Incomplete idol", but there are no errors in the new visage and the sorcerer can only be discovered by his behavior. The duration becomes half a day per casting success.

Form of undeath (Effort 3, Time 6, Class Fancy/Dark)

The body of the sorcerer is altered and imbued with powerful necromantic energies. It resembles the body of a vampire, that is not limited by physical needs and weaknesses. The sorcerer doesn't need sustenance, water or even air. He acquires newfound strength and endurance, gaining one die Conditioning and Vitality (at +1 cumulative). He feels no pain and doesn't drop unconscious at zero Stamina or Constitution points. His body heals at astonishing rates, regaining one Stam-

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ina and Constitution point per minute. Duration is one hour per casting success.

Shed the old form (Effort 3, Time 5, Class Any)

The duration of any one morphing spell cast by the sorcerer becomes permanent. If this spell affects another being, the sorcerer needs to win in a Determination contest.

Monolithic transformation (Effort 4, Time 6, Class Fancy)

Transforms the target into a stone statue which retains most of its flexibility (though Liteness suffers a +1 penalty to all t#s) and is able to move. The stone form is difficult to harm. Only bludgeoning weapons, explosions, energy weapons or physical attacks from beings of huge size can affect it. Against these attacks, it is considered to have an armor rating of 3. Elemental attacks are also decreased in efficiency. Fire, regardless of the damage roll, can never cause more than one Constitution point of damage, except if it is intense enough to melt stone. Cold

doesn't cause any damage, although extreme cold forms a layer of ice above the stone that causes a +1 penalty to any Liteness check. The spell lasts for half an hour per casting success.

Alien visage (Effort 4, Time 6, Class Mystical)

The target assumes an otherworldly form that is completely alien to humans and can drive someone to madness simply by looking at it. His physical attributes remain the same, but everyone looking at his new form must make a Determination check. Failing it, he falls down screaming and gibbering. With one success, he drops shivering in fear and unable to act for as long as the thing remains in sight. With two successes, he has a +1 penalty to every roll that tries to oppose the alien (ie attacking it, casting a spell against it etc). With three or more successes, he's not affected in any way by the terrible sight. The duration of this horrible form is 5 minutes per casting success.

Form of the greater being (Effort 5, Time 10, Class Fancy)

The target of the spell transforms into the form of any being the sorcerer has seen at least once. He acquires the physical attributes of the resembled being, its Comeliness and its physical attacks (using his Brawling skill). The façade can only be discovered through the target's behavior. Lasts for three days per casting success.

Necromancy deals with the works and mechanisms of death. Although it is considered a realm of evil magics, this is not necessarily so.

Rest in peace (Effort 1, Time 1, Class Ambient/Mystical)

Sends the soul of a recently dead person to rest, so that it can't be animated or produce a ghost. No Necromancy spell that creates undead will succeed. A ghost can rise only under exceptionally rare circumstances.

Last sight (Effort 1, Time 2, Class Ambient/Mystical)

The necromancer recalls the last things a dead person saw (up to 10-15 seconds). In order to do this, the necromancer must touch the corpse's eyes and no more than a week from the time of death must have elapsed.

Undead servant (Effort 1, Time 2, Class Mystical)

The necromancer can take control of an undead creature he encounters. A Determination contest need be won to take control of the creature. If the

necromancer is successful, he can command the creature to do his bidding for a complete day. The necromancer can't take control of a creature already controlled by someone else. This spell is also useless against immaterial undead (like ghosts).

Re-animate (Effort 2, Time 4, Class Dark/Mystical)

Animates the body of a deceased person as an undead person. No more than a week from the time of death must have elapsed for the spell to work. The undead doesn't possess any skill and its Liteness and Reaction suffer a +2 increase to their t#s. Conditioning and Vitality are increased by one die (at +1 cumulative). Only humans and humanoids can be re-animated.

Necrology (Effort 2, Time 8, Class Mystical)

Summons the spirit of a deceased person in front of the necromancer so he can ask him questions. The necromancer needs to have an object that the deceased person considered of value. The ghost of the deceased

can't attack the necromancer, but neither can he, for this action immediately terminates the spell. The necromancer can ask as many questions as many Determination dice he has, but the ghost isn't obliged to answer these questions (though Obedience or similar magic can be used by the necromancer to force an answer). When all questions have been asked, the ghost immediately departs.

Spirit slave (Effort 2, Time 3, Class Dark/Mystical)

Compels a spirit to perform a service for the necromancer. A Determination contest must be won by the sorcerer in order to successfully compel the spirit. The service asked must be one that requires a small or moderate amount of time (up to a week at most).

Pacify (Effort 3, Time 3, Class Ambient/Mystical)

Sends the spirit of a dead person to rest to whatever place it must go. Destroys undead creatures, including ghosts, but some ghosts (especially those associated with a particularly

traumatic event) are extremely hard to pacify and special conditions (in the discretion of the GM) must be met for the spell to have any success. In all cases, the spell needs a Determination contest to be won.

Haunting (Effort 3, Time 8, Class Dark/Mystical)

Causes the spirit of a dead person associated with a traumatic death to rise and haunt a certain place (usually the location of his death). The spell must be cast within a week of the victim's death.

Zombify (Effort 3, Time 10, Class Dark/Mystical)

Works like Re-animate, but any dead creature is affected.

Mummify (Effort 4, Time 50, Class Dark/Mystical)

Takes place after a long ritual. A living creature dies if the necromancer wins a Determination contest and in the night rises as an undead servant of the sorcerer, perfectly preserved. The undead servant loses none of his abilities, powers or attributes. The

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only thing which places him apart from other mortals is the continual stench he carries with him.

Reincarnate (Effort 4, Time 50, Class Mystical)

Causes the spirit of a dead person to reincarnate (ie be born as a baby). The necromancer will know the general location and identity of the infant. As a child, the person will begin to discover his abilities and powers (and acquire a few more) and on his 21st birthday, he will reach his full potential, but he'll never learn of his past life except from some flashbacks or through history (if he discovers his previous identity). So, the personality of the newborn person may be a lot different from his previous self.

Plague of the undying (Effort 5, Time 50, Class Dark)

Affects an area of moderate size (about 10 sq kilometers per casting success). First, the dead rise and seek to destroy the living. For 24 hours, any creature killed rises as undead (use the statistics of Re-animate) and haunts the place. For the next

month, all undead creatures created will be under the commands of the necromancer. After the passing of this month, the undead crumble to dust and bones.

Nethermancy deals with the summoning and binding of otherworldly beings as well as traveling to realms beyond the mortal plane.

Sense otherworldly beings (Effort 1, Time 1, Class Mystical)

The nethermancer can see demons, angels and other beings not of this world in whatever form they're using, even when possessing a mortal host. To see such a being, the nethermancer must win a Determination contest with it. The spell lasts for one hour per casting success.

Detect doors to other realms (Effort 1, Time 2, Class Mystical)

The nethermancer can sense magical gates to other worlds as well as what he must generally do to use them. Lasts for one hour per casting success.

Contact outer powers (Effort 1, Time 10, Class Mystical)

The nethermancer converses with angels, demons or other beings from other worlds. He can use this spell randomly or to pick up a specific individual.

Demonic/Angelic possession (Effort 2, Time 2, Class Mystical)

A demon or angel possesses the target of the spell. Physical attributes and Comeliness are those of the victim, while mental attributes and Influence are the demon's. The demon retains most of his magical abilities, although his realm ratings are halved, as the mortal body isn't a proper vessel for the power of such a being. In order to possess the person, the demon or angel must win in a Determination contest. Every day thereafter, the victim gets a new Determination contest in order to free himself. The spell's maximum duration is half a month per casting success.

Pact of blood (Effort 2, Time 10, Class Mystical)

An otherplanar being and the nethermancer come to an agreement. Both sides must be willing of this agreement. The being needn't be present but must be at least Contacted. Once the pact is sealed, the spell forces each side to uphold it no matter what. The duration of the pact is

agreed between the being and the nethermancer.

Contract of enforcement (Effort 3, Time 10, Class Mystical)

As "Pact of blood", but it is enforced on the demon or other being if it fails in a Determination contest. Note that this has some risks: if the nethermancer fails dramatically to enforce the contract (the demon scores 2+ more successes than him or the nethermancer scores a critical failure), the demon can materialise for a short time and attack him (short time being up to 5 minutes). Also, it's more difficult for the nethermancer to enforce the contract if the demon isn't present (+1 to his Determination check). The nethermancer can't cast this spell if he's under a pact of blood.

Planar gate (Effort 3, Time 20, Class Mystical)

Opens a gate to another plane for a short amount of time (up to 5 minutes). The gate can be traveled through in both ways. Also, a specific being named by the nethermancer

can step through the gate to meet him (but such beings can't stay for long in the physical world, unless they're summoned by specialised spells).

Guardian being (Effort 3, Time 1, Class Mystical)

The nethermancer can call on a demon or angel, with whom he has a pact of protecting him, if he's in danger and the demon will appear (for 5 minutes at most) to help the sorcerer. Each use of the spell counts as one service of the demon.

Translocation (Effort 3, Time 20, Class Mystical)

The nethermancer exchanges places with a demon or other being not of this world. He must personally know the demon and the effect is instantaneous. If the demon doesn't want the translocation to happen, the nethermancer must win in a Determination contest. For the duration of the spell (up to half a month per casting success), the nethermancer resides in another world, while the demon can freely act in the physical

world. When the spell ends, both beings are returned to their worlds.

Demonic plague/Angelic haven
(Effort 4, Time 50, Class Mystical)

Raises the demonic or angelic activity in an area of one square km per casting success to epic proportions: humans begin to disappear or be murdered, the crops fail, food and water becomes corrupted and a lesser demon or two can show up to spread terror (in the case of Angelic haven, the area is transformed into a fertile land, thoughts of evil are banished from the minds of its inhabitants etc). Soon the area becomes barren, abandoned by its inhabitants and a stronghold of infernal powers (an Angelic haven is an area of happiness, where angels may walk concealed among the people, aiding them in various ways). Every sorcerer rolls an extra casting die (at +1 cumulative) for Nethermancy spells. The spell lasts for one month per casting success.

Nether realm (Effort 5, Time 50, Class Mystical)

Creates a land removed from the mortal world. The land is composed of woods, valleys, hills and small mountains as the nethermancer wishes and has a size equal to 5 sq km per casting success. Some portals exist which connect the land with the mortal world, but these are well hidden and work in strange ways (though this can be said for any magical portal).

The magic that bends the will of others to that of the sorcerer.

Word of authority (Effort 1, Time 1, Class Mystical/Ambient)

Forces the victim to obey a single word, for example “hold”, “sit” etc. The command usually takes just a round to complete. The victim must lose in a Determination contest to follow the order.

Beguike the mind (Effort 1, Time 1, Class Mystical/Ambient)

The target believes the sorcerer is a good friend who cares for him. The spell lasts for three days per casting success and takes effect as soon as the victim loses a Determination contest.

Mnemonic surgery (Effort 1, Time 3, Class Mystical/Ambient)

Removes the memory of a certain event from the victim’s mind. The effect is permanent if the victim isn’t aided by magic to recover his memory. A Determination contest must be won by the sorcerer for the spell to have any effect. Usually, the spell can remove the memory of an event

that happened up to a month ago. If a year ago is chosen by the sorcerer to be affected, a +1 penalty is applied to his Determination check. For 5 years, a +2 penalty is applied. Finally, the sorcerer gets a +3 penalty if he wants to erase something which happened more than 5 years ago.

Hypnotise (Effort 2, Time 2, Class Mystical/Ambient)

The victim follows an order given by the sorcerer to the best of his ability if he loses a Determination contest. The order cannot involve the victim’s death or suicide and must be one that can be completed within three hours.

Altered Personality (Effort 2, Time 3, Class Mystical/Ambient)

Alters the personality traits of the victim. A Determination contest is made. Every success the sorcerer scores above the victim gives him two points for modifying the victim’s personality traits. The modification lasts for one week per casting success.

Domination (Effort 3, Time 3, Class Mystical/Ambient)

The victim follows the orders of the sorcerer, except from obvious suicide, if he loses in a Determination contest. Orders that cause him to harm his beloved ones or destroy his life might call for another Determination contest to temporarily resist the order (if successful, he can’t be ordered to do the same thing twice). Lasts for three days per casting success.

Emotion mastery (Effort 3, Time 3, Class Mystical/Ambient)

The sorcerer can control the emotions of the victim and manipulate them. He can cause anger, hatred, fear, lust etc as he wants if the victim loses in a Determination contest. The spell lasts for a week.

Subversion (Effort 3, Time 10, Class Mystical/Ambient)

Makes spells like “Domination”, “Automaton” and “Emotion Mastery” permanent. The victim must spend the largest part of a week with the sorcerer, while he hypnotises him

and enslaves his mind. If he loses in a Determination contest, the spell affecting him becomes permanent.

Automaton (Effort 4, Time 5, Class Mystical/Ambient)

Like “Domination”, but the victim obeys all orders, even if it means his death.

Capture the physical shell (Effort 4, Time 5, Class Mystical/Ambient)

The sorcerer takes control of the victim’s body. He has the victim’s physical attributes and Comeliness, but all the other abilities are his own. The spell lasts for three days per casting success. While in this state, his body lies in a coma. If it’s destroyed, the sorcerer dies and the spell ends. If the victim’s body dies then the victim dies and the sorcerer’s spirit flees back to his body.

Natural Leader (Effort 4, Time 10, Class Ambient)

The spell is used for a single speech. The sorcerer is granted the charisma and gift of speech and encouragement of a born leader. His Influence

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increases by six dice (at +1 cumulative). Note that this spell can't be used to persuade a single person of anything. It must be cast to take advantage of a large crowd.

Puppet Master (Effort 5, Time 20, Class Mystical/Ambient)

The sorcerer takes control, as in Domination, of up to five hundred persons per casting success that are present in an area of up to 5 km diameter. Worthy individuals (which means above the average citizen or farmer) can draw the sorcerer in a Determination contest to escape the domination. The spell lasts for half a year per casting success.

Sorcery which fools the eye and the senses.

Note: All spells that conjure imaginary objects or change the appearance of an existing object can't affect someone who is utterly convinced that he's dealing with an illusion. Such a person can pass through an illusion etc and generally see it for what it really is. He can try to convince other onlookers that it really is an illusion. If he makes a Persuade check at +1, he is successful in convincing them that this is only an illusion. Anyone suffering damage from an illusion believes that damage to be real and gets wound penalties as normal. However, he can't really die. In other terms, illusions can only cause Stamina damage.

Magic lantern (Effort 1, Time 1, Class Fancy)

Creates a source of light that can light an area equal to 5 sq m per casting success. The light need not be stationary: it can float and move wherever the ophthalmomancer wants, as long as it remains within

his field of vision. The spell lasts for one hour per casting success.

Ethereal sounds (Effort 1, Time 1, Class Ambient)

Produces sounds that seem to come from wherever the ophthalmomancer wishes. The sounds can involve speech (though not a copy of another creature's voice) and can have a volume of barely heard whisper up to the roar of a dragon. The spell can produce sounds for 5 minutes per casting success at most.

Fantastic item (Effort 1, Time 2, Class Fancy)

Creates an imaginary object or changes the appearance of an item. The item can't be larger than half a cubic meter per casting success and an onlooker receives a Presentiment check with a +5 penalty to notice the illusion. If thoroughly examined, or observed by someone familiar with the object, the difficulty drops to +2. The item remains for half a day per casting success.

Cloak of invisibility (Effort 2, Time 2, Class Fancy)

Turns the ophthalmomancer and his possessions invisible for up to 15 minutes per casting success. It takes a Sight roll with a +5 penalty for someone to notice the ophthalmomancer's form, unless he engages in violent action, where it's only a +1 check. Even then, attacking the invisible ophthalmomancer suffers a +1 penalty.

Donning of another semblance (Effort 2, Time 5, Class Fancy)

Changes the appearance of the ophthalmomancer. The new form can be that of a humanoid roughly the same size of the ophthalmomancer (+/- 25 % height and mass), though not an exact copy of another individual. Those that know the ophthalmomancer or are searching for him, receive a Presentiment roll at +5 to discover the illusion. Lasts for one hour per casting success.

Fantastical vision (Effort 2, Time 4, Class Fancy)

As "Fantastic Item", but affects a

whole area and the objects within, up to ten cubic meters per casting success.

Visage of the doppelganger (Effort 3, Time 7, Class Fancy)

As "Donning of another semblance", but the ophthalmomancer can take the appearance of another individual. Persons that know the individual receive a Presentiment roll at +4 to discover the illusion if they spend some time interacting with the ophthalmomancer.

Living nightmare (Effort 3, Time 3, Class Fancy/Mystical)

Pulls the victim's greatest fear out of his mind and creates an illusion of it. If the illusion seems appropriate and is cast under the right circumstances, it takes a Presentiment check at +5 for the victim to realise it, else it's only at +2. The victim needs to roll a Determination check with a +3 penalty to take any actions each round. If he has the Phobia flaw (which will be related to the illusion), the roll is at +5. After three rounds, he can roll an Insight check at +3 (at +7 if he

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has a Phobia) every round to halt the effects. The spell ends after one minute per casting success elapses.

Donning of another form (Effort 4, Time 5, Class Fancy)

As “Visage of the Doppelganger”, but the new form need not be a humanoid one. Also, the opthalmomancer can alter his size by +/- 300%.

Imaginary fortification (Effort 4, Time 10, Class Fancy)

The spell acts as “Fantastic Area”, but it affects a fortification. It can create an imaginary fortification where one doesn’t exist. When someone fires at the fortification, the things that it protects take real damage (because blows pass aren’t affected by the illusion), but the enemy sees that his missile crashes at the fortification. The illusions lasts for one day per casting success. Only a Presentiment check at +5 allows someone to realise the illusion. The difficulty of the check can be lowered when the fortification appears to take more damage than it’s really capable of.

Sphere of the starless night (Effort 4, Time 20, Class Fancy/Mystical)

Makes a whole area (up to one square kilometer per casting success) disappear. Those walking through it only see trees and bushes unless they make a Presentiment check at +7. In reality, the area is still there, cloaked in a night without moon or stars. Its inhabitants can get out, but when they return they become invisible again. The spell lasts up to two months per casting success.

Domain of illusions (Effort 5, Time 10, Class Fancy)

As “Fantastic Area”, but affects an area up to 3 square kilometers per casting success with a duration up to two months per casting success.

Extends the sorcerer's senses to supernatural levels, allowing him to observe far places or divine the past and the future.

Detect magical emanations (Effort 1, Time 1, Class Mystical/Ambient)

Detects the magical aura of any spell, except from illusions or invisibility that mask this aura. Naturally, the sorcerer must be able to see the object/person/area the spell is affecting to discern the aura. This spell can also reveal magical object. One casting is good for one minute of observation per casting success.

Owl vision (Effort 1, Time 2, Class Mystical/Ambient)

The sorcerer can see pretty well in the night, negating all darkness penalties except from complete darkness. The spell lasts for half an hour per casting success.

Sixth sense (Effort 1, Time 2, Class Mystical/Ambient)

The sorcerer acquires a sixth sense that warns him about imminent dangers. A Presentiment check is re-

quired for him to be warned of danger. The spell provides a -1 bonus for Awareness rolls. A "danger" is considered anything that can harm the sorcerer during the next few seconds. The spell simply warns about the danger, not of its direction or nature. The duration is 10 minutes per casting success.

Avoid deception (Effort 2, Time 2, Class Mystical/Ambient)

Detects illusions and invisibility, if the sorcerer wins a contest using his Insight versus the Determination of the spell's caster (who doesn't have to be present). The spell lasts for 15 minutes per casting success.

Item Lore (Effort 2, Time 5, Class Mystical/Ambient)

Provides information about the magical properties of an item: what it does, how to use it, its origins etc. Several sessions (GM's discretion) might be needed for powerful objects. Some items also are legendary for hiding their abilities and it might take a lot of research along with the use of this spell to discern their abili-

ties.

Sense Life (Effort 2, Time 3, Class Mystical/Ambient)

Senses general signs of life and its location in a 25 m per casting success range. The sorcerer can discern complex and powerful life forms (such as humans) from simpler ones (cats, dogs etc.). Duration is one minute per casting success.

Second Sight (Effort 3, Time 3, Class Mystical)

Gives the sorcerer the ability to look into the ethereal and astral plane. The sorcerer might also be able to discern spirits and spectres possessing mortal bodies if he betas them in a contest with his Insight against their Determination. Lasts for one minute per casting success.

Psychometry (Effort 3, Time 3, Class Mystical/Ambient)

Senses ghosts and spirits that have entered the physical world. It works like "Sense Life".

Unlimited sight (Effort 3, Time 4, Class Fancy)

The sorcerer is able to see everything. Nothing is hidden from his vision if it is in his sight range, no matter the obstacles (in effect, he can see through walls). Duration is five minutes per casting success.

Vision of past ages (Effort 4, Time 4, Class Mystical/Ambient)

The sorcerer has a short vision from the past concerning himself or an object, area or person he's in close contact with. The vision is uncontrolled by the sorcerer but generally will provide him with helpful information, depending on his casting successes.

Locate being (Effort 4, Time 8, Class Mystical/Ambient)

Senses the exact location of an acquaintance of the sorcerer anywhere on the world. The effect is instantaneous.

Vision of times to come (Effort 5, Time 10, Class Mystical/Ambient)

The sorcerer has a vision of what will

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happen in the future regarding an object, person, place etc. The vision shows what will transpire if conditions remains the same. These visions only present versions of the future and not facts, so they can be altered by taking the right course of action (of course, which is the right course can be highly debatable) because the future is never set. The spell has some limitations. The quality and extensiveness of the information received depends on the sorcerer's casting successes.

The elemental realm of fire.

Feed fire (Effort 1, Time 1, Class Ambient)

Feeds a fire with fuel or oxygen so that it can continue burning despite bad conditions. The fire is good for 2-3 hours of continuous burning.

Pyromantic eyes (Effort 1, Time 2, Class Fancy)

Causes flammable materials to catch fire if the pyromancer stares at them for a while (at least one round).

Great shield of fire (Effort 1, Time 2, Class Fancy)

A body shield made of fire maneuvers itself so it can always stay between the pyromancer and a chosen target. The target can't avoid the shield to get to the pyromancer unless he passes through it. Should he do that, he suffers damage 445-energy. The shield remains for 2 minutes per casting success.

Flaming wall (Effort 2, Time 2, Class Fancy)

Creates a wall of flames. The wall

can have any shape and a maximum surface of 10 sq meters per casting success. Passing through the wall causes 445 damage (energy). The wall lasts for 5 minutes per casting success.

Prison of inescapable flames (Effort 2, Time 3, Class Fancy)

A cage of flames appears around a person of moderate size. It causes no heat damage except if the prisoner decides to escape by passing through it. He then suffers 445 damage. The cage remains for half an hour per casting success.

Turn to flammable (Effort 2, Time 6, Class Mystical)

Imbues an object with the ability to burn. It can be a stone, water, nearly anything. After the spell is cast, it can be ignited through normal means and the fire lasts for as long as an equal amount of wood would last.

Self ignition (Effort 3, Time 4, Class Fancy)

The pyromancer's flesh ignites. This makes him a human torch with the

ability to cause terrible burns to his enemies and also greatly reduces damage from fire or heat. The pyromancer inflicts an additional die of damage (at +1 cumulative) with all unarmed attacks. He also acquires an armor rating of 3 against fire and heat. Those grappling the pyromancer suffer 45 damage each turn. The flames remain for 2 minutes per casting success.

Asbestos aura (Effort 3, Time 5, Class Fancy)

Makes the pyromancer impervious to any fire, except that of the hottest fires of earth's anvils (magma). The spell protects for a quarter of an hour per casting success.

Conflagration (Effort 3, Time 10, Class Fancy)

Causes multiple fires to ignite in a large area (one sq kilometer per casting success). The fires spread quickly and can burn a place to the ground easily if care and haste isn't shown at their extinguishing.

Symbol from the pits of hell (Effort 4, Time 8, Class Fancy)

A great symbol appears in the air (a green flame with a red eye in its center) and all who can see it (except from the pyromancer) erupt with flames and are burnt to cinders within short time. Everyone affected must roll a Determination and Vitality check. Failure to acquire three or more successes total in the two checks means that they're consumed by flames. Success "only" means that they suffer 445 energy damage from the flames.

Magma awakening (Effort 4, Time 30, Class Ambient/Mystical)

Causes a volcano or magma chamber to re-activate. If cast in an area with seismic activity, it increases this activity by 100%.

Hellish haven (Effort 5, Time 10, Class Fancy)

The pyromancer must concentrate and remain absolutely still for some time. He then sinks into the ground and travels deep in the earth, where the magma flows. He can remain

there for as long as he likes; the
magma provides him with safety and
sustenance.

The magic of healing the body, the mind and the soul.

Diagnosis (Effort 1, Time 1, Class Ambient)

The sorcerer touches the target and immediately senses any disease and its effects on the body.

Antidote (Effort 1, Time 2, Class Fancy)

A person the sorcerer touches is immediately purged from all poisons and toxins.

Restore (Effort 1, Time 3, Class Fancy)

A being touched by the sorcerer is immediately healed for a number of Constitution and Stamina points equal to the casting successes.

Remedy (Effort 2, Time 7, Class Fancy)

The sorcerer can cure a disease by touching the afflicted person. The disease is cured if the sorcerer scores casting successes at least equal to the disease's Lethality rating. Magical diseases are more difficult to cure: the

sorcerer must exceed the casting successes of the magician that originally inflicted the disease.

Convalescence (Effort 2, Time 5, Class Mystical)

Speeds the natural healing process of a person touched by the sorcerer. The increase is dramatic, enabling the wounded person to heal one Constitution point per three hours. This increase lasts for half a day per casting success.

Exorcism (Effort 2, Time 5, Class Mystical)

Casts out of someone's body any spirit or other being possessing it. The sorcerer must touch the person and beat the possessing being in a Determination contest. If the being is cast out, it can't attempt to possess the same person for a month. However, a critical failure on the casting roll might enable the demon or spirit to leap out of the body and possess the sorcerer.

Psychiatry (Effort 3, Time 20, Class Mystical)

Heals afflictions of the mind. The sorcerer places his hands on the forehead of the victim and makes a Determination check. The difficulty is determined by the GM and depends on the affliction. Amnesia is an easy case; acute paranoia is something more difficult, though the difficulty of the spell can never be above Extr. Hard. Psychiatry can also free the mind of the target from any external influences, like spells that dominate the mind. If such is the case, the sorcerer needs to win a contest of Determination with the caster of the dominating spell (even if he's not present).

Restoration of health (Effort 3, Time 3, Class Fancy)

The touched being is restored from all wounds, poisons and diseases. It can also grow back lost limbs or organs. The lost organs or limbs are completely regenerated in one week.

Return from certain death (Effort 3, Time 1, Class Fancy)

The spell is cast on a being that has been dead from the loss of Constitution points for up to 15 minutes. "Dead" means that the person is down to -5 Constitution. If he has lost more Constitution he's paste and the spell can't help him. The sorcerer touches the person and his internal organs are healed, his veins and vessels restores. The being is restored to exactly zero Constitution points.

Radical exorcism (Effort 4, Time 20, Class Mystical)

As "Exorcism", but the spell can destroy the possessing being. Two Determination contests are made. The first is to determine if the possessing being is destroyed. If it isn't, the second Determination contest determines if it is cast out. If the being is cast out but not destroyed, it has a permanent +2 penalty on every roll attempting to possess the same person again.

Regeneration (Effort 4, Time 4, Class Fancy)

Imbues the sorcerer with an extremely fast tissue regenerating ability. His organs and tissues literally begin to heal as soon as they're damaged. The sorcerer rolls 6 dice every minute that passes. Each die coming up as 5 or 6 restores one Constitution and Stamina point. The spell lasts for three minutes per casting success.

there is still hope because the beneficial influence of the magic acts as a "Return from Certain Death" spell. The magic lasts for one month per casting success.

Haven of the undying (Effort 5, Time 50, Class Fancy/Mystical)

Affects an area of one square kilometer per casting success. Every being in that area is affected in a beneficial way: No disease can harm the inhabitants, as any sign of disease disappears upon entering the affected area. No poison can also harm anyone under the protection of the spell. Even wounds are not dangerous, because they heal at an astonishing rate, as if the person had a "Regeneration" spell cast on him. But even if someone suffers massive wounds that kill him instantly and can't be healed by Regeneration,

Theriomancy is the realm of magic affecting the creatures of the animal world.

Animal Empathy (Effort 1, Time 1, Class Ambient)

The theriomancer can calm any beast and understand its needs, feelings and situation. A Determination contest is required in the case of magical animals or animals trained to attack or naturally aggressive. The duration of the spell is one hour per casting success.

Senses of the Beast (Effort 1, Time 2, Class Ambient)

The theriomancer acquires the senses of a chosen animal. Each animal usually has some sharp sense (200-300% increase over humans) and some blunt (200-300% decrease) one. Some animals have special senses. For example, the bat possesses a kind of sonar, but is blind. The duration of the spell is one hour per casting success.

Tongue of nature (Effort 1, Time 3, Class Ambient)

The theriomancer can communicate with a species of animals. Duration is one hour per casting success.

Beast servitor (Effort 2, Time 2, Class Ambient)

A target animal faithfully serves the theriomancer, understanding his commands without any language problems (limited intellect can however pose a problem). The animal gets a Determination contest to avoid the spell only if it's magical or very faithful to someone else. The spell lasts a week per casting success.

Animal spy (Effort 2, Time 4, Class Ambient)

The theriomancer can feel through the senses of an animal and communicate directly with it through some form of empathy. While the spell lasts (one hour per casting success) the theriomancer can't feel his surroundings.

Animal bond (Effort 2, Time 10, Class Ambient)

Forms a bond between the theriomancer and a certain animal. Feelings of confidence and friendship must exist between the theriomancer and the animal. The theriomancer receives a -1 bonus to the t#s of a physical attribute that is a prime characteristic of the animal (eg bears raise Conditioning, foxes Liteness etc). Also, if the theriomancer concentrates, he can feel through his companion as in the "Animal Spy" spell. The theriomancer enjoys continual "Tongue of Nature" and "Animal Empathy" spells with regard to the animal and of limitless range. Half of the damage done to the animal is suffered by the theriomancer and vice versa. The spell is permanent.

Enchant Beast (Effort 3, Time 10, Class Ambient)

Transforms a normal animal into a magical one. The creature develops an Intellect attribute of 6, which can be raised even further if the animal is by nature cunning or intelligent.

Also, the animal's senses are increased by 100% and it acquires the ability to speak the language of the theriomancer. The animal will be generally friendly towards the theriomancer.

Semblance of the Beast (Effort 3, Time 3, Class Ambient)

The theriomancer appears to be some sort of animal. In reality, he has none of the abilities of the animal, but appears as one to all observers (unless they make a Presentiment check at +5). This illusion is so good as it will warp reality in the eyes of the observers so as to convince them of the bestial nature of the theriomancer. Lasts for one hour per casting success.

Archetypal Beast (Effort 3, Time 10, Class Ambient)

Transforms a normal animal into an archetype of its species. The animal develops an Intellect of 6 and has one extra die to all physical attributes (at +1 cumulative), except from its prime characteristic which is raised by two dice. The animal will be gen-

erally friendly towards the theriomancer.

Summon the lesser being (Effort 4, Time 5, Class Ambient)

Summons animals of a particular species to the presence of the theriomancer. All animals of that species within 10 miles of him will rush to the spot at top speed. When they arrive, they obey the words of the theriomancer for up to half a day per casting success.

Transform the essential essence (Effort 4, Time 20, Class Ambient)

By casting this spell, the theriomancer can imbue an animal with true intelligence and willpower and the ability to speak the tongue of humans. The animal gets one Intellect, Insight and Determination die plus one per casting success. Roll as in character generation to determine the exact rating.

Master of the hunt (Effort 5, Time 20, Class Ambient/Mystical)

This powerful spell causes the forming of a version of the Wild Hunt. It

summons all animals within 10 miles of the theriomancer. Then the theriomancer starts the hunt for a single target. The animals tirelessly hound the target if within 100 miles, stopping at nothing to kill him. The hunt must be personally inspected by the theriomancer. All animals gain -1 to their Conditioning and Vitality checks for the duration of the hunt (one night).