

*Chivalry & Sorcery:
The Rebirth
Vol. 2 - Magicks & Miracles*



by

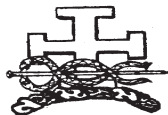
E E Simbalist, S A Turner & D Blewitt

Edited by Sue J Turner

Additional Contributions:

Guy-Franck Richard & Colin D Speirs,

and Allison and Kory Kaese



FOREWORD

Welcome to Magicks & Miracles, the second volume of **Chivalry & Sorcery: The Rebirth**.

This volume contains the revisions to the Magick System and Priestly Acts of Faith. The expansions we have included should provide a versatile magic system which will allow players the opportunity to create thoughtful mages. The new Acts of Faith allow Priestly characters to properly fulfil their vocations.

Chivalry & Sorcery: The Rebirth also sees the welcome return of Basic Magick and brings back spell targeting. The development of the philosophy used to explain the power behind Magick permits Gamemasters to recreate magic systems from most folklore.

We hope you enjoy ...

Steve and Sue Turner
Brittannia Game Designs Ltd
November 2000

Joint Design Heads: E E Simbalist & S A Turner
Assistant to E E Simbalist: D Blewitt
Assistant to S A Turner: C D Speirs
Webmaster and Internet PR Manager: C D Speirs
Chief Editor: S J Turner

Additional Contributions and Play Testing:

There were many who have assisted with this project and it is impossible to name everyone of you, but we would like to thank the following:

Ian Plumb and Griffin Grove Consultants in **Australia**, Guy-Franck Richard in **France**, Fabio Pagliara in **Italy**, Paul Perano, Robert Gatward, Robert Sutcliffe and the other members of the NZSF in **New Zealand**. In the **USA**, Matt Whalley and his group, Finally, but not least, in the **UK** special thanks to Andy Staples, Francis Tiffany, Paul Williams and his group, Dave Blewitt and his group, the ubiquitous Bob and of course, the ever-present Prickly.

E-mail: Marakush@aol.com

Or visit the Website at

<http://www.britgamedesigns.co.uk>

For information on the **Loyal Order of Chivalry & Sorcery**, visit:

<http://www.locs.org>

CONTENTS

PAGE:

1	INTRODUCTION
3	VOCATIONS
10	SKILLS
21	META-PHYSICAL CURRENT
23	MAGICK
36	SPEILLS
83	MIRACLES
97	THE APOTHECARY'S SHOPPE
102	INDEX

DEDICATED TO:

TO MAGES OF ALL AGES

FROM THE MANY

DREAMING SPIRES AROUND THE WORLD.

Cover artwork "The Triumvirate" by Mark Brookes of Red Slap Creatives, Copyright 2000.

Cover design by Karen MacNeil of Red Slap Creatives, Copyright 2000

"Chivalry & Sorcery: The Rebirth - Magick & Miracles - Vol. II Core Rules" is copyright Brittannia Game Designs Ltd / Maple Leaf Games Ltd / E E Simbalist / S A Turner / D Blewitt 2000.

The authors assert the moral right to be identified as the authors of this work.

Chivalry & Sorcery: The Rebirth, Skillscape, Percentile Pair, Crit Die and Marakush are trademarks owned by Brittannia Game Designs Ltd. Creature Bestiary is a trademark owned by Maple Leaf Games Ltd. Chivalry & Sorcery Light, Knights Companion, Armourers Companion, Elves Companion and Dwarves Companion are trademarks jointly owned by Brittannia Game Designs Ltd and Maple Leaf Games Ltd.

The Brittannia Game Designs logo is a registered trademark of Brittannia Game Designs Ltd. The Maple Leaf logo is copyright 1998 Karen MacNeil of Red Slap Creatives and is a trademark owned by Maple Leaf Games Ltd. All rights reserved under UK and international copyright conventions.

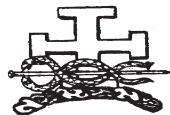
Interior illustrations on pages 3,7 and 22 by Andrew J Hepworth, on pages 12 and 26 by Mark Brookes; and pages 18,35,96 and Frontspiece are by Dave Bezzina, all of Red Slap Creatives, copyright 2000

All of the characters and places described in this book are fictitious and any resemblance to actual persons, living or dead, is purely co-incidental. All rights reserved. No part of this publication may be re-produced, stored in a retrieval system or transmitted in any form or by any means, electronic or otherwise without the prior permission of the publishers and the copyright owner except for the purpose of review.

Printed in Great Britain by The Lion Press (1931) Limited.

A catalogue record is available from the British Library:

ISBN 1-902500-11-3



INTRODUCTION

WHAT IS MAGICK?

To the pre-scientific mind, Magick is a very real thing, just as real as dragons and basilisks and the many other legendary beasts and monsters, not to mention ghosts and other spirits which people in pre-scientific cultures believed to inhabit the darkest corners of the earth. Since Magick colours the whole feudal period and is an integral part of the medieval psyche, it is included in **Chivalry & Sorcery** as part of the way the world works. Not just in a medieval European setting either, but in any other setting which will be introduced in various **Chivalry & Sorcery** supplements.

Magick means many things to many different people. So that we might understand this often complex and difficult subject, we offer the insights of a **Chivalry & Sorcery** authority respected through the Ages, the Ancient and Venerable Anacronus Magister, otherwise known as Anacronus the Sage:

"There can be no denying that the Mysterious is present in the World. The essence of the Mysterious involves the 'uncanny' and its sudden, sometimes natural and fortuitous or sometimes unusual and disruptive appearance in the lives of unsuspecting, ordinary people. The 'uncanny' may be said to come in two forms 'holiness' and 'magick'.

"When we speak of 'holiness', we mean that which is Spirit, the animating forces which underlie all material objects and corporeal beings. This force is creative, ordered, and life giving. It gives form, life, and purpose to all things and maintains the shape of the Universe itself. When most men refer to that which is 'holy', it is to this creative impulse. There is a spiritual opposite as well, a destructive impulse that seeks to destroy and render all the works of the creative forces into chaos. This is often termed 'demonic'.

*The 'Holy Man' or the Priest gains the power to Invoke or evoke the Divine Presence and **request** it to do what must be done to maintain or restore the Balance of Things. He has no Power in his own right. Any influence servants of the divine have over the 'holy' is through Faith and Belief, through communion with the Divine and willingness to accept what the Divine regards as the event required by the moment to maintain the harmony and proper order of things. Such events may be termed 'miraculous', but in many instances they appear quite natural and not at all unusual.*

"Magick, on the other hand, involves the ability to reveal, summon, manifest and control part of the 'uncanny'. Magical things happen because a magical practitioner learns to gather and direct by his own Art and will a portion of the unseen forces underlying the universe, and rendering it obedient to his will.

*"One kind of magick involves the magus entering into a **partnership** with the 'uncanny'. The magus has learned to act in harmony with the ordering forces and, far from compelling their service, he rather enlists their willing aid and endeavours to work in consort with them to maintain the harmonious balance and conserve the natural order of things. Such a magus takes many forms, such as shaman, druid, witch, and others and all share much in common with the priests of formal religions. We call them 'Priest-Mages' for this reason.*

*"The other kind of magick involves the magus exerting direct control over a part of the 'uncanny' purely through magical art and the force of his will alone. This is the true 'magician'. He takes the Power to himself by **commanding** the 'uncanny' to do his bidding. This form of magical practice is the most dangerous. Unguided by the wisdom and practices of religion which always inform the Priest and the Priest-Mage, the Magician is guided only by his own, often fallible mortal judgement and desires. Therefore, the Magician always risks becoming ensnared by demonic forces.*

*"Always there is a price to be paid by anyone who draws upon the Power of the 'uncanny'. No 'Miracle' and no 'Magical Effect' will occur unless there is **reciprocity** between the 'uncanny' and the magus. Every call upon the 'uncanny' produces a **favour-debt** that must be paid. Therein lies the danger, for the unreverent holy man or the unwary practitioner of the Arcane Arts may find that what he desires may be charged unto him three-fold and in a way he least expects or welcomes!"*

- Anacronus the Sage, *Via Magica Miribilis*, Bk.I

All authorities agree that Magick is the art and science of the use and manipulation of a very real Power that pervades the universe. The Magus is often given to pure intellectual joy in research and theorising and yet he also is devoted to the demanding discipline needed to acquire the metaphysical attitudes required to practice magick successfully. He also must cultivate a high sense of Art to create Effects that are elegant and refined in form.

Magick viewed in this way is more than a collection of rule-of-thumb, often haphazard procedures which somehow manage to manipulate Arcane Power so that it does more or less what one wants, some of the time, anyway. The study of Magick is a serious philosophic attempt to understand the nature of the Universe and one's place in it.

Magick is the expression of **natural forces** that underlie the fabric of the Universe. We refer to "natural" forces here because the very word "supernatural" evokes connotations of interventions, which violate the Laws of Nature. Magick violates no such laws. In a universe in which Magick works, Magick is part of the natural order. Magical operations can be reduced to Magical Laws that explain how and why it works or fails and those operations are far from capricious or arbitrary.

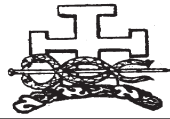
Nor is Magick done only "in consort with demonic forces", as some contend. Demons are **not** the wellspring from which Magick flows! Demons may well employ magick, but that is no different than saying Frank can ride a horse and Paul can ride a horse. **Access** to Magick is different from the **source** of Magical Power. Magical forces are available to any capable of using such Powers, however good or evil they may be.

In **Chivalry & Sorcery** gaming terms, specifically, Magick is the use of Will, of psychic power, knowledge, and insight in a skilful and artistic manner, to overcome the natural **Magick Resistance (MR)** of the Universe to manipulation. The Practice of Magick is the way in which the Magus frees the Power that pervades the Universe (requiring expenditure of personal energy from Fatigue or Body) to cause the Magical Effect he desires.

THE NATURE OF MAGICAL POWER

Magical Power is potent energy. It derives specifically from the complex, interrelated web of **life forces** emanating from all living things and from spirit beings. This intricate web of life forces pervades all of creation, not just living creatures and things, but also the inanimate. It has many names. Polynesians call it "Mana". North American Native Medicine Persons and Shaman speak of "Medicine" or "Spirit Medicine". In **Chivalry & Sorcery** gaming terms, this Life Energy is called the Metaphysical Current and is measured in Fatigue and Body points.

Fatigue represents the power that is "free to use", or energy which can be expended in some form of activity and can easily be renewed. Whenever the Magus casts Magick he uses Fatigue. This can be likened to stress on the body such as when a person's heart rate increases after activity. It is by spending Fatigue that the Magus is able to control and manipulate the metaphysical current.



Body represents the essential life force which is needed to maintain and continue the creature or being. Without this Power the character or creature would simply cease to exist. When a character has expended all their Body Points they will fall unconscious and if they continue to lose Body and they enter negative values, then death may occur. Physical injuries are the easiest example of this but mental injuries can have a similar effect since if the Magus uses all his Fatigue he will become susceptible to further damage resulting in a loss of Body Points.

It is possible to use all of one's Fatigue to create a magical effect, and then start drawing on one's Body Point's. However, tapping Body reduces essential life-sustaining forces, which are the most difficult to regenerate except over time. It is all too easy to overtax one's limited store of such forces. To do so invites serious injury, even unto the point of death!

This natural energy or Metaphysical Current, which surrounds and permeates all existence, has two fundamental aspects. The positive polarity can be said to represent Order, the underlying rules that hold existence together. The negative polarity can best be described as Chaos, the wandering element that permits change and evolution within the ordered framework of nature. Without one the other may not exist but both can be accessed separately. It is this natural energy that the divine forces control and use to bind the many facets of the material plane together. The Metaphysical Current can be described as flowing in great rivers through all existence, crisscrossing the land. Some have called these rivers "ley lines" and sites of special significance can be found where these lines of magical flux cross one another. At these junctions practitioners of Magick or servants of the Divine may find it easier to access the magical flux. The Metaphysical Current also gives rise to Spirits; animate creatures made of pure magical energy, which have attained awareness and intelligence. These may be ordered or chaotic in their existence or the flux may be so balanced they are either both or neither.

Magick springs from the negative or chaotic polarity of the Metaphysical Current and is both capricious and at times uncontrollable as it seeks to change that which is already in existence. Priests, the servants of the Divine, access the positive or lawful polarity through communion with their Deity. It is through this conscious connection with the Metaphysical Current through their Deity, that the priest acts as a channel by which the Deity can bend the current to its will, permitting miracles to take place in the material existence. Due to its order, many of these effects can be pre-ordained but it is always wise for a priest to remain devout to his Deity.

Piety (PTY) is one of the primary attributes for any character in a *Chivalry & Sorcery* game. However, it goes much deeper than simply being an attribute. It represents an individuals personal attunement to the Metaphysical Current, the higher a person's Piety, the greater the attunement with the natural balance and order of the cosmos. This affects both Mages and Priests when encountering one another.

Ordinarily, when a Magus has dealings with a Priest, there occurs a conflict in the Metaphysical Current as a result of their everyday dealings with the relevant polarity. All beings have an aura, which represents the Metaphysical Current within them. Those that tap the Metaphysical Current generate a stronger field or aura, which reflects their continual access to the current. Those attuned to the arcane arts can sometimes see this aura, as are those individuals who are simply receptive to the current such as some animals. It is the difference in the polarity of these aura's that make it so difficult for priests to perform Acts of Faith upon mages and vice versa.

The standard modifier for a priest attempting to perform an Act of Faith on a Magus (his TSC%), or a Magus targeting a spell on a priest is as follows:

Negative modifier = (Experience Level of target + 20) - (Caster's Experience Level + Caster's Piety)

This takes into account the experience that each party has along with the caster's Piety or attunement to the Metaphysical Current. Other modifiers may apply but these will be dealt with later as they deal with specific circumstances.

Magick Resistance (MR) is a measure of any creatures or objects magical structure. Magical structure is a combination of elemental structure and the role the creature or object has in the natural order of things. Magical structure firstly determines how much energy something contains and secondly, how "willing" it is to lend or exchange that energy.

If something is part of a natural cycle, the quicker the cycle and the less resistant its structure is to exchanging energy with the world around it. Therefore, its magical structure will exchange more energy and thus have a low Magick Resistance (MR). The slower the item's natural cycle, the more the structure resists giving up its energy to the world so has a high Magick Resistance (MR).

Low Resistance objects are things that easily transfer their energy to something else, in fact, it is almost part of their design.

High Resistance objects are things set in their ways, such as rocks, metals, etc.

Sentient Beings (which includes most beasts) can consciously choose to participate in the exchange of energy or hold back from it. The costs involved in such a willing exchange are drawn primarily from Fatigue. When passive, however, they do not have particularly high resistance.

Alchemetical Products are outside of the natural spiritual order. Man has imposed his will on these objects in an attempt to stabilise and refine them. Since they are not part of any natural cycle, their structure has no desire to exchange energy with the world. Thus they all evidence a very high resistance to magical manipulation and possess high MR's.

Alchemical By-products, on the other hand, are composed almost of pure Power. They are extremely willing to exchange energy, so much so that, when brought into contact with their "other halves", rapid and often violent, effects will occur.

"Free" (or undesignated) Magical Power comes in three basic forms and may be used to create unobtrusive or spectacular effects, depending on what the magus desires to accomplish. These are:

Divine Power provided by a Divinity

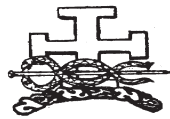
Personal Power provided from the personal energy of a magus creating an Effect, especially from one's Fatigue.

External Power provided by objects and other beings.

What Magick involves is the sheer subtlety of employing one's knowledge in an artistic manner. It is a contemplative, philosophic activity often fraught with profound moral and religious considerations that require insight and great wisdom before any spell is attempted. The Practice of Arcane Arts always carries with it consequences that must be faced and cannot be avoided. It is never to be employed in a simplistic fashion. Indeed, the real joy of playing a Magus character is learning how to use small amounts of one's psychic energies and life forces to gain complex and far-reaching results.

This is the subtlety of magical application by a true adept who understands his Craft. Why should the Magus expend great effort and exhaust a mighty spell from his focus when a small effect can be arranged without any real expenditure of effort but obtain the end result necessary? This is the difference between the magical S.W.A.T. team mentality and the mind-set of the true Wizard who understands that knowledge is always more potent than force.

Note: When using *Magick & Miracles* (Vol. II - Core Rules) then the skill of FAITH becomes a Core Skill in order to reflect a character belief in his own God.



VOCATIONS

MAGES

Mages cover all magick users who use the study of magick and bargaining with spirits to practice their arts.

Conjurer

Primary Attribute: Intellect (INT)
Secondary Attribute: Agility (AGIL)

Conjurers employ potions to perform their feats of magick, brewed from an enchanted cauldron. Conjurers are particularly adept at the magicks of illusion and transmutation and are able to brew potions that allow others to cast spells, though this can be risky.

Where a conjurer can practice magick it is restricted in that he must use a rather non-portable cauldron that acts as his focus. In the cauldron the conjurer keeps his "brew," which contains Magickal components of all the spells he has learned. Often this brew attracts the attentions of a spirit (affectionately referred to as a "spook") that will reside in the cauldron.

"Spook's" Characteristics:

Intellect: 10 + 1D10
Wisdom: 10 + 1D10
Willpower TSC%: 50 + 3D10%
PMF: Conjurer's PSF% + 3D10

The spook has a definite personality (played by the Gamemaster) and exhibits considerable knowledge in **3 x INT** skills, half of which are related to magick and learned lore, with a PSF% of **3 x INT** in each skill. The "spook" and the conjurer often cultivate a deep friendship based on mutual respect. In the conjurer's absence, the "spook" will defend the conjurer's laboratory by using any of the spells the conjurer has stored in the cauldron.

Conjurer's Primary Skills (-1 DF to learn) ¹	Conjurer's Secondary Skills (-1 DF if for Mastery)
Conjuration Mode (-3 DF) Laws of Magick Lore of Correspondences Spell research Transmutation Method Illusion Method Basic Magick - Air Method Divination Method Plant Method Summoning Method	Word of Guard Herbalism Pottery Willpower Basic Magick - Earth Method Basic Magick - Fire Method Basic Magick - Water Method Wards Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.1 – VOCATIONS – CONJURORS



Diviner

Primary Attribute: Intellect (INT)
Secondary Attribute: Wisdom (WIS)

The diviner is a specialist in discerning the truth of things. Divination is most often associated with seeing into the future but the diviner is adept at seeing both the future and the past as well as the present.

Diviner's Primary Skills (-1 DF to learn) ¹	Diviner's Secondary Skills (-1 DF if for Mastery)
Divination Mode (-3 DF) Laws of Magick Lore of Correspondences Spell Research Divining the Omens Divination Method Arcane Method Summoning Method Transcendental Method	Command Method Plant Method Wards Method Basic Magick - Air Method Basic Magick - Fire Method Basic Magick - Water Method Oratory Any Lore Historical Read Character Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.2 – VOCATIONS – DIVINERS

ENCHANTER

Primary Attribute: Intellect (INT)
Secondary Attribute: Bardic Voice (BV)

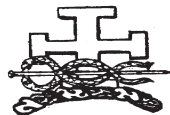
Enchanters use music and song to cast their spells and a few will use poetry or dance in their arts. The enchanter is particularly adept at the methods of Command and Illusion. If an enchanter lacks any of the following skills, penalties are applied until skill is acquired:

Singing or Poetic Recitation: -10% to TSC% for magick targeting rolls

Play Musical Instruments or Dancing: -10% TSC% to all magick methods.

Enchanter's Primary Skills (-1 DF to learn) ¹	Enchanter's Secondary Skills (-1 DF if for Mastery)
Enchantment Mode (-3 DF) Lore of Correspondences Sing Any Musical Instruments Poetic Recitation Any Dance Command Method Illusion Method Summoning Method Transmutation Method Wards Method Any Languages (Spoken) Any 2 Languages (Written) Any 2 Charismatic skills Any 3 Materia Magicka Any 2 Lore Historical Meditation	Spell Research Basic Magick - Air Method Basic Magick - Fire Method Basic Magick - Water Method Arcane Method Transcendental Method Any Charismatic skills Any Material Magicka Any Arts & Entertainment skills Any Lore Historical any 2 Languages (Written) Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.3 – VOCATIONS – ENCHANTERS



Hex Master

Primary Attribute: Intellect (INT)
Secondary Attribute: Discipline (DISC)

The Hex Master mage is the most studious of mage types. The Hex Master spends much of his time poring over books studying others works, often generating little in the way of original research until he has reached a tremendous level of knowledge. Though one vocation, the Hex Master attempts to cover all areas of Magic, crossing the paths of several different types of vocation. The Hex Master may follow three differing paths, the solitary path where he continues to seek knowledge of all magick, the Sage or that of the Wizard, who hardly ever practises what he has learnt. While all are fundamentally the same, a clear distinction lies in their having different objectives:

The solitary **Hex Master** has no particular specialisations. That is, he studies all types of knowledge and casts magick without any special bonuses or penalties, but practises what he has discovered.

A **Sage** is a keeper of mundane knowledge who specialises in languages, Materia Medicina and in scientific and historical lore skills. He gains a bonus of **+1% x INT** to his TSC% for all such skills. However, he suffers a penalty of **-10%** to his Targeting TSC% when casting spells.

A **Wizard** can become expert in all kinds of knowledge but rarely casts spells. When the Wizard selects any language, Materia Magicka or any other types of lore for **mastery**, reduce the DF by **-3**. If he learns it normally, reduce the DF by **-2**. When casting spells, a Wizard suffers **double** fatigue (after any modifiers), except when they are performed as rituals.

Hex Master's Primary Skills (-1 DF to learn) ¹	Hex Master's Secondary Skills (-1 DF if for Mastery)
Magecraft Mode Laws of Magick Lore of Correspondences Any 3 Lore Historical Any 7 Methods of Magick Any 3 Materia Magicka skills Any 3 Languages (Written) Any 3 Languages (Spoken)	Any Methods of Magick Any Lore Historical Any Languages (Written) Any Languages (Spoken) Any Material Magicka Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.4 – VOCATIONS – HEX MASTERS

Necromancer

Primary Attribute: Intellect (INT)
Secondary Attribute: Wisdom (WIS)

The necromancer is a specific type of goetic (summoner) magus who specialises in summoning the dead. Necromancers are often portrayed as evil, but this is often not the case (a priest who performs an exorcism is technically using necromancy, so is a spiritualist medium who speaks to the dead).

The problem with necromancy is that there are some aspects of the art, with which it is best to remain ignorant for the sake of one's soul, namely the binding of dead spirits to create undead. One may learn how to bind the spirit of a dead person or how to create undead, but it is the actual practise of such an art that brings perils. A roll is made immediately (and then every year thereafter) the first time such a spell is cast. There is a **10% x Magus's ML** that he or she will become Poorly Aspected.

Necromancer's Primary Skills (-1 DF to learn) ¹	Necromancer's Secondary Skills (-1 DF if for Mastery)
Necromancy Mode (-3 DF) Lore of the Dead Lore of Correspondences Laws of Magick Any 2 Materia Magicka Any 2 Languages (Spoken) Any 2 Languages (Written) Any 2 Lore Historical Command Method Summoning Method Divination Method Arcane Method Illusion Method Wards Method	Spell Research Any Materia Magicka Any Languages (Spoken) Any Languages (Written) Any 3 Lore Historical Transcendental Method Transmutation Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.5 – VOCATIONS – NECROMANCERS

Power Word Mage

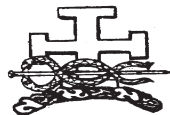
Primary Attribute: Intellect (INT)
Secondary Attribute: Bardic Voice (BV)

Power Word magick is a natural, though demanding, progression from basic magick, though not intrinsically elemental in nature. In fact Power Word magick is poorly suited to the complex rituals of elemental magick. Power Word magick uses shortened versions of the orderly-ritualised versions of other magicks, distilling even the most powerful spells into a few spoken words. The nature of Power Word magick is ideally suited to casting spells quickly and the Power Word Mage is the fastest spell caster of all.

Due to the sheer power of the magicks channelled in such a short duration, in order to do anything but enchant materials the Power Word Mage **must** use a focus. That is not to say that he cannot cast magick without a focus, but the fatigue costs will **triple** on any failure and are **doubled** even when he is successful.

Power Word Mage's Primary Skills (-1 DF to learn) ¹	Power Word Mage's Secondary Skills (-1 DF if for Mastery)
Power Word Mode (-3 DF) Word of Guard Laws of Magick Lore of Correspondences Command Method Summoning Method Wards Method Basic Magick - Air Method Illusion Method Any Languages (Spoken) Any Languages (Written) Any 2 Materia Magicka Any 2 Lore skills Any 2 Charismatic skills	Basic Magick - Fire Method Basic Magick - Water Method Arcane Method Transcendental Method Transmutation Method Storytelling Any Charismatic skills Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.6 – VOCATIONS – POWER WORD MAGES

**Thaumaturge****Primary Attribute:** Intellect (INT)**Secondary Attribute:** Agility (AGIL)

Thaumaturgy makes great use of powders and incenses to cast magick, rather than the more normal words and gestures. The Thaumaturge is the master of illusion and also has an appreciable grasp of command magicks. The Thaumaturge has a particular advantage in that his magick is unstoppable by a Word of Guard, the normal fast Magickal defence against spells. However, the Thaumaturge cannot use the Word of Guard to aid his defence.

Thaumaturge's Primary Skills (-1 DF to learn) ¹	Thaumaturge's Secondary Skills (-1 DF if for Mastery)
Thaumaturge Mode (-3 DF) Oratory Con Any 2 Materia Magicka Any 2 Languages (Spoken) Any 2 Languages (Written) Any 1 Lore Historical Sleight of Hand Illusion Method Command Method Transmutation Method Wards Method	Any 2 Thievery skills Any Languages Any Arts & Entertainment skills Any Materia Magicka Basic Magick - Air Method Basic Magick - Fire Method Arcane Method Divination Method Plant Method Summoning Method Transcendental Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.7 – VOCATIONS – THAUMATURGES

Elementalist (Optional)**Primary Attribute:** Intellect (INT)**Secondary Attribute:** Constitution (CON)

For historical purposes the following Elemental Mage types are optional. They are included here for completeness and as they are well suited for High-fantasy games, especially our own campaign world, Dragon Reaches of Marakush.

Elementalists are amongst the most primitive of all the mage types. Their mastery over the elements exceeds that of any other mage type. The Elementalist over the centuries has become more and more specialised as their art has developed. There can now be found four kinds of Elemental Magus, one for each of the four elements. The Elementalist vocation consists of a set of common skills that each Elementalist can learn and a set of additional specialist skills appropriate to a specific type of Elementalist.

Elementalist's Primary Skills (-1 DF to learn) ¹	Elementalist's Secondary Skills (-1 DF if for Mastery)
Law of Magick Law of Correspondences Any Materia Magicka + <i>specialist skills</i>	Spell Research Spell Enhancement Any Languages Word of Guard Any background skills + <i>specialist skills</i>
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.8 – VOCATIONS – ELEMENTALISTS - COMMON SKILLS

Air Elementalist's Primary Skills (-1 DF to learn) ¹	Air Elementalist's Secondary Skills (-1 DF if for Mastery)
Air Elementalist Mode (-3 DF) Basic Magick - Air Method Basic Magick - Fire Method Basic Magick - Water Method Command Method Divination Method Wards Method	Interpret Omens (Aeromancy) Basic Magick - Earth Method Arcane Method Summoning Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.9 – VOCATIONS – AIR ELEMENTALISTS

Earth Elementalist's Primary Skills (-1 DF to learn) ¹	Earth Elementalist's Secondary Skills (-1 DF if for Mastery)
Earth Elementalist Mode (-3 DF) Basic Magick - Earth Method Basic Magick - Fire Method Basic Magick - Water Method Command Method Wards Method Summoning Method Word of Guard	Masonry & Stonecutting Gem Cutting Basic Magick - Air Method Arcane Method Divination Method Plant Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

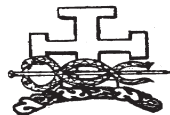
TABLE 2.10 – VOCATIONS – EARTH ELEMENTALISTS

Fire Elementalist's Primary Skills (-1 DF to learn) ¹	Fire Elementalist's Secondary Skills (-1 DF if for Mastery)
Fire Elementalist Mode (-3 DF) Basic Magick - Fire Method Basic Magick - Air Method Basic Magick - Earth Method Command Method Divination Method Wards Method	Interpret Omens (Pyromancy) Basic Magick - Water Method Arcane Method Summoning Method Word of Guard
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.11 – VOCATIONS – FIRE ELEMENTALISTS

Water Elementalist's Primary Skills (-1 DF to learn) ¹	Water Elementalist's Secondary Skills (-1 DF if for Mastery)
Water Elementalist Mode (-3 DF) Basic Magick - Water Method Basic Magick - Air Method Basic Magick - Earth Method Divination Method Wards Method	Interpret Omens (Hydromancy) Basic Magick - Fire Method Command Method Illusion Method Plant Method Summoning Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.12 – VOCATIONS – WATER ELEMENTALISTS



PRIEST MAGES

The priestly mages are those who practise the old religions. Their vocations call upon the Divine for aid, mingled with knowledge of the Arcane. They are able to practise magick hand in hand with Acts of Faith. All of these Priest-Mages may have survived into the Middle Ages, but mainly in seclusion and secrecy.

Druids

Primary Attribute: Various
Secondary Attribute: Piety (PTY)

Druids are priestly mages who worship a pantheon of old Celtic gods. Through divination and sacrifice they are said to "know the will of the gods". In their worship practices, they revere nature and live close to nature, although this does not mean they practice Plant Magick.

Druid's Primary Skills (-1 DF to learn) ¹	Druid's Secondary Skills (-1 DF if for Mastery)
Druid Mode (-3 DF) Divination Method Transcendental Method Transmutation Method Wards Method Faith Interpret Omens Artefact Lore Faerie Lore Spell Enhancement Spell Research Read Character Concentration Theology	Any Lore Scientific Any Lore Historical Any Local History & Legends Command Method Summoning Method Poetic Recitation Oratory Poetic Composition Storytelling Materia Medicina Riddling Meditation Law Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.13 – VOCATIONS – DRUIDS

There were four main sub types of Druid. These are shown below along with additional Primary skills and the appropriate Primary Attribute. One type should be selected for the character.

Judges (Brithem)	Teachers
Primary Attribute: Wisdom (WIS)	Primary Attribute: Intellect (INT)
Primary Vocational: Law (-DF 4) Any Lore Historical Diplomacy & Politics Detect Lie	Primary Vocational: Any Lore Historical Any Lore Scientific Theology
Physicians	Poets
Primary Attribute: Intellect	Primary Attributes: Bardic Voice
Primary Vocational: Materia Medicina Vegetable Crops Brewing	Primary Vocational: Riddling Oratory Poetic Recitation Poetic Composition Storytelling

TABLE 2.14 - DRUIDS - TYPES

Ranks in Druidry

ML	Rank	
1 – 2	Candidate (Fear-iarraidh)	A Candidate is one who has presented himself for study at the Druidic college. They learn some small secrets as they are assessed to see if they are fit to proceed.
3 – 5	Student (Sgoilear)	The Student has proven worthy and will be apprenticed in rites and tasks with more experienced Druids.
6 – 8	Druid (Druidh)	The Druid is a full priest or priestess. The specialist Druids may be assigned to courts of Kings and the Priestly sent to Sacred Places.
9+	Arch Druid (Ard- Druidh)	The Highest Druid in the land. Any other Druid reaching this magical level but not obtaining the office of Arch Druid may take the rank of "Faith" or Seer, if they devote themselves to prophecy and foreseeing the future. Some nations do not have a High Druid, preferring a convocation of equals.

TABLE 2.15 - DRUIDS - RANKS

Druidic Acts of Faith

As Priests of their religion, Druids are able to call upon Divine Power. Many of the Acts of Faith might be specific to the local deity whose shrine they maintain. Suppose, for instance, that the healing stems from the goddess Sulis. If the Druid were not at her shrine, but instead was in Lyonesse, the goddess's powers would not hold sway there. Any healing would have to be done at the behest of other deities, possibly involving sacrifices to propitiate them. This sacrifice might be a day of labour to maintain the shrine, e.g. repairing a wall, preparation and burning of a meal at the altar, etc.

All Druidical Acts of Faith are ritual in nature. The time taken to perform the ritual is:

(Act of Faith PFF x 60) / Druid's PFF in minutes

with a minimum time of 1 minute.

Example:

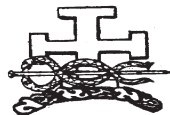
Colm Mac Aongus has PFF 27 and is praying for *Guard against the Supernatural* (Holy Barrier of Guard) which is available at PFF 20. It takes Colm ((20 x 60) / 27) = 45 minutes to undertake the ritual.

Shaman

Primary Attribute: Constitution (CON)
Secondary Attribute: Piety (PTY)

A Shaman achieves their religious status by hereditary, completing a personal quest or by vocation. The recognition of the calling of the character to a shamanic life should be role-played during character generation and becomes an essential part of the PC's background.

Shamanism is common in many early cultures that have appeared in the Americas, Europe, Asia, Africa and Australia. The Shaman, who is usually (but not always) a man, may act as a medium by becoming a mouthpiece of the spirits, in many cases these are ancestors. In some cases, a Totem becomes his familiar during his initiation into manhood, acting as his spirit guide and teacher throughout his life. He will frequently undergo prolonged fasts, seclusion in sweat lodges and other ordeals that lead to prophetic dreams and visions.



In tribal societies Shamans occupy a high social and economic position, especially if they are successful healers or diviners. The main religious tasks of the Shaman are the healing of the sick through the use of prayer and herbal medicines and divination by communing with “the ancestors”. The Shaman achieves this by allowing his familiar Totem to possess him or by entering into a trance and allowing his own spirit to roam in an attempt to find the cure or the answers he requires. He might use divination to find the whereabouts of game, where enemies may be hidden, the location of food and water, the nature and source of an illness etc. His task is always to maintain the balanced relationship of the tribal group to the spirit world, which pervades the lands in which they dwell and influences literally every aspect of tribal and personal life.

Shamans are capable of casting magick, but they regard magick as sacred and not to be abused. Shamanic magick ultimately derives from the spirits and the Shaman who uses his magical powers for base purposes risks the anger of the spirit world and eventually comes to a bad end.

Shaman's Primary Skills (-1 DF to learn) ¹	Shaman's Secondary Skills (-1 DF if for Mastery)
Shamanic Mode (-3 DF) Faith Laws of Magick Herbalism Any 2 Materia Medicina Any 2 Materia Magicka Transcendental Method Divination Method Plant Method Summoning Method Transmutation Method	Any 1 Materia Magicka Any 3 Outdoor skills Any 1 Animal skill Any Animal Handling/Training Any 1 Agricultural skill Illusion Method Arcane Method Command Method Wards Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.16 – VOCATIONS – SHAMAN

Witch

Primary Attribute: Intellect (INT)
Secondary Attribute: Piety (PTY)

Witches are a type of priestly magus, who deal with nature gods and minister to the common folk with their healing arts. In a sense, witchcraft is a remnant of shamanism and/or druidism.

Witch's Primary Skills (-1 DF to learn) ¹	Witch's Secondary Skills (-1 DF if for Mastery)
Witchcraft Mode (-3 DF) Faith Laws of Magick Lore of Correspondences Herbalism Any 1 Materia Medicina Any 3 Materia Magicka Command Method Divination Method Plant Method Transmutation Method Wards Method	Any 1 Materia Magicka Any 1 Outdoor skill Any 1 Animal skill Any Materia Medicina Vegetable Crops Any 1 Agricultural skill Illusion Method Transcendental Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.17 – VOCATIONS – WITCH

The hedge-witches of Europe lived quietly in the countryside amongst their neighbours as healers and midwives for many centuries without enduring persecution. The first witch-hunt began in Switzerland in 1427, very late in the Middle Ages. From there witch-hunts seeped across Europe, with their Christian persecutors searching out people (mainly women) whom they regarded as heretics or unrepentant pagans. It is from the superstitious fears of those turbulent times that we have inherited many of the false popular beliefs about what witchcraft is all about. Despite popular fiction and such relatively recent beliefs, witchcraft is not intrinsically evil, nor does it involve black magick, worshipping Satan and consorting with demons. (Modern Wiccan witches, for instance, are no less horrified by Satanic practices than are devout Christians, Muslims and Jews.)

PRIEST

In these rules we depict Priest vocations based on the Christian Priests of the Middle Ages. These should be used as models of an organised religion within your campaign. The Priest relies on his Faith for his power, believing unequivocally in the power of the Divine. In most cases this applies to a monotheistic religion, but may also apply to a pantheon where the priest believes in the power of his chosen deity being absolute in comparison to others.

Friars

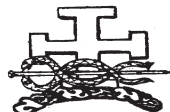
Primary Attribute: Piety (PTY)
Secondary Attribute: Wisdom (WIS)

Friars are members of a religious order who are reliant on donations for their day to day existence. Although they lead a secular life, they do so in the real world, in an individual existence. They are representatives of a general order and do not belong to any particular community. The main orders for the Middle Ages were Black Friars (Dominicans), Grey Friars (Franciscans) and White Friars (Carmelites). Although they wandered the world the orders had monasteries where Brothers could stay awhile before continuing their work amongst the laity.

Friar's Primary Skills (-1 DF to learn) ¹	Friar's Secondary Skills (-1 DF if for Mastery)
Faith Calligraphy & Illumination Oratory Any 2 Languages (Written) Any 2 Languages (Spoken) Any Materia Medicina Any Materia Theologica	Poetic Composition Storytelling Any 1 Agricultural skill Singing Brewing Paper & Ink Making Any Lore Historical Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.18 – VOCATIONS – FRIAR





Monastics

Primary Attribute: Piety (PTY)
Secondary Attribute: Discipline (DISC)

In comparison with the Friars, the Monks generally wore brown robes and were attached to a particular monastic community, usually known as an abbey. These are self-contained communities, with a church, refectory, dormitory and guesthouse. Although Monks usually lived in seclusion, they did administer to their local community and may journey between Abbeys on errands for their order. Monastics are regarded as scholastic in orientation and their religious houses are sources of great libraries.

Monastic's Primary Skills (-1 DF to learn) ¹	Monastic's Secondary Skills (-1 DF if for Mastery)
Faith Any 2 Agricultural skills Calligraphy & Illumination Any Languages (Spoken) Any Languages (Written) Any 2 Materia Medicina Any Materia Theologica Singing (Monastic Chants)	Any 1 Lore Scientific Any Resolution skills Paper & Ink Making Any 5 Learned Lore Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.19 – VOCATIONS – MONASTICS

Monastics and Friars have identical organisations, each position requires a certain level of **Personal Faith Factor (PFF)**.

Rank	PFF%	Social Status
Novice	1	7
Lay Brother	5	8
Monk Brother	10	9
Cellarer	15	10
Precentor	20	11
Sacrisant	25	15
Almoner	30	17
Circatore	35	25
Prior	40	40
Abbot	50	50
Father General	75	70

TABLE 2.20 - MONASTICS - SOCIAL STATUS

Ordained Clergy

Primary Attribute: Piety (PTY)
Secondary Attribute: Intellect (INT)

This is someone who has elected to accept Holy Orders and become ordained as a priest into his chosen faith. Ordained Priests are the mediators between the Divine and their mortal worshippers, the mouthpiece of God. They have greater access to the Acts of Faith granted by God. The greater their faith and Piety the greater the Acts of Faith that they may call upon. Ordained Clergy also have the opportunity to retire from their calling and adopt a monastic life. However, this does not remove their ability to mediate with God. Indeed some Ordained Priests have no lay congregation but rather join Fighting Orders as their priests, adopting a military monastic life.

Clergy's Primary Skills (-1 DF to learn) ¹	Clergy's Secondary Skills (-1 DF if for Mastery)
Faith Any Languages (Written) Any Languages (Spoken) Any 1 Charismatic skill Any Materia Theologica Any 3 Learned Lore Materia Medicina	Any 1 Perception skill Any 3 Learned Lore Calligraphy & Illumination Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.21 – VOCATIONS – ORDAINED CLERGY

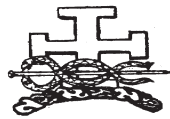
Within the Clergy there are specific ranks which one may advance through, each one requiring a specific **Personal Faith Factor (PFF)**.

Rank	PFF%	Social Status
Novice	1	7
Reader	5	9
Deacon	10	11
Postulant	15	13
Priest	20	15
Curate	20	18
Chaplain	20	20
Rector	25	25
Rural Dean	30	30
Canon	35	40
Archdeacon	40	55
Bishop	45	75
Archbishop	50	85
Primate	60	95
Cardinal	75	100
Pope	100	150

TABLE 2.22 - ORDAINED CLERGY - SOCIAL STATUS

Advancement within the Church involves a certain amount of influencing the upper echelons of the Hierarchy. Once a priest reaches the level of Circatore for Friars and Monastics and Archdeacon for Clergy, advancement can only be made by election by Peers. For example a Bishop will be elected after due consideration by other Bishops, Archbishops and the Primate of the Kingdom concerned. It must also be pointed out that in many instances Bishops were appointed by the Regent of the realm (usually after receiving some advice to support the appointment).

Only the Pope may appoint Cardinals and only the Cardinals may elect a Pope, usually from amongst their own number. In the case of the puppet Pope of Avignon, he was elected by Cardinals, when a large number of influential Cardinals were French. The King of France applied a great deal of pressure to have a Pope elected, who was amenable to the Kings requests.

**CLERICAL ACTS OF FAITH AVAILABLE TO PRIESTLY MAGES AND PRIESTS**

Core Acts of Faith: Prayers		Druid	Shaman	Witch	Friar	Monk	Ordained
PFF 5	Blessing	Y	Y	Y	Y	Y	Y
PFF 5	Common Prayer	Y	Y	Y	Y	Y	Y
PFF 5	Prayer for Forgiveness	Y ¹	Y	Y	Y	Y	Y
PFF 5	Prayer for Guidance	Y	Y	Y	Y	Y	Y
PFF 5	Prayer for Insight	Y	Y	Y	Y	Y	Y
PFF 5	Prayer for Luck	Y	Y	Y	Y	Y	Y
PFF 5	Prayer for Protection	Y	Y	Y	Y	Y	Y
PFF 5	Prayer for Skill or Craft	Y	Y	Y	Y	Y	Y
PFF 5	Prayer for "Strength"	Y	Y	Y	Y	Y	Y
PFF 10	Courage of the Righteous	Y	Y	Y	Y	Y	Y
Clerical Acts of Faith							
PFF 10	Bless Item	Y	N	N	N	N	Y
PFF 10	Bury the Dead	N	Y	N	N	N	Y
PFF 20	Sanctification	Y	Y	Y	N	N	Y
PFF 20	Holy Barrier of Guard	Y	Y	Y	Y	Y	Y
PFF 25	Prayer to Smite the Godless	N	N	N	Y	Y	Y
PFF 25	Prayer for Strength of the Righteous	N	N	N	Y	Y	Y
PFF 25	Prayer to Detect Magical Forces	N	N	Y	N	N	Y
PFF 30	Prayer to Find the Open Way	Y	Y	Y	Y	Y	Y
PFF 30	Prayer to Recognise Evil	Y ¹	Y	Y	Y	Y	Y
PFF 35	Ritual: Remove Curse	Y	Y	Y	N	N	Y
PFF 40	Prayer to Smite the Godless 2	N	N	N	Y	Y	Y
PFF 45	Prayer for Strength of the Holy	N	N	N	Y	Y	Y
PFF 45	Ritual: Exorcise Demons	Y	Y	Y	N	N	Y
PFF 50	Visions	Y	Y	N	N	N	Y
Miracles							
PFF 10	Minor Miracle	N	N	N	Y	Y	Y
PFF 25	Miracle	N	N	N	Y	Y	Y
PFF 50	Greater Miracle	N	N	N	Y	Y	Y
Priestly "Magicks": Specialised "Miracles"							
PFF 35	Purify Food and Water	Y	Y	Y	N	N	Y
PFF 40	Restore the Faithful	Y	N	N	Y	Y	Y
PFF 50	Cure the Wounded	Y ²	Y	Y	N	N	Y
PFF 60	Neutralise Toxins	Y ²	Y	Y	N	N	Y
PFF 60	Restoration	N	N	N	N	N	Y
PFF 65	Cure Disease	Y ²	Y	Y	N	N	Y
PFF 65	Heal Grievous Wounds	Y ²	Y	Y	N	N	Y
PFF 90	Cure Blindness	Y ²	Y	Y	N	N	Y
PFF 90	Cure Deafness	Y ²	Y	Y	N	N	Y
PFF 90	Restore Use of Limb	N	N	N	N	N	Y
PFF 101	Call Back the Dying	Y ²	Y	N	N	N	Y
Formal Sacred Rituals: The Sacraments							
PFF 20	Baptism	Y	N	N	N	N	Y
PFF 40	Confirmation	N	N	N	N	N	Y
PFF 20	Extreme Unction	N	N	N	N	N	Y
	Last Rites	N	N	N	N	N	Y
	Anointing the Sick	N	N	N	N	N	Y
	Anointing the Wounded	N	N	N	N	N	Y
PFF 20	Holy Eucharist (Mass)	Y	N	N	N	N	Y
PFF 15	Matrimony	Y	Y	Y	N	N	Y
PFF 45	Ordination	N	N	N	N	N	Y
PFF 15	Penance (Confession)	Y ¹	N	N	N	N	Y
¹ Available only to Judges ² Available only to Physicians							

TABLE 2.23 -
PRIESTLY MAGES & PRIESTS
- AVAILABLE ACTS OF FAITH

Note: The Acts of Faith for Druids may be known by other names, e.g.:

Banish Spirits = Exorcise

Bless the New-born = Baptism

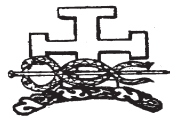
Blessings of the Gods = Restore the Faithful

Conduct act or worship = Mass

Guard against the Supernatural = Holy Barrier of Guard

Restore Senses = Cure Blindness / Deafness

Restore Spirit = Call back the dead.



SKILLS

MATERIA MAGICKA

Materia Magicka deals with Lore concerning a wide range of magical subjects. In old scrolls and dusty manuscripts the Magus will search out the secrets of the ancients. The laws governing the practice of Magick itself lie at the very heart of this Arcane Lore. Thus the true Magus will attack the **Materia Magicka** with a special fervour to win a greater understanding of the powerful forces he seeks to invoke and control.

The Magus will attempt to read the omens to determine how auspicious or inauspicious the moment is to perform some important action. He seeks knowledge about strange beasts, enchanted races and magical Astral Beings, i.e. ghosts, spirits and Demons, whom he may encounter in his exploration of the dangerous magickal realms. All these and many other occult topics are the substance of the **Materia Magicka**.

Artefact Lore

Attributes: Intellect x 2
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

This skill gives a character the knowledge about ancient and powerful items. The Gamemaster may impose modifiers if the character is not familiar with the area the item is from.

Artefact Lore enables the character to find and recognise information about ancient items that have been recorded in history or in myth and legend. The more obscure (lesser known) the item is, the less likely that the character will be able to find out the information quickly.

The Gamemaster may impose hefty penalties to finding information in such instances, which could greatly extend one's time researching the subject.

The character **must** have basic knowledge of **Lore Historical** and all **History & Legend** skills to be fully effective. Otherwise, he may apply only **1/2 PSF%** when using **Artefact Lore**. Furthermore, he gains a bonus to his TSC% in **Artefact Lore** of **+1% per 5% of PSF%** he has in the appropriate **History & Legend** skill that has bearing on his subject. If the character's **Artefact Lore** bonus to his TSC% is greater than +13% he also gains **+1** to the Crit Die.

Use **Table 5.25 – Lore Research** from **Chivalry & Sorcery: The Rebirth (Vol. I - Core Rules)** in order to determine the outcome of investigations, accuracy of data, etc.

Demon Lore

Attributes: Intellect x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This very powerful skill confers knowledge of demons: how to identify certain types or certain specific individuals; how to summon them and bind them to the Summoner's will; and how to protect against them. The **Summoning Method** as well as a Mode of Magick that has **Summoning** spells will be necessary to actually summon them.

When a Summoner is highly successful with a **Demon Lore** determination (Crit Die 10), he learns the secret **Name** of the Demon he is summoning. The **Name** has special power over the Demon. He must remain in the binding circle for up to an hour or until dismissed, and hear the Magus out. He cannot attack the Magus or any others within the protection of a Magick Circle. Nor can he attempt to escape until the hour is up, or until the Magus makes an attack upon him! (The Magus may "chastise" the Demon, however, with an **Eldritch Attack** (see the section on Arcane spells in **Chapter 6 – Spells** for further details).

Use **Table 5.25 – Lore Research** from **Chivalry & Sorcery: The Rebirth (Vol. I - Core Rules)** in order to determine the outcome of **Demon Lore** investigations, accuracy of data, etc.

Note: See the **Creatures Bestiary** for the kind of information about Demons, which would be dealt with by this skill.

Interpret the Omens [~]

Attributes: Wisdom & Discipline
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This skill is the ability to prophesy, to read omens presaging the future, through charting the stars (**Astrology**), reading signs in the heavens or the entrails of sacrificial animals (**Augury**), throwing the **Runes**, reading the **Tarot**, scrying through a **Crystal Ball** etc. The player specifies **one** such method when his character learns the skill (see **Table 3.1 - Methods of Divination**).

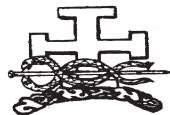
If successful, the Crit Die roll determines how much information the character receives. **Higher** rolls indicate more information and more accuracy. Failure means increasingly misleading information the **lower** one's Crit Die roll happens to be, though it will still be on the subject,

It is entirely up to the Gamemaster to decide how this skill can be used in a campaign. It is potentially very powerful in its effects and must be handled with discretion. He may restrict the use of the skill in any way, especially how frequently it can be used and how effective it is when determining omens on a specific course of action, etc. The Gamemaster himself might **secretly** roll the character's chances of "seeing something". This way he leaves the reading's accuracy in the air and in doubt. Such matters, after all, were never certain!

If this skill is allowed in the campaign, the answers given should be general, the information signifying broad trends in events but not specifics. "The path to the left has a cloud of evil over it!" is specific enough to give a strong warning. **Why** the path has an evil cloud over it is a subject for direct investigation. After all, one is reading omens here! Another approach is to provide the answer in a **Riddle**, which the character then has to solve.

Type	Method
Aeromancy	Interpreting clouds
Cartomancy	Reading Tarot Cards
Critomancy	Interpreting burnt offerings of food
Daphnomancy	Interpreting the crackle of burning laurel branches
Haruspication	Reading the entrails
Hippomancy	Interpreting the behaviour of horses
Hydromancy	Interpreting the flow, colour, swirl, ripples and ebb of water
Radiesthesia	Reading the divination-wheel
Astrology	Interpreting the movement of planets against the constellations of stars
Oneiromancy	Interpreting dreams
Pyromancy	Reading the fires
Rhabdomancy	Reading the yew rods/runes
Scapulomancy	Interpreting the cracking of scapulae (shoulder bones) placed in a fire
Ornithomancy	Interpreting the cry and flight patterns of birds
Sortilege	Casting of lots

TABLE 3.1 – METHODS OF DIVINATION



Extra types of divination can be learned by expending an extra **500 Exp.** per form of Divination. The extra forms of divination are raised in level separately from the initial three at the usual cost. Each area of specialisation will add **+10%** to the TSC% of the divination skill if that specialised form of divination is employed to **Interpret the Omens**.

Faerie Lore

Attributes: Intellect x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill provides a wealth of knowledge on the Faerie races: elves, sprites, pixies, brownies etc. Characters with this knowledge make a skill check when they come across members of a Faerie race to identify them. They may use the skill to find the possible location of such beings, discern signs of their presence, be familiar with their customs and manners, discover their vulnerabilities, recognise their tricks etc.

Use **Table 5.25 – Lore Research** from **Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)** in order to determine the outcome of investigations, accuracy of data, making correct identifications, etc. On a Critical Success the character knows a lesser-known weakness of the creature.

Note: See the **Creatures Bestiary** for the kind of information about the Faerie Races dealt with by this skill.

Laws of Magick

Attributes: Intellect x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill gives a character the knowledge of the many laws, which govern the mechanics of Magick. It should be considered as a pre-requisite for any spell casting activity. A Magus without this skill suffers a penalty of **–15%** to his TSC% in any Method of Magick or spell casting. There are a number of specialisation's that can also be learnt that give a Magus beneficial bonuses and these are shown in **Table 3.2 – Laws of Magick**. Each of these specialities costs **250 Experience Points**. More details on this can be found in section **Applying the Laws of Magick** in **Chapter 5 – Magick**.

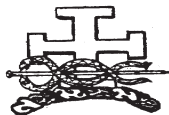
Lore of Correspondences [~]

Attributes: Intellect x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

Since this skill concentrates its field of study on correspondences and affinities, it provides the Magus with more detailed information on the **uses** of the materials rather than the creature that produced them. For example, a successful role will tell the user that Centaur hide is aligned with the element of Earth and, once properly prepared, the hide can acquire certain innate abilities. Of course, the Lore will not tell the Magus how to find the Centaur or how to convince him to part with his hide!

Law	Effect	Law	Effect
Law of Resistance	The character can obtain a +/-10% modifier to his MR by spending 1 FP .	Law of Names	The Mage gains the ability to use a person's name in targeting (see the section on <i>Applying the Laws of Magick</i> in <i>Chapter 5 – Spells</i> for further details).
Law of Personalities	The character gains a bonus of +10% to targeting.	Law of Invocation	The Mage gains the ability to invoke Spirits to assist in spell casting (see the section on <i>Applying the Laws of Magick</i> in <i>Chapter 5 – Spells</i> for further details).
Law of Reciprocity	Reduces FP costs when spell casting by 1 FP (minimum cost remains at 1 FP).	Law of Evocation	This Law allows the Mage to double any other bonuses gained for Summoning spells.
Law of Harmony	Allows Crit Die re-rolls on failed skill rolls.	Law of Words of Power	This allows the Mage to reduce the casting time of spells. For the cost of –5% to Targeting or the cost of 2 FP he can reduce the casting time by 1 AP off the casting time. However, in times of need he could reduce casting time by 2 AP but at a cost of 4 FP and –10% to targeting.
Law of Polarity	Allows the mage the ability to link spells of opposing elements, e.g. water and fire, air and earth.	Law of Energy Control	Knowledge of this Law allows the Mage to reduce the cost of a spell by 1 FP for every full 5 points of cost.
Law of Personal Reality	The character gains a bonus of +10% to his TSC% when using Illusion and Transcendental Methods of Magick.	Law of Enchanted Objects	A Mage familiar with this Law can reduce the cost of enchanting materials by 1 FP .
Law of Paradoxes	The character gains the ability to use area effect spells to affect specific individuals. He is able to use a maximum of 1 x ML spells.	Law of Quantity	The mage can enchant specific materials at half the normal time. A Mage should specify a material for each ML.
Law of Contrariness	If a Mage has knowledge of this Law he is able to cast spells in magick dead areas to a maximum MR of equal to or less than half of the Mages ML (rounded down).	Law of Personal Attunement	This Law allows a Mage to make an item specific to a person, whereby only that named person can activate spell effects within the item.
Law of Spells	With knowledge of this Law the Mage can trade of 1 FP for the ability to increase or reduce by 1 ML the effects of a spell.	Law of Causation	This Law allows a Mage to further study a fully learned spell. For every additional period spent studying a spell (equal to the total time needed to study the spell a Mage can select either –1 AP to casting time, –1 Fatigue loss, a bonus of +10% to targeting or +1 to the Crit Die.
Law of Objects	The Mage understands better the way spirits are involved in Magick and he uses this knowledge to reduce the time required to enchant materials. Subtract 1 day per ML from the time required to enchant materials.	Law of the Focus	This is the ability to trigger spells in a focus at a distance of up to 10 yards per ML .
Law of Association	The Mage understands better the way spirits are involved in Magick and uses this knowledge to reduce the time required to learn spells. Subtract 1 day per ML from the time required to learn a spell.	Law of Discharge & Recharge	This Law is required to create items with automatic recharge ability.
Law of Contact	Spells using touch gain a bonus of +10% to targeting by Mages with knowledge of this Law. They also gain +5% to targeting with items touched.		
Law of Possession	The Mage gains a bonus of +5% to targeting with Command spells.		
Law of Sympathetic Magick	The Mage gains a bonus of +10% to targeting individuals.		

TABLE 3.2 – LAWS OF MAGICK



This useful skill also applies to plants and minerals, with the same limitations. A Magus may know that Brass and Bay are attuned to fire and that Bay also has purifying powers. However, the Lore provides no clue as to how he can create Brass by alloying Copper and Tin or how to grow and harvest a Bay Laurel tree.

Lore of the Dead

Attributes: Intellect x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill gives characters knowledge about the Undead: details on their natures, their vulnerabilities, their possible haunts, and other facts unknown to the average person.

Use **Table 5.25 – Lore Research** from **Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)** in order to determine the outcome of investigations, accuracy of data, making correct identifications, etc.

Note: See the **Creatures Bestiary** for the kind of information about the Undead dealt with by this skill.

Magical Beast Lore

Attributes: Intellect x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill gives information on the various magical beasts, trolls, unicorns, dragons, etc. The character may use this skill to identify magick beasts, discern areas they inhabit, learn commonly known weaknesses.

Use **Table 5.25 – Lore Research** from **Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)** in order to determine the outcome of investigations, accuracy of data, making correct identifications, etc. On a Critical Success the character knows a weakness of the creature which might not be common knowledge.

Note: See the **Creatures Bestiary** for the kind of information about magical beasts dealt with by this skill.

Magical & Enchanted Races Lore

Attributes: Intellect x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill gives information on the various magical and enchanted races: Elves Dwarves, Gnomes, Gnolls, Goblins Orcs, Trolls, Ogres, Giants, etc. Characters with this knowledge may make a skill check when they come across a member of such a race to identify them. They may use their skill to determine the possible location of such beings in an area, discern signs of their presence, be familiar with their customs and manners, discover their vulnerabilities etc.

Use **Table 5.25 – Lore Research** from **Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)** in order to determine the outcome of investigations, accuracy of data, making correct identifications, etc.

Note: See the **Creatures Bestiary** for the kind of information about many of the beings dealt with by this skill.

Spell Enhancement [~]

Attributes: Discipline x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill allows the character to enhance his chance to cast spells successfully through practice and meditation. He may enhance a number of fully learnt spells **equal** to his ML. For each day (assumed to be 8 hours) he spends enhancing his spells, he receives a bonus of **+2%** to his PSF% in casting the spells he is enhancing. He can enhance a spell to a maximum of **+10%**.

The duration of any **Spell Enhancement** is equal to the **total amount of days spent enhancing the spells x the ML of the caster**. After that time is reached the caster loses **-2% per day** until his success chances return to normal.

Spell Research [~]

Attributes: Intellect x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill allows a Magus to learn new spells by researching them in books and scrolls. The character needs access to a library containing works on Sorcery. Not all libraries contain such books. The books must contain treatises on the Method of Magick he is researching. For example, if he is researching an Illusion spell, the library must contain one or more works specifically on Illusions, not just writings on Magick in general or on some other Method(s) of Magick.

If a specialist Magus has access to a library, and if there is a book or scroll on the Method of Magick he is researching, he requires **(13 – ML) x MR days** of the particular spell he is searching for information on in order to try to learn the spell.

If a Hex Master or a Power Word Mage does not have access to a book they may still undertake magical research but it will take much longer. They will need to **(21 – ML) x MR days** researching the particular spell they are searching for.

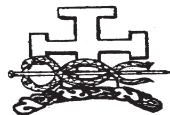
A non-Magus needs a book and 10 days x MR to do his research.

At the end of the time required, he must make a successful **Spell Research** roll and the Crit Die roll must be equal to or higher than the MR of the particular spell that is being researched. A success means he finds enough information to start learning Basic Knowledge in the spell, after which he can start reducing its MR to make it fully his to cast and control.

Druids have an oral tradition and do not use books to record their Lore. However, in addition to learning from a Master (Druids have an **oral** tradition), they can also consult the Sacred Trees, which are effectively Druidic "libraries". Druids may visit a Sacred Tree and use **Read Oghams**, a written form of **Magick Speech** that is only taught to Druids. Research consists of meditating upon the significance, etc., of the Oghams, which may be carved amidst pictograms

For further information on learning spells refer to **Chapter 5 – Magick**.





Researching Original Spells (Optional)

Depending upon the Gamemaster's decision, it may be possible for a Magus to research an entirely new spell, that is, to actually create a spell unknown to Mages in his time.

- 1 The player should discuss his proposal with the Gamemaster to see if the spell is acceptable and reasonable in the fantasy world that the Gamemaster is running. The exact nature and effects of the spell must be clearly established. The rank and Magick Resistance (MR) of the spell are especially important and should reflect its complexity and power. The Gamemaster **must approve** or the research cannot be undertaken. In such matters, the Gamemaster's decision is **final**, for it is his world, which will have to accommodate that new spell.
- 2 The spell must also fit in with the Magus' mode of magick. For example, a Necromancer could not research a new **Plant** spell. Such a Method of Magick is closed to him. The Gamemaster has the **right to deny** any player a spell that he believes is not strictly in keeping with his Mode of Magick.
- 3 A Magus may create a new spell with an MR no higher than his current Magick Level (ML).
- 4 Once the **Spell Research** project has been approved by the Gamemaster, the Magus must spend **10 times** the normal research period to do the preliminary investigation and thinking before he can create a "working formula" for the new spell.
- 5 He make a successful **Spell Research** skill roll and **must roll +3 or higher** on the Crit Die than the Magick Resistance of the spell being researched. Any failure means starting over again from the beginning. Success means that the spell works!

A **success with a Crit Die +3** higher than the MR of the new spell enables a researcher to acquire Basic Knowledge of it. Once he reduces the Magick Resistance of the spell to **MR 0**, he knows it well enough to teach it to others, if he wants to, that is. Usually, Mages are very jealous of their magick and rarely "share".

Usually, no new spell can be above **MR 7**. However, once a character has enough skill to have a TSC% above the maximum skill chance available for **Spell Research**, he gains a bonus to the Crit Die of **+1 per 20%** his TSC% is above the maximum percentage chance. Doing high level research requires a very high level of skill!

As an **optional rule**, the Gamemaster might, in some instances, state that a **failure** is a "**success**". For example, a really bad failure in research with a very low Crit result means the researcher does not realise that he has failed. The Gamemaster could then allow the character to "learn" the new spell. Only the research was faulty, and there will be glitches built into the way the spell works, with various degrees of "backfire" upon the caster upon a failure to cast it. The severity of the consequences will depend on how low the Crit Die result is when he successfully casts the faulty spell!

Word of Guard [~]

Attributes: Intellect & Bardic Voice
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: -PSF% of Caster

This skill gives a character the knowledge on how to counter a spell. The character must have at least Basic Knowledge in the spell being cast to utter the correct **Word of Guard**. When the caster begins to cast the spell, the character may attempt to counter the spell. To do so, he must be within range to **hear** it, he must have **fluency** in the language the caster is speaking, and he must have at least **Basic Knowledge** in the spell he wishes to counter.

If the character does not have time to speak the counterspell, he may expend **1 FP** to attempt **Word of Guard**. This is, after all, a very "hasty" protection intended to deal with just such eventualities.

A successful D100% roll is needed for **Word of Guard** to take effect. However, the **Guarding** character will suffer a penalty of **-PSF%** of the opposing spell caster in the **Mode of Magecraft** he is using to target the spell.

If the character does not speak the language of the caster or has not mastered fluency in the language he may still make the skill roll. For he can still judge enough movements and sounds to have a very good idea of what is coming. To reflect the increased uncertainty, he will speak his **Word of Guard** at **1/2 PSF%**.

If the **Word of Guard** succeeds, the opposing spell caster's roll becomes a **resisted roll** and he must subtract the **PSF%** of the **Guarding** character's **Mode of Magick** from his chances of success. The following results may occur:

- 1 If the **Spellcaster's** roll is a **success** and the **Guarding** character's roll was also a **success**, the spell still goes off.
- 2 If the **Guarding** character rolled a **Critical Success** (Crit Die 10 on a successful **Word of Guard**), the Mage fails to cast the spell unless he also has a Critical Success with a Crit Die 10.
- 3 If both were successful and have Crit Die 10 the spell goes off but is only treated like a normal success.

Finally, even if the spell is successful, the **Guarding** character may still make a resisted roll to avoid the spell's effects. Consider an example of how all this might work:

Example:

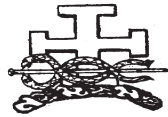
Martin wishes to counter a **Fireball** being cast by Lobbock, a evil sorcerer, against three of Martin's friends. Martin knows the spell and also the language Lobbock is using, so he can fully interfere with Lobbock's casting the spell. Martin expends 1 FP to utter the **Word of Guard** and subtracts Lobbock's PSF% from his TSC% with the **Word of Guard**. He succeeds with his D100 roll.

Now Lobbock's attempt to cast **Fireball** is resisted. He subtracts Martin's PSF% from his own TSC% with the **Fireball**. He fails since Martin's -PSF% modifier reduced his chances of success too much. Thus the **Fireball** fizzles out!

Effectively, Martin magically "short-circuits" Lobbock's efforts before any magical effects could manifest themselves. However, had Lobbock **succeeded**, then we would compare the Crit Die results of the Mages to see whether or not Lobbock could cast the spell.

Note that if Lobbock cast **Fireball** successfully despite Martin's attempt to interfere, his friends would have to make their normal Dodge resisted rolls to avoid at least some of the effects. Similarly, if the spell had been cast at Martin directly, he would still be able to make a normal Dodge resisted roll to avoid some of the effects.

The one Magus who is virtually unstoppable with a **Word of Guard** is the **Thaumaturge**. For the Thaumaturge is able to cast magick by the use of charged powders, smokes, etc. Such spells **do not require words to be spoken** to discharge them. A defending Magus cannot know the spell is being cast. Lacking that knowledge, he does not know what **Word of Guard** to utter to counter the spell!



Methods of Magick [~]

Methods of Magick are the actual building blocks of Magick; they form the areas of spell types. The character's TSC% in the various methods gives the chance to cast the spells of that Method.

Basic Magick - Air

Attributes: Intellect & Agility
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method governs the use of the various component spells that govern the control and use of the element of Air.

Basic Magick - Earth

Attributes: Intellect & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method governs the use of the various component spells that govern the control and use of the element of Earth.

Basic Magick - Fire

Attributes: Intellect & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method governs the use of the various component spells that govern the control and use of the element of Fire.

Basic Magick - Water

Attributes: Intellect & Agility
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method governs the use of the various component spells that govern the control and use of the element of Water.

Arcane Magick

Attributes: Intellect & Constitution
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

Arcane Magick enables the Magus to conjure pure magical energy or "mana" from extra-dimensional sources. **Arcane Magick** is among the hardest of the magical methods to learn and master and is truly deserving of the name, Arcana or "Hidden Lore."

Command

Attributes: Intellect & Bardic Voice
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method involves the casting of spells which influence the will of other living beings by the use of charms or other commands which bend the will of the target to that of the caster.

Divination

Attributes: Intellect & Wisdom
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method gives the user the ability to learn and cast spells that enable the caster to seek knowledge of the future or that knowledge that remains hidden from sight.

Illusion

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This enables the Mage to cast spells which influences the perception of others and create a deception in causing them to believe in something that does not actually physically exist.

Plants

Attributes: Intellect & Discipline
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This is the ability to cast spells that alter the physical, attributes of plants or make use of plants in their casting.

Summoning

Attributes: Intellect & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This is the skill by which mages may bend the will of spiritual beings, in order that they may appear in the presence of the caster and do his bidding. A dangerous art and subject to many pitfalls for the unwary.

Transcendental

Attributes: Intellect & Discipline
Level: DF 5; BCS 20%; 500 Exp; 5 SKP

This method gives the Mage the ability to cast spells that affect the inner being of the target, or allow the caster to enter the Shadow Realms.

Transmutation

Attributes: Intellect & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This method governs the use of the various spells that allow the caster to physically alter the shape and nature of living creatures and inanimate objects.

Wards

Attributes: Intellect & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

Intrinsic to most Magick is the ability to protect oneself from the effects of those spells cast by yourself or those cast by another. The spells governed by this method are effective defences against all forms of magick and many of the spiritual beings from the Shadow Realms.

Modes of Magick [~]

Modes of Magick represent the attunement of a particular Magus to the various **Methods of Magick**. One must learn the **Enchantment Mode** to be considered an Enchanter or learn the **Conjuration Mode** to be called a Conjurer. These modes dictate the Magus' ability to learn and cast the various **Methods of Magick** as governed by the Metaphysical Laws. They also affect a Magus' ability to successfully target a spell.

Conjuration

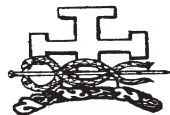
Attributes: Intellect & Constitution
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

Conjuration involves the preparation of "brews" in which the Conjurer prepares and stores spells for later casting. He actually binds minor spirits into potions. When drunk, the spirit is released, conditional upon the spell being cast. The Conjurer is particularly adept at the spells of Transmutation and Illusion, which are very amenable to the kind of casting procedures he employs.

Conjurers receive the modifiers to their Targeting TSC% as shown in **Table 3.3 – Conjuration Modifiers**.

Modifier	Method of Magick
+15%	Transmutation,
+10%	Illusion
+5%	Air, Divination, Plant, Summoning
0	Earth, Fire, Water
-5%	Wards
-10%	Arcane
-15%	Command, Transcendental

TABLE 3.3 – CONJURATION MODIFIERS



The Conjuror has two major Items of Arcana, which he must fashion in order to cast his magick:

The Cauldron: This is the Conjuror's major focus. The cauldron forms the container for the "Brew" through which the Conjuror casts all his spells. It must be constructed by using the 22 correspondences related to his birth sign. Once fully enchanted to MR 0 the metal correspondences must be taken to a metal worker to be smelted together with 50 lbs of copper and beaten into a 10 gallon cauldron (smaller cauldrons can be made for portable use). The Conjuror then enchants the remaining materials to anoint the cauldron. The enchanted gems must then be set into the handles of the cauldron by a Master Jewelsmith. It should be noted that the metals indicated in the list of correspondences cannot be replaced by other materials with the exception of metals such as Dwarfish or Greater Gold.

The Brew: This forms the Conjuror's "Spell Book" and is created initially by using 7 parts of each of the 22 correspondences, all crushed, plus 21 different herbs, 7 flowers, 7 essences and 21 parts of each of 13 different liquids. All these ingredients must be fully enchanted to MR 0. Also, once each year the Conjuror must add 3 parts of each of the 22 correspondences and 13 parts of each of 13 different liquids. These need not be enchanted. If the Conjuror fails to do this, the Brew will dry up and both it and the Cauldron must be replaced afresh.

The Brew is a universal potion that can duplicate any spell effect the Conjuror has learnt. Once per day the Conjuror can draw off a number of doses equal to his ML. The character **must** give each dose a stated (known) spell effect before drawing it from the Cauldron. The Conjuror first states the (known) spell desired and makes skill check against the **Method of Magick** to which the spell belongs. If successful, he draws off one dose of the desired spell. If he **succeeds with Crit Die 10** then he is able to draw off 2 doses of the spell. If the skill roll fails, a foul tasting mixture is drawn, requiring a CON AR for it to be swallowed. If he **fails with a Crit Die 1** then the foul mixture is completely undrinkable.

If the Conjuror passes the potion to another person, a second skill check against the **Method of Magick** is required to find if the potion is compatible with that person. Success indicates the potion works as expected. **Table 3.4 – Conjunction – Crit Die Result** shows the effects if the roll is a failure.

Crit Die	Effect
4-10	Nothing happens, just a foul taste in the mouth.
2-3	The drinker shrinks to 1/20th of normal for 1D10 minutes
1	The drinker is turned into a frog until kissed by a Princess.

TABLE 3.4 – CONJUNCTION – CRIT DIE RESULT

When casting spells directly the Conjuror suffers **double** the normal fatigue costs unless the spell is cast ("written") into his Brew. The conjuror can also cast basic magic combination spells into the Brew with suitable conditional triggers with specific names applied to the combination spells.

The doses drawn off from the Brew must be stored in earthen crock pots (which contain a quarter pint dose) fired for 14 days commencing on the eve of the full moon and ending at the dark of the moon. The lid must be sealed with bee's wax. When the seal is broken the potion must be consumed within **1 minute x the Conjuror's ML**. Otherwise the potion will remain stable for a year and a day once the lid has been sealed. Once drunk the spell must be cast immediately. Spells cast from potions cost **3 FP** to cast.

Note: With basic magic combination spells it is the Fatigue cost for the trigger spell that is lost regardless of the amount.

Divination

Attributes: Intellect & Wisdom

Level: DF 5; BCS 20%; 700 Exp; 7 SKP

Divination is the ability to look into the future and witness events that might come to pass, the ability to locate objects and life forms and the ability to determine qualities from objects such as the owner, etc.

The Diviner excels at Divination, Summoning and Transcendental spells but is considered to be antithetic to Basic Magick - Earth, Illusion and Transmutation spells.

Diviners receive the modifiers to their Targeting TSC% as shown in **Table 3.5 – Diviners Modifiers**.

Modifier	Method of Magick
+15%	Divination, Summoning, Transcendental
+10%	Arcane
+5%	-
0	Water, Command, Plant, Wards
-5%	Air, Fire
-10%	-
-15%	Earth, Illusion, Transmutation

TABLE 3.5 – DIVINERS MODIFIERS

As well as being able to cast a wide range of spells to assist in the divining of objects, persons and other interests, the Diviner can also create his focus, which is a **Divining Rod**.

Divining Rod: To create the Divining Rod, the Diviner enchants the 22 correspondences related to his birth sign. As with a normal focus it can store spells and gives bonuses to the normal spell casting of the Diviner. However, it does have a specific divination effect, in that it has the ability to locate specific objects or life forms. The Diviner can specify one particular object or being for every point of ML that the Divining Rod is set up to locate. The bonus for these specific targets is **+10%** to the TSC% for the related spell. If the focus is made from Hazelwood then the bonus increases to **+15%** to the TSC%.

Example:

A Diviner with ML 4 can specify 4 targets to his Divining Rod focus. If one of these targets was Traps then the Divination spell **Detect Traps** would receive a bonus of 10% to its TSC% (+15% if the Divining Rod was made from Hazelwood).

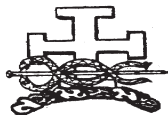
A Diviner must also choose a speciality area of knowledge within the **Divination Method of Magick**. Different forms of Divination can be found under the skill **Interpret the Omens** (qv).

The Diviner also has ability of **Psychometry**. This is the art of divining the history of an item. To use this ability the Diviner makes a skill roll against his **Divination Mode** with the divination results as shown in **Table 3.6 – Divination – Psychometry** if successful. Nothing is detected if the roll fails.

Crit Die	Result
10	The maker of the item, its purpose and the answers to any 3 questions which pertain to the object.
9	Whether the object is cursed.
7-8	Whether there are any spells placed in the object.
4-6	Whether the item is enchanted
1-3	The immediate past of the object is known (1 year per ML)

Note: The Diviner is given the information from all lesser rolls, so that a result of Crit Die 4-5 gives the information gained for a result of 1-3 as well.

TABLE 3.6 – DIVINATION – PSYCHOMETRY



Enchantment

Attributes: Intellect & Bardic Voice
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

The practice of **Enchantment** is normally carried out through the performance of music or verse. Occasionally an Enchanter will have worked as a travelling bard or entertainer, and may use that guise to hide their perceived heretical nature.

Enchanters receive the modifiers to their Targeting TSC% as shown in **Table 3.7 – Enchantment Modifiers**.

Modifier	Method of Magick
+15%	Command, Illusion
+10%	Summoning, Transmutation
+5%	Wards
0	Air
-5%	Fire, Water, Arcane, Transcendental
-10%	Divination, Earth
-15%	Plant

TABLE 3.7 – ENCHANTMENT MODIFIERS

The Enchanter often uses a musical instrument or an amulet as a focus. This will consist of 22 correspondences relating to the Enchanter's birth sign and these materials once enchanted to MR 0 will need to be made into a musical instrument or a piece of jewellery by a competent craftsman.

The Enchanter stores spells either on song sheets, in verse or musical notations. This requires one quantity of paper or vellum (though other writing materials could potentially be used) per MR of the spell. These notes need not be bound into a book though this may prevent pages from getting muddled or lost.

Certain types of instrument and types of verse can be used for different effects in accordance with the Laws of Sympathy, each giving a bonus of **+5%** to Targeting and **Method of Magick**. For instance the harp can be used to represent peace or love and receives a bonus when spells of this nature are cast. A drum may be used to represent war or rhythm etc.

Hex Master or Magus

Attributes: Intellect & Discipline
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

The **Hex Master** or **Magus Mode** covers those Mages often known as a Magus, Sage or Wizard (meaning wise man) when highly experienced and well respected. The Hex Master uses the pure study of magick all areas to learn his arts. A Hex Master has no deficiencies in any area, and conversely has no special strengths.

A Hex Master gains no Targeting modifiers.

A Hex Master has an immense amount of information about magical theory and practice. A roll against his **Mode of Magick** at a penalty of **-10%** to his TSC% (for more for obscure information) can be made to see if the Magus has knowledge of any magick he may encounter. Other lore or knowledge based skill checks involving magick can be made with a bonus of **+10%** to his TSC%.

Hex Master's can use a variety of foci including staves, amulets, wands and many more items are in regular use by magi. The focus is created from 22 different correspondences relevant to the Hex Master's birth sign. Each of these materials must be enchanted to MR 0 and then worked into an item by a competent craftsman.

Necromantic

Attributes: Intellect & Discipline
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

Necromancy covers summoning and communicating with dead spirits. Some practitioners have taken their studies further to cover binding these spirits into a corpse, effectively making animated undead such as skeletons and zombies.

Necromancers receive the modifiers to their Targeting TSC% as shown in **Table 3.8 – Necromantic Modifiers**.

Modifier	Method of Magick
+15%	Divination, Summoning, Command, Wards
+10%	Arcane
+5%	Illusion
0	Transcendental, Transmutation
-5%	-
-10%	-
-15%	Plant, Earth, Air, Water, Fire

TABLE 3.8 – NECROMANTIC MODIFIERS

Necromancers generally use incenses to practice their arts, burnt in an incense burner focus. This burner is produced from 22 correspondences relevant to the Necromancer's birth sign, when enchanted to MR 0 it is mixed with 2 lbs of unenchanted brass. A competent craftsman must then forge it into the burner.

Necromancers often use other tools to aid them with their art. These include a **bone wand** created from 5 correspondences relevant to the Necromancer's birth sign and a limb bone, this is then washed with 4 quantities of blood which has been enchanted to MR 0. This gives a bonus to all necromantic rituals of +30% to TSC%. Black candles are mundane beeswax candles mixed with black dye and one quantity of crushed walnut and wormwood flowers. The flowers must be enchanted to MR 0 and the candle made under a new moon. The candles are used in any animations and **double** the duration of the spell. Five candles are needed and each one can be used six times.

Power Word

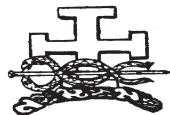
Attributes: Intellect & Bardic Voice
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

The **Power Word Mode** uses words of power to create magical effects. Using this powerful sympathetic magick the Power Word Mage can utilise magical effects faster than any other type of magick, but at a cost. The concentrated energies which the Power Word Mage must harness means that a focus is essential to his art.

Power Word Mages receive the modifiers to their Targeting TSC% as shown in **Table 3.9 – Power Word Modifiers**.

Modifier	Method of Magick
+15%	Command
+10%	Summoning, Wards
+5%	Air, Illusion
0	Fire, Transcendental, Transmutation
-5%	Water, Arcane
-10%	Earth, Divination
-15%	Plant

TABLE 3.9 – POWER WORD MODIFIERS



The Power Word Mage's first task must be to produce an enchanted staff to act as his focus. This staff must be produced from 22 correspondences relating to his birth sign plus 4 lbs of wood. Once the materials for the staff have been enchanted to MR 0 the staff must be assembled by craftsmen competent in their respective fields (i.e. jewelsmith, carpenter etc.).

The Power Word Mage can gain benefits from knowing certain languages due to the powerful sympathetic nature of spoken languages. Using these languages can give certain bonuses. Naturally only one language can be used at a time. Examples of the way such languages can be used are shown below:

Latin	+5% to his TSC% for Arcane
Greek	+5% to his TSC for Divination
Egyptian	+5% to his TSC% for Summoning
Target's Own Language	+5% to his TSC% for Commands

Thaumaturgy

Attributes: Intellect & Wisdom
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

Thaumaturgy is the mastery of illusions and performance, and may at many times include more mundane skills such as **Slight of Hand** to simulate magick. Powders and incenses, both mundane and magical can be of great use to the Thaumaturge.

Thaumaturges receive the modifiers to their Targeting TSC% as shown in **Table 3.10 – Thaumaturgy Modifiers**.

Modifier	Method of Magick
+15%	Illusion
+10%	Command, Transmutation, Wards
+5%	-
0	Air, Fire, Arcane
-5%	Divination, Plant, Summoning, Transcendental
-10%	Water
-15%	Earth

TABLE 3.10 – THAUMATURGY MODIFIERS

The focus for a Thaumaturge is a bag or jar used to store powders, perfumes and incenses. The Thaumaturge's focus is constructed from 22 different correspondences relating to his birth sign. When the material is fully enchanted to MR 0, it needs to be assembled by a competent craftsman.

Powders, incenses and perfumes serve as the Thaumaturges spell book. Each spell in the "book" must be refined into either powder, incense or perfume constructed from a number of materials enchanted to MR 0 and equal to the MR of the spell. Each powder, incense or perfume will contain a hundred "doses" for each Magic Level (ML) of the Thaumaturge.

Elementalist Magus (Optional for Historical Purposes)

Attributes: Intellect & Constitution
Level: DF 7; BCS 7%; 900 Exp; 9 SKP

The Elementalist Mage is a Mage who through one reason or another feels a great affinity to the Elements. At the point where they first begin to learn their craft, they must make a decision as to which of the four elements they will specialise in. This choice determines the form of their focus, their relationship to the various **Methods of Magick** and the manner in which they can deal with the various Elemental Spirits.

As part of their apprenticeship they are expected to have some knowledge of the other elements. It is also a physically demanding path of magick requiring great demands of the body. Indeed it is reckoned by some to be the hardest of the **Modes of Magick** as it involves the closest relationship with the core elements.

Elementalist - Air

The Air Elementalist deals primarily with the element of Air. By the manipulation of air he can create many effects, ranging from simple gusts of wind to great tornadoes and even lightning.

Air Elementalists receive the modifiers to their Targeting TSC% as shown in **Table 3.11 – Elementalist Modifiers – Air**.

Modifier	Method of Magick
+15%	Air, Wards
+10%	Fire, Water
+5%	Command, Divination
0	Earth, Summoning
-5%	Arcane
-10%	Transcendental
-15%	Illusion, Plant, Transmutation

TABLE 3.11 – ELEMENTALIST MODIFIERS – AIR

The main forms of focus used by an Air Elementalist are a Bullroarer, whistles and fans. He will also record known spells in a spell book, often in the form of patterns of pinpricks in a sheet of parchment. When held up, the sound of the wind flowing through these holes creates the sound of the spell form.

Bullroarers are fashioned from oblong pieces of wood or bone attached to a cord. When swung around the head they cause a susurration, a whirling noise, which gives a bonus of **+5%** to Targeting with air spells. When dealing with Air Spirits it gives a bonus of **+10 Status Points** when trying to influence them, as it lulls them into a relaxed state. Although the main component is a piece of wood (or bone) with holes to form the sound, it can be embellished with precious metals and stones and should be anointed with at least 3 different liquids or essences. The cord may be fashioned from many different materials, including fine chains of metal.

Whistles are fashioned normally from metal but incorporate other materials, as decoration or anointment. Whistles give the Elementalist a bonus of **+10%** to his TSC% when summoning Air Spirits.

Fans are normally made from cloth, paper or leather. The handles are manufactured from the other correspondences and can be extremely ornate. When fans are used they give a bonus of **+5%** to the TSC% to any Air spells, but also give a bonus of **+5%** to the TSC% to Ward spells versus Fire spells.

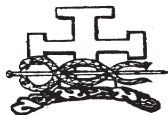
Elementalist - Earth

The Earth Elementalist deals primarily with the element of Earth. With his knowledge he can command the most devastating of the elements, ranging from simple showers of sand to great earthquakes.

Earth Elementalists receive the modifiers to their Targeting TSC% as shown in **Table 3.12 – Elementalist Modifiers – Earth**.

Modifier	Method of Magick
+15%	Earth, Wards
+10%	Fire, Water
+5%	Command
0	Air, Summoning
-5%	Arcane, Divination, Plant
-10%	Transcendental
-15%	Illusion, Transmutation

TABLE 3.12 – ELEMENTALIST MODIFIERS – EARTH



The main forms of focus used by an Earth Elementalist are those based on rock itself.

A favoured focus is an enchanted Stone. The heart of the stone is a piece of ore relating to the metal which corresponds to the Elementalist's birth sign. This ore, along with all the materials, must be fully enchanted. Into this piece of ore are embedded the remaining gems, metals and bones of the correspondences and base materials. The stone is then wrapped in the skins of the correspondences and then anointed by the liquids and essences of the correspondences along with other liquids according to the level of the focus. The wrapped stone is then burnt in the heart of a fire created from the correspondent woods, commencing on a full moon at its height. The fire must be watched until all the wood has been consumed and only then can the Focus Stone receive its enchantments on the next full moon.

The Focus Stone gives a bonus of **+15%** to Targeting with Earth spells and **+5%** to Targeting with Fire spells. It also permits the maker to detect precious gems and metals in a radius of **1 foot x ML** for gems and **3 feet x ML** for metals. The type of gems or metals found is at the Gamemaster's discretion.

Elementalist - Fire

The Fire Elementalist deals primarily with the element of Fire. With his knowledge he can command the simplest candle flame up to a veritable holocaust that can burn down forests. He also has access to the deadliest of fires, those created by Magick, Salamander and Dragon Fire.

Fire Elementalists receive the modifiers to their Targeting TSC% as shown in **Table 3.13 – Elementalist Modifiers – Fire**.

Modifier	Method of Magick
+15%	Fire, Wards
+10%	Air, Earth
+5%	Command, Divination
0	Water, Summoning
-5%	Arcane
-10%	Transcendental
-15%	Illusion, Plant, Transmutation

TABLE 3.13 – ELEMENTALIST MODIFIERS - FIRE

A Fire Elementalist will choose foci that relate to his element. Suitable items are lamps that may hold a flame, or items that have been forged in the hottest of fires.

Those that contain a flame give a bonus of **+10%** to Targeting with Fire spells and a **+5 MR** when resisting Water spells. Other than oil lamps, a mage could have a portable brazier, a candle in a lantern etc.

Those that have been forged give a **+5%** to Targeting with Fire spells but can also store an extra **1 spell MR x ML** and has an improved recharge rate of **1 x ML per week**. Examples of this could be a rod of metal forged in a fire, a forged amulet or even a carbonised wand sheathed in a case of metal, etc.

Elementalist - Water

The Water Elementalist deals primarily with the element of Water. With his knowledge he can call upon the power of the sea, he can call upon missiles of ice or call upon rivers to flood whole towns.

Water Elementalists receive the modifiers to their Targeting TSC% as shown in **Table 3.14 – Elementalist Modifiers – Water**.

Modifier	Method of Magick
+15%	Water, Wards
+10%	Air, Earth
+5%	Divination
0	Fire, Command, Summoning
-5%	Illusions, Plant
-10%	-
-15%	Arcane, Transcendental, Transmutation

TABLE 3.14 – ELEMENTALIST MODIFIERS - WATER

The foci chosen by a Water Elementalist will always be something that is related to water. It may be objects containing water (favourites) or adorned aquatic artefacts such as conch shells etc.

Those containers holding some water give a bonus of **+10%** to Targeting, **+15%** to TSC% to any Divination that relates to water and **+10%** to TSC% to Divination relating to liquids. These bonuses remain while the water remains contained. Others such as the conch shell must be enchanted and adorned and anointed with the other materials. These items give a bonus of between **+5%** to **+15%** to Targeting depending on the rarity of the base item. This is left to the Gamemaster's discretion.

Mage-Priest Modes

Druidic

Attributes: Various - see below
Level: DF 7; BCS 7%; 900 Exp; 9 SKP

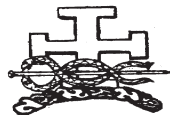
Druids are not just the priests of the Celtic World. They also provide judges, physicians, teachers and poets in the "secular" world. The Lore they maintain is purely oral, none of it ever written down by the Druids, though they have access to a form of writing, called Oghams, that is usually used in funeral inscriptions and in stones that record important events and places and in the creation of magical devices.

Druids receive the modifiers to their Targeting TSC% as shown in **Table 3.15 – Druidic Modifiers**.

Modifier	Method of Magick
+15%	Divination
+10%	Transcendental
+5%	Summoning, Transmutation
0	Arcane, Command, Illusion
-5%	Earth, Water, Plant
-10%	Air, Fire
-15%	-

TABLE 3.15 – DRUIDIC MODIFIERS





All Druids, regardless of rank, gain **+10%** to any ritual that takes place in a Sacred Place or **+15%** if that place contains a living Oak, Yew or Rowan tree. Mistletoe was historically only present in Gaul (modern France) and if the game is set there then the Gamemaster can opt to allow Mistletoe on an Oak tree to grant a further **+5%** bonus.

The Druid's focus will be a staff or a torc. A torc is a kind of neck or arm ring made of twisted metal, usually gold or silver and the 22 correspondences relating to the Druid's birth sign. Like Power Word Mages, the Druid's magic involves the spoken word, usually in the form of a poem.

A second focus is his sickle and mortar and pestle that are used to cut and prepare the relevant herbs. The sickle and mortar and pestle must contain 11 different correspondences pertinent to the Druid's birth sign, again these must be incorporated into a mortar and pestle and a sickle.

Note: There are 3 items (mortar, pestle and sickle) with 11 different materials each.

Herbs prepared with the foci attain magical properties and are used to store the Druid's spells. The ingredients and preparation of these materials are simple enough that the Druid can remember the process without writing it down, but the recipe can be engraved in an ogham for other to learn.

Each harvesting is a ritual that takes around an hour (costing **1 FP** and needing a **Druidic Mode** skill check); the ritual yields the Crit Die in quantities of useable herb. Each spell takes a number of quantities equal to the spells MR.

Herbs collected on the equinoxes are especially potent giving a bonus of **+10%** to the TSC% for each spell used by the Druid.

The Druids first learn their lore in colleges. Depending on your game-world these may be monastic settlements secluded from normal Celtic life, or a group of students who study with a teacher attached to the court of a king. The term "king" ("Ri" or "Righ" in Gaelic, "Brenin" in Welsh) usually denotes any noble, rather than one we would think of as a king. The colleges also teach the children of important families, and later those from their elders in the groves and shrines where they maintain their deities. Druids do not have temples as such, but they maintain sacred places, such as the well-known groves with an oak or ash tree, pools or even standing stones from more primitive, pre-Celtic races.

These sacred places are usually dedicated to purely local deities, but these are not minor, they are extremely powerful in their own domains, and attract supplicants from great distances, particularly those with oracular or healing powers. The Celtic worldview is that all things are connected, people, gods, animals, plants and places, that the **land** itself is sacred.

Another principle in the Celtic religion is sacrifice. At certain times of the year or at certain occasions supplicants would make sacrifices or dedications. These would be animals or goods, such as items of silver or gold. The point was that the sacrifice would have to **mean** something, else there was no point. Therefore there was no throwing out your second best sword to gain favour, only your best or a specially made item would do. Sometimes the things were not sacrificed, but merely dedicated to the deity, such as naming your child after a deity. However if times were hard the sacrifices often became greater and more desperate.

Druids fulfilled many roles, not just priests, but also judges, teachers, doctors and poets. You do not **have** to be a Druid to occupy any of these roles, but the Druids did provide the training. Most of the nobles would have had Druid tutors. It was also the Druid's responsibility to bless children upon entering the world.

The attributes of the Druid vary, depending on the path that they follow. The Druidic candidate will know the path soon after joining the college. The term Druid simply refers to a priest without a secular avocation:

Druid and Judge (Brithem)	Wisdom & Piety
Teacher (Fear-teagaisg) and Physician (Lighiche)	Intellect & Piety
Poet (Bard)	Bardic Voice & Piety

Note: The terms given for teacher and physician are modern Gaelic.

There are female priests, but they are **not** called Druidesses, but Priestesses (Ban-Sagart). They follow the priestly path or that of the physician or poet. The Celtic Poet does more than recite poetry, they sing, play instruments, notably the harp, recite the genealogies and history of the nobles whose court they are at, as well as stories and legends.

Shamanic

Attributes: **Constitution & Piety**
Level: **DF 6; BCS 10%; 800 Exp; 8 SKP**

Shamanism is a priestly mode of magick, linked to the spirits, whereby they gain instruction.

Shamans receive the modifiers to their Targeting TSC% as shown in **Table 3.16 – Shamanic Modifiers**.

Modifier	Method of Magick
+15%	Transcendental
+10%	Divination, Plant, Summoning, Transmutation
+5%	Arcane
0	Command, Wards
-5%	Illusion
-10%	Air
-15%	Earth, Fire, Water

TABLE 3.16 – SHAMANIC MODIFIERS

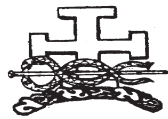
The focus of a Shaman is his medicine or questing pouch. This pouch is created from the correspondent skins of the Shaman's birth signs. When a shaman undergoes his journey of knowledge he will be shown the items for his first focus. As he gathers them he must first create the pouch which will contain the other material components. When all of the items have been collected and enchanted down to MR 0, they are placed into the pouch and the pouch is sealed, bound tight with thread woven from the Shaman's own hair.

When the time comes for a Shaman to create a stronger focus, he must repeat his quest, once more collecting the items for a pouch. However, unlike other Mage foci, in the Shaman's case, his earlier medicine pouch is incorporated into the more powerful one. So a Greater Focus will always contain a Simple or Lesser focus, while a Lesser Focus will always contain a Simple Focus.

The Shaman also receives a bonus to this Targeting TSC% and a bonus to his **Faith** skill TSC% as shown in **Table 3.17 – Shaman – Bonuses**.

Focus	Bonus to Targeting TSC%	Bonus to Faith TSC%
Simple Focus	+3	+5%
Lesser Focus	+7	+10%
Greater Focus		
Including Simple Focus	+10	+15%
Including Lesser Focus	+15	+20%

TABLE 3.17 – SHAMAN - BONUSES



Witchcraft

Attributes: Intellect & Piety
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

Witchcraft, like Druidism is a priestly mode of magick closely linked to nature. Contrary to popular belief very few witches can be considered evil.

Witches receive the modifiers to their Targeting TSC% as shown in **Table 3.18 – Witchcraft Modifiers**.

Modifier	Method of Magick
+15%	Transmutation
+10%	Wards, Summoning, Command
+5%	-
2	Transcendental, Illusion
-5%	-
-10%	Arcane, Fire
-15%	Water, Earth, Air

TABLE 3.18 – WITCHCRAFT MODIFIERS

As a Priest-Mage a Witch can learn the Acts of Faith as shown in **Table 2.23 – Priestly Mages & Priest - Available Acts of Faith**.

A witch's magick is performed through many different potions. These potions must be boiled in a pot that acts as the Witch's focus. This pot is made from 5 lbs of unenchanted copper and 22 different correspondences relating to the Witch's birth sign, all of which must be enchanted to MR 0, and crafted by competent craftsmen.

The potions can be stored in pottery jars for **1 year per ML** of the witch. However, if the ingredients are first enchanted to MR 0 then the potion will last indefinitely until drunk. Each potion is made from 1 quantity of liquid and one quantity of herbs for each MR of the spell. The recipe for each potion must be written down, though this can be recorded in a mundane way.

Witches with **Basic Magick - Water** and **Divination** method can create divining waters. This consists of 8 quantities of pure water that must be enchanted to MR 0 and boiled in the witch's pot and left to cool. If a drop of blood from a specific person is dropped into the cooled water at night the witch (and only the witch) can see where the person is and what they are doing. This effect lasts until the sun rises, then the water must be discarded.

MATERIA THEOLOGICA

Theology of ("Religion")

Attributes: Intellect & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill involves the study of the scriptures, history and general rites within a religion. It gives in depth knowledge of a particular religion, knowledge of the organisation of the religion, its various levels of priesthood. It provides knowledge of the various writings which pertain to that religion, detailed knowledge of the daily rituals, clothing to wear, items to use, when and how feast days should be celebrated and other related topics.

This skill should be learnt for each religion a character wishes to understand in depth. **Theology** is used whenever a character wishes to debate religion. A successful **Theology** skill roll gives a bonus of **+10%** to the TSC% (**+20%** on Crit 10) to any Charismatic skill check involving religious matters. **Theology** is also used whenever performing any religious rites and ceremonies and performing Acts of Faith.

A character choosing a priestly vocation also has the option to further specialise by initially spending an additional **500 Exp.** on any one of the following and then an extra **100 Exp.** per level in **Theology** skill gained thereafter:

Liturgy: Specialised knowledge of the rites required for communal worship. The character gains a bonus of **+1% per level** in **Theology** to belief rolls of Believers participating in such rites presided over by the character. He also gains **+1** to the Crit Die.

Scripture: Specialised knowledge of the writings of the religion. The character gains **+1** to the Crit Die when quoting scripture in debate.

Canon: Specialised knowledge of the code of laws of a particular religion. If an individual is tried under religious law, a character can substitute **Theology** for **Law** when he is acting as prosecutor or defender and gains a bonus of **+2% per level** to his TSC% when making his case.

Faith

Attributes: Piety x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This enables a believer to call upon the Deity for assistance, but some aspects of Faith are available **only** to priests and lay clerics:

A priest must have PTY 10+ to invoke the benefit of many Acts of Faith **for himself**. Others may receive those same benefits from a Priest with Piety of less than 10 because they are "gifts" bestowed by the Deity upon those who are believers in the religion. **By virtue of his holy office**, even a low priest with low Piety can be used as an instrument of the divine to the benefit of believers.

Other clergy, such as members of Monastic Orders or Fighting Orders, have no minimum Piety requirement, as a person can enter Orders to atone for great sins. They can invoke Acts of Faith marked **(++)** and also Acts of Faith open to the laity.

Lay people (everyone who is not clergy) may invoke any of the unmarked Acts of Faith once they have acquired them.

Non-believers receive benefits from some Acts of Faith invoked on their behalf and may be affected by Acts of Faith invoked against them in certain circumstances.

Law

Attributes: Intellect & Discipline
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Law is the knowledge of the body of law for a particular area or tribe. This will allow the character to find out a legal point or piece of information only in that area. Outside that area the character would either not know the law or, if the legal system shares the same roots as the one the character has learned, then he will have a large negative modifier to his TSC%. The skill

This skill is **not** the one used in prosecuting or defending a case, since that requires either **Debating** or **Oratory**, depending on the nature of the legal system of the area. For example a Viking trial at the Thing (local parliament and meeting) is conducted using **Oratory**. A trial under English or Roman law requires **Debate**, that is, debate using logic. However, successful use of **Law** will aid your chance to present your case.

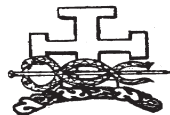
A successful **Law** skill roll adds the character's **Law** PSF% to his **Debate** TSC% or 1/2 PSF% to his Oratory TSC% depending on which skill is in use. If a Critical Success, these bonuses are **doubled**. If the roll is a Critical Failure then the character **subtracts** the "bonuses" instead.

Debate

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Debate - PSF% of Debater

Debate is the art of prosecuting an opinion by marshalling a chain of logical arguments to support your point. Whereas **Oratory** is an appeal to emotions, **Debate** is an appeal to reason and an attempt to genuinely change the minds of the listeners. It cannot sway crowds as much as oratory, but its effects last longer. The radius of effect is **20 feet x PSF%/10** and the number of people influenced is **20 x PSF%**

If the character possesses **Bargaining, Diplomacy & Politics** or **Leadership**, a successful **Debate** skill roll gives a bonus of **+1% x Crit Die** to these skills. If the roll is a Critical Success the bonus increases to **20 + 1% x Crit Die**. If a Critical Failure subtract a penalty of **-10 + 1% x Crit Die**.



THE METAPHYSICAL CURRENT

Designers Note:

The commentary and rules within this chapter do not necessarily reflect what the medieval mind actually thought. They are simply guidelines to explain how Magick is actually powered.

When casting Magick, the Magus needs to understand from where he draws the power to create magical effects. This power is known by many names such as Mana, Dragon Lines, Ley Lines and many others. As a common point of reference we are calling this power the "Metaphysical Current".

The Metaphysical Current pervades all of existence and all forms of life. It crosses the earth in lines and intersects at points. The current has both a positive and negative nature, also considered to be lawful and chaotic but **never evil**. The current can be used both for Good and Evil but it is in the hands of the wielder that this aspect is manifested.

When a Magus casts a spell he must form a bond with the Current from which the power is drawn for his spell casting. This bond is stressful to the Magus and results in a loss of Fatigue. The amount of power required to power the spells is reflected in the amount of fatigue lost, which directly correlates with the level of stress placed on the Magus.

It should be noted that the current can provide an almost limitless amount of energy and as such dictates that magick should be handled very carefully. If a Mage should lose control of his spell casting (i.e. if the spell casting fails and results in a misfire) then it may transpire that the bond remains open and the Magus is flooded with power from the current. This can result in such stress that the Magus may suffer a major heart attack. Likewise it is through the current that Priests connect with their deities and it provides the link by which they may be invoked.

Mages invariably draw upon the negative and chaotic aspect of the current, while priests draw upon the positive and lawful aspect.

As the current flows everywhere, it also forms conjunctions, where the lines of current cross, and may form pools within living creatures. Hence, it is possible for a Magus to draw upon the energy that lies within another. This form of magick is known as channelling, where a Magus draws upon another's fatigue to assist in casting a great spell.

Conjunctions of the lines of current result in areas known as "High Mana" areas. The current is so strong in these locations that both Magick and Acts of Faith are easier to employ and therefore both the Magus and the Priest may receive additional bonuses. The more conjunctions at any point means the greater the power, the greater the bonus. For example, a north-south line crossing with an east-west line would form a two-line conjunction giving a small bonus, however, locations such as Avebury or Stonehenge would give a considerable bonus.

This explains why the ancients built megalithic structures at such locations and one reason why the Church has also continued to utilise such sites.

The power of the current also waxes and wanes dependent on the time of day and night. This cannot be measured simply by the hour of the day but varies from season to season.

At noon when the sun is at its highest, the positive aspect is also at its strongest while the negative aspect is at its weakest. Likewise, at Midnight (the Witching Hour) the negative aspect is at its strongest and the positive is at its weakest. This can also vary due to the phases of the moon and events such as the winter and summer solstice.

Of course as is probably apparent the ability of a Diviner is always in demand to locate the lines of the current.

METAPHYSICAL MODIFIERS (OPTIONAL)

As a result of conjunctions of these power lines or fluctuation of power, if a Magus or Priest should be standing directly over a line of current or at a conjunction, the certain modifiers will apply.

Magus Bonus

Time of Day	Bonus Gained
Dawn	+0% Bonus
Noon	-5% to TSC% per line
Dusk	+0% Bonus
Midnight	+5% to TSC% per line

TABLE 4.1 – METAPHYSICAL MODIFIERS - MAGUS

At the Full or New Moon add a further bonus of **+10%** to TSC%. In addition if the Enchantment spell is cast at Midnight at either the Full or New Moon reduce the total period for enchantment by **1 day per ML**.

Priest Bonus

Time of Day	Bonus Gained
Dawn	+0% Bonus
Noon	+5% to Faith TSC% per line
Dusk	+0% Bonus
Midnight	-5% to Faith TSC% per line

TABLE 4.2 – METAPHYSICAL MODIFIERS - PRIEST

At the Winter or Summer Solstice at the Dawning of the Sun, a Priest can also enjoy a bonus of **+5%** to his TSC% for every line that crosses at the site. If the priest is also a nature priest such as a Druid, then they also enjoy an additional **+10%** bonus with either Magick or Faith.

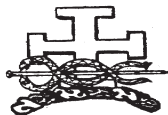
Another aspect of conjunctions is that some of the ancients built roads that mirror the paths of the current. Where these roads crossed and formed crossroads, it was said to be ideal places for burying those possessed. For it is said that at crossroads evil can best be bound in chains.

BINDING (OPTIONAL)

Another aspect of conjunctions is that some of the ancients built roads that mirror the paths of the current. Where these roads crossed and formed crossroads, it was said to be ideal places for burying those possessed. For it is said that at crossroads evil can best be bound in chains.

If a spirit (or Vampire) is bound at a crossroads linked to the current apply the following bonuses:

- +10% to TSC% with binding spells
- 10% to the MR of enchanted creatures
- 15% to the Willpower TSC% of bound spirits



SHADOWPLAY AND THE SHADOW WORLD

One of the other aspects of the Metaphysical Current is that it acts to bind the physical and material world with that of the spirit world or Shadow World.

Interacting with the Shadow World is known as the art of Shadowplay, a dangerous game that is most commonly carried out by practitioners of the Arcane and Summoning methods of Magick.

The Shadow World

The Shadow World is that realm where the many shades and spirits that enter the physical realm from time to time reside. This includes those creatures known as the undead and other incorporeal beings and those creatures known as Demons.

The commonest time to encounter denizens from the Shadow World is at night. When the negative aspect of the current is at its height. At this time the barriers between the physical and shadow worlds are at their weakest and creatures may pass over. However, creatures from the Shadow World are only permitted to exist in the physical world for a short time before they are drawn back to their own realm.

Exceptions to this are creatures or spirits who have been summoned by a Magus. In this instance the Magus creates a bridge by which they may pass over into the physical world. Other exceptions include such creatures as vampires which exist in the physical but their ties to the Shadow World restrict their activity to the night (although the more powerful can operate during daylight hours with some difficulty).

Travel within the Shadow World is distorted compared to the physical world. Within its domains time can pass more slowly or more swiftly. It forms the domain where Dryads lure humans to dwell. The Shadow World has no constant, within its boundaries may be realms of great beauty such as the Seelie Court or the abodes of Dryads, or realms of darkness exemplified by the Unseelie Court.

Shadow Play

Shadow Play is the name given to the art of interacting with denizens of the Shadow World, whether they are Spirits or more powerful entities such as the Fey. The art of the Shadow Play is recognised as one of the more dangerous undertakings that a Mage, or a Priest for that matter, may carry out.

It covers many different situations but all involve the Mage having face to face contact with someone or something from the Shadows.

The most common form of Shadow Play is the simple Summoning of Spirits, where they are safely contained within Circles of Binding. Other forms of Shadow Play involve the Mage actually using Arcane Magick to cross the boundary between the physical world and the Shadow World. Here the Mage may interact more directly with creatures but his defences are open to other powers that may wish him harmed.

Travel within the Shadow World also carries many dangers but great advantages. As time exists differently it is possible for a Mage to travel between different gates on his own world via the Shadow World. A journey that would normal take him weeks on his own world, may take days, although the time in the Shadow World may differ greatly from hours to years.

The second most common form of Shadow Play and potentially the most dangerous is that of Binding. Here a Mage must first become acquainted very closely with an inhabitant of the Shadow World. He must be prepared to make some sacrifices along the way, as this is very dangerous.

To accomplish this the Mage must simply summon a Spirit as described in **Summoning in Chapter 6 – Spells**. The item, which will form the prison, must be placed in the Circle of Binding. The Spirit will be summoned into that item and will remain trapped, accepting the bidding of its Summoner for a period of **Summoning Mages ML x 5 minutes** to a maximum of 1 hour. Obviously upon his release the Spirit may not be too amused, hence the danger.

The Spirit may be appeased by some of reward, if none is forthcoming then the Spirit may “take” something in return.

If the Mage wishes a more permanent animation then he will need to enchant a number of materials to bind a Spirit into the item. The number of materials that need to be incorporated is shown in **Table 4.3 – Spirit Binding – Materials Required**.

Spirit Type	Materials to Bind
Imp	3
Lesser Spirits	7
Lesser Demons/Totems	13
Greater Demons / Totems	21

TABLE 4.3 – SPIRIT BINDING – MATERIALS REQUIRED

The receptacle for the Spirit should be constructed as Greater Devices of Power with the indicated number of materials being added. These materials should relate to the Spirit in some way.

Before the Spirit can be bound it must be summoned by the Mage on a number of occasions equal to the number of materials being used to bind the spirit. Once this has been done the Mage can then cast a further summoning as detailed earlier. The Spirit can make a **Willpower** roll to resist, but his TSC% will be halved. If the Mage has discovered the True Name of the Spirit then the Spirit suffers a further negative modifier of **-15%**.

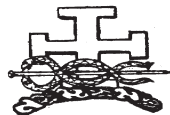
A bound Spirit can offer the following benefits to a device.

- 1 It can permanently power a number of spells up to a total MR of the number of materials used to bind it. For instance, an Imp can permanently power 3 MR of spells in a device.
- 2 If the spell cannot be constant such as the Basic Magick Fire Elemental spell **Fireball**, it can reduce the Fatigue cost of casting it by 50%.
- 3 It can answer one question a week on the Spirit World. A Spirit may not tell the truth. To lie a Spirit must make a **Willpower** check with the number of binding materials acting as a bonus. For example, a Lesser Demon would get a +13% bonus to his **Willpower** TSC%.

Each month the Spirit will receive an opportunity to break free of its bonds. This chance is equal to **half** of its **Willpower** TSC% less a percentage equal to the number of binding materials. For example a Greater Demon receives a negative modifier of -21% to his TSC%.

Should the Spirit break free it may well attack the Mage, which originally cast the binding. To prevent this a Mage often performs some sacrifice to the Spirit within the Device. This may take many forms, which the Spirit may absorb, into the device. An example of this may be the mage sacrificing some Fatigue on a weekly basis.





MAGICK

WHAT IS A MAGICK USER?

If Magick is an interesting and spectacular thing, it is never “easy” to perform, as any serious student of the subject appreciates. The Magick User might be compared to a combination philosopher-sage-research scientist, particularly if they are mages of the Arcane and Mystical Schools. The Magus acquires Power by mastering Arcane Lore as any scholar would become proficient through by study, research, and experimentation.

In **Chivalry & Sorcery** role-playing, Magick Users obtain experience chiefly through the actual practice of Magick. Magick is not a crowbar to lever the opposition out of the way. It is a pursuit for its own sake, often conducted away from the rude disturbances of the world in a secure, peaceful sanctum in which a magus will not be disturbed by mundane and unimportant matters. It is also an activity pursued for its own sake, not simply for what the Magus can “do” with it.

Magick is an art insofar as the effects of Magick are not totally predictable and depend upon the Will of the Magick User and also upon many “uncanny” forces which often have a Will of their own. In essence, many (but not all) forms of Magick involve the direct and successful imposition of the Will of the Magick User on the world. Success is manifested in the creation of the desired effect.

From this perspective, Magick cannot really be taught anymore than the blind can be taught to see or the deaf to hear. Ability to practice Magick includes an inborn capacity to enter into some kind of intimate working relationship with the “uncanny” forces that are Magical Power. The Magick User must be born with a raw Talent for the Art, that is a natural affinity to the Arcane. His Apprenticeship only serves to refine and direct that inborn Talent and affinity into productive paths.

Magick is a science because it is a body of coherent knowledge that can be learned and applied. Such knowledge can be of great assistance to any person who possesses the Talent to use it. In his study of the Science of Magick, a Magick User learns Arcane Lore. This enables him to choose the most successful paths to the practice of the Art. As the Sage observes:

“One must strike when the iron is hot, but wise be he who useth the right hammer. In the practice of Magick only long and painstaking devotion to study will temper him as fire and water temper a great sword.”

It should be noted that, while the Universe can always exert an effective control over all of the relationships existing between all of its infinite number of states and sub-patterns, largely because of the over-abundance of energy pervading it. Man is hardly able to control the sub-pattern of his own body, let alone any other patterns of the Universe around him.

“The practice of Magick always meets with a curious, some mages would even say a perverse, resistance. Even though a Magician may share consciously in the pattern of a particular object, person, place, or even a spell, and though he has engaged in long study of the High Arcane, it still remains that any object resists his every attempt at manipulation by Magick Arts.”

— Anacronus the Sage, *Via Magica Miribilis*, Bk.II

It is now perhaps clear to all that Magick is relative to the talent and knowledge of the Magick User as he employs them according to certain great Laws and Principles.

PRACTISING MAGICK

To practise Magick, a Magus must select a particular **Mode of Magick** as detailed in *Chapter 3 – Skills*. This determines his chosen vocation amongst the workers of magick. The **Method of Magick** the Magus learns determines his ability to work the spells of that chosen method. If he wishes to work charms he must have knowledge of the **Command Method of Magick**.

The immediate indicator of how powerful a Magus is his **Personal Magick Factor (PMF)**. His PMF shows at any given point in his development as a Magus, how strong he is compared to others in the manipulation of Magick. To calculate the **Personal Magick Factor (PMF)** of a Magus, add together the following:

- 1 The Mage's PSF% in his selected **Mode of Magick**, plus
- 2 His Aspect Bonus. This is **+10** for Well and Poor Aspected Mages and **+10** for Neutral Aspected Priest-Mages.

The PMF determines the Mage's **Magick Level (ML)**. This affects his ability to enchant materials and learn and cast spells. *Table 5.1 – Magick Levels* shows the Magick Level (ML) gained for the various levels of PMF.

PMF	ML	PMF	ML	PMF	ML
21 or less	1	50-56	6	85-91	11
22-28	2	57-63	7	92-98	12
29-35	3	64-70	8	99-105	13
36-42	4	71-77	9	106-112	14
43-49	5	78-84	10	113-119	15

Note: For every additional +7 added to PMF above 119, increase the mage's ML by +1.

TABLE 5.1 – MAGICK LEVELS

Example:

A Well Aspected Magus with a PSF 78% in his **Mode of Magick** will have a PMF of $78 + 10 = 88$. This equates to a ML of 11. If the Magus gained a further 11 levels in his Mode his PSF% would increase to 111 which along with his Aspect bonus equates to a PMF of 121, giving him an ML of 16. When his PMF reaches 128 his ML increases to 17.

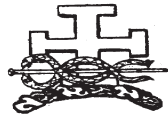
APPLYING THE LAWS OF MAGICK

Law of Resistance

Advanced knowledge of the Law of Resistance gives an improved understanding of the way magick is resisted by the innate spiritual forces of the universe. This enables the user to improve their own magical resistance or to penetrate their target's **Magical Resistance (MR)** by **+/-10%**. This costs **1 FP** per spell or magical effect.

Law of Personalities

This law gives instinctive understanding of the personalities in all things, both living and inanimate. Providing the Mage has the opportunity to “commune” with the target (that is have a conversation with a person, talk to rocks or plants etc.), the Mage gains a bonus of **+10%** to his Targeting TSC% when targeting that object or person in the future. The communion needs to last for at least **10** minutes.



Law of Reciprocity

This enables the magus to reduce the Fatigue cost of casting spells he has fully learnt by **-1 FP**, effectively getting a better deal from the magical spirits. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of Harmony

This enables the Magus to re-roll the Crit Die when suffering a Critical Failure when casting a spell. If the Crit Die is a 7 or greater the roll is considered a normal failure.

Law of Polarity

The advanced knowledge of the Law of Polarity allows the magus to exploit those things that are in opposition to enhance their magick. This allows an opposite to be used as a sympathetic object giving **double** the bonus normally given for the Laws of Sympathetic Magick. For example having water could be used in sympathy to create fire.

Law of Personal Reality

An extensive understanding of the Law of Personal Reality is of particular importance to both illusionary and transcendental magicks. This in depth understanding of the mage's own personal reality and how it interacts with the personal reality of others gives a bonus of **+10%** to his TSC% in Illusion and Transcendental magicks.

Law of Paradoxes

Using very complex sub-Laws of Personal Reality it is possible to make a spell work in a particular personal reality whilst it will only have an incidental effect in all others. To do this the magus must expend **double** the Fatigue and suffer a penalty of **-50%** to his TSC% to their relevant methods of magick, but not to targeting rolls. The magus must also make a separate targeting roll for each personal reality he wants to affect. The affect will only manifest in those personal realities the magus successfully targets. For example you cast a spell to become invisible but you only want one guard to be unable to see you, so you only target the guard's personal reality. You will be able to walk past the guard without him seeing you whilst to all others you are in plain sight. Spells that have a definite physical effect such as the Basic Magick - Fire spell **Fireball**, create such a wide disparity in personal realities that the targeted realities can become "detached" from those that are unaffected. If you had killed the guard in his own personal reality he would have died only in his own personal reality, but in everyone else's personal reality he would still be on guard and very much alive. In these instances a casting roll versus his Method of Magick is required.

Law of Contrariness

The magus can to a certain extent bypass some perversity that is preventing them from using magick. Under circumstances where the magus has over-used magick to the point of invoking perversity (i.e. where the magus cannot cast spells) minor magicks can still be used but only those with a MR of equal to or less than a quarter of the magus's ML (rounded down). This ability should be used sparingly as its overuse can lead to this ability also failing.

Law of Spells

The sorcerer learns to make "on the fly" trade offs in spells. At the cost of **1 FP** the sorcerer can reduce the effect of a spell in one area by **1 ML** and increase it in another. For example, a sorcerer could reduce the damage of a ranged attack by 1 ML's worth of damage to increase the range to that of an equivalent sorcerer of the next ML.

Law of Objects

The magus has a better understanding of the way in which objects resist magick and so can more efficiently enchant objects. The magus can subtract his ML from the number of days it takes to enchant materials down to a maximum of **half** the normal time.

Law of Association

The magus has a better understanding of the way in which a spell resists magick and so can more efficiently learn spells. The magus can subtract his ML from the number of days it takes to learn a spell down to a maximum of **half** the normal time.

Law of Contact

The magus makes better use of touch range spells adding a bonus of **+10%** to his Targeting TSC% in these types of magick. The magus also gains a bonus of **+5%** to his Targeting TSC% to any items he has previously touched.

Law of Possession

This area of expertise gives a bonus of **+5%** to his TSC% to Command magicks, both to the method and to targeting. If used to directly take control of a person rather than just to give commands this bonus is doubled to **+10%** to his TSC%. As a side benefit the magus also gains a **+10** to his MR against Command magick and possession.

Law of Sympathetic Magick

The magus makes better use of sympathetic magick. When applying this law he gains **double** the normal bonuses for sympathetic magick up to a maximum of **+10%** to his TSC% over the normal bonus.

Law of Names

Advanced knowledge of the Law of Names enables the magus to distil a person's true name into a complex sigil that provides a strong association with that person. This gives a bonus when targeting that person. Correctly inscribing the sigil requires a **Law of Magick** skill roll and gives a bonus of **+2% x Crit Die** to the Mage's Targeting TSC%.

Law of Invocation

Advanced invocation may be used to call a spirit to partially possess the magus in order to obtain skills for a temporary period. The magus must choose the spirit's PSF% in any skill and the spirit will have the named skill at its base DF, this costs 1 FP for each DF of the skill. However, there is a slight catch. Every time a spirit is called it may not wish to leave the Magus, therefore make a percentage roll against the spirit's PSF%. On a roll equal to or less than the spirit's PSF%, the spirit wishes to stay leading to the mage making an actively resisted **Willpower** check. If the spirit wins (i.e. the **Willpower** roll is failed) it will remain for some time, generally a period of **1D10** days though the exact details are left to the Gamemaster's discretion. If this skill is overused it may lead to the Law of Perversity causing a particularly nasty spirit being called.

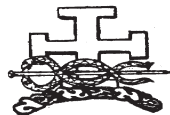
Law of Evocation

A detailed knowledge of the Law of Evocation will assist all ritual spells used to summon any type of spirit into the magus's presence. This **doubles** any bonuses for any other laws such as knowing the spirit's name (Law of Names) having touched the spirit (Law of Contact) etc.

Note: Spirits called to possess the magus does not count.

Law of Words of Power

Advanced knowledge of the Law of Words of Power enables the magus to take "shortcuts" when casting spells. The magus may take a penalty of **-5%** to his TSC% to their relevant modes of magick to reduce **1 AP** from the cost of casting their spell by using a word of power to replace some of the more complex portions of the spell. Alternatively the magus can expend **2 FP** to cut the time by **1 AP** by using a word of power to gather energies instead of a slower formula to gather power from external sources. In times of need the magus can do both **but** at the cost of **4 FP and -10%** to his TSC%.



Law of Energy Control

The knowledge of energy control can reduce the amount of Fatigue lost when casting powerful spells due to being able to create a more efficient conduit to the spirit world. For every **5 FP** a spell costs to cast, this Law allows the magus to reduce this by **1 FP**. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of Enchanted Objects

Enhanced knowledge of the ritual of enchantment allows the magus to reduce the Fatigue cost of the enchantment ritual by **1 FP**. The Fatigue cost of a spell cannot be reduced to below half the normal cost through the Laws of Magick.

Law of Quantity

The magus learns how to enchant materials of the same type more efficiently, note that the same type goes deeper than just being the same material, if enchanting herbs then the herbs should be from the same field, body parts from the same creature etc. The magus can enchant 50% more material than normal.

Law of Personal Attunement

When a magus creates an item he can choose exactly who can or cannot use the item instead of making the item personal or public. The magus must have either the people present or an object with a contagious or sympathetic link to each person who will use the item whilst the item is being finished.

Law of Causation

Advanced knowledge of the Law of Causation enables the magus to study a spell already fully learnt further than normal. Each bonus gained takes the same amount of time as it took to fully learn the spell and can give one of the following bonuses. All of which apply just to the spell, which has been studied: **-1 AP** cost, **-1 FP**, **+10%** to his TSC% to the Method of Magick, **+10%** to Targeting, **or** **+1** to the Crit Die. These bonuses may be chosen once each for each spell, though you may choose multiple different bonuses for each spell. The Fatigue cost of a spell cannot be reduced to below **half** the normal cost through the Laws of Magick.

Law of the Focus

The magus can connect to his focus over a short distance. However, he can release only those spells stored in his focus and can place no further spells into his focus until he can normally operate it. The mage's TSC% when using ranged spells is at **half** TSC% when targeting. The Fatigue cost for activating triggers is **five** times the normal cost if the magus is normally required to touch the focus due to the inefficient means of operation. People and objects in contact with the focus count as been at touch range and other ranges are measured from the focus. The maximum range of the conduit is **ten yards x ML** of the mage.

Law of Discharge and Recharge

The magus can create items that can draw power from spirits from around the area of the artefact. All items the magus chooses to create in this way must contain one extra material enchanted to MR 0 and such items gain an extra charge per day.

LEARNING SPELLS & ENCHANTING MATERIALS

COMMON SPELLS

Every Mage has access to two spells, which can be considered to be core skills attached to each **Mode of Magick**. These spells are intrinsic to each Mode and prove the basis for the cornerstones of the Mage's powers.

Enchant Materials

Magic Resistance: MR 2
Fatigue Cost: 3 FP
Casting Time: Ritual (30 minutes)
Range: 1 foot per ML
Duration: Permanent

The spell Enchant Materials is a ritual that lasts 30 minutes regardless of the quantity of material being enchanted. This spell enables a Mage to reduce the magick resistance of materials. The spell must be cast on the materials to be enchanted for a number of days as indicated in the *Table 5.2 – Enchant Materials – Days Taken* and can only be cast upon a particular material once within any 24 hour period. Once fully enchanted materials are in such a physical state, that they can become repositories for magical energy. The amount of material that can be enchanted by a mage is **1/2 lbs x ML**, therefore a Mage with ML 6 could enchant 3 lbs of material.

The total material so enchanted, within the weight limits of the mage may be a collection of a variety of different materials, but they must all have the same MR at the start of the spell casting. A Mage is not restricted to how many times he casts this spell. So if he had several piles of materials he was enchanting, he could spend a morning enchanting all of these separate materials. The process is fixed in time, the Mage's ML simply dictates how much material can be enchanted in one go.

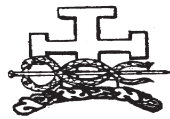
A Mage can either work on materials constantly or leave them for a few days and return. The length of time that a magus can leave partially enchanted materials is 100 days minus the total number of days required to enchant the material, as shown in *Table 5.2 – Enchant Materials – Days Taken*. I.e. if a mage of ML 3 enchanted a material of ML 1 it would take a total of 7 days. He could elect to enchant the material on seven consecutive days or he could leave gaps of days between castings if he so wished. However, any material of MR 4+ would not be able to be left due to the number of days it takes to enchant the material down to MR 0.

In addition, if the work is left beyond the time limit allowed, there is a chance that the enchanted material returns to its natural state and MR. The chance of this happening is a cumulative **5%** per ML per day lapsed. Basically, a Magus with a high ML can spend more time away but should know better than to leave work unfinished. A low ML mage can be excused somewhat as he is still learning the art and his impact on the infrastructure of the universe is still somewhat small.

The time to fully enchant materials in days is a cumulative process. *Table 5.2 – Enchant Materials – Days Taken* shows the number of days taken to enchant an item down by one level, therefore a Mage of ML 4 who needs to enchant a material from MR 5 to MR 0 will take 26 + 21 + 16 + 10 + 5 = 78 days.

Magick Resistance (MR) of Materials										
ML	1	2	3	4	5	6	7	8	9	10
1	13	26	39	52	65	78	91	105	117	130
2	9	17	26	35	43	52	61	69	78	87
3	7	13	20	26	33	39	46	52	59	65
4	5	10	16	21	26	31	36	42	47	52
5	4	9	13	17	22	26	30	35	39	43
6	4	7	11	15	19	22	26	30	33	37
7	3	7	10	13	16	20	23	26	29	33
8	3	6	9	12	14	17	20	23	26	29
9	3	5	8	10	13	16	18	21	23	26
10	2	5	7	9	12	14	17	19	21	24

TABLE 5.2 – ENCHANT MATERIALS – DAYS TAKEN



This can be easily progressed for materials with a MR above 10 and for mages with ML 10+. For mages with ML over 10, the minimum time for any MR is 2 days. For materials with MR 10+ the maximum period is 154 days, and the maximum MR a mage can enchant is ML 9+. The formula for calculating the number of days required is $26 \times (\text{MR} / (\text{ML} + 1))$ (round down).

Transfer

Magic Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Hex
Range: 1 person per ML
Duration: 1 hour until originating mage has cast ultimate spell

This is a spell allowing a Magus the opportunity to transfer a spell stored in one container into another container, whether this container is an actual item or the mind of the Magus.

LEARNING SPELLS

A Mage may learn a spell from a Master or by researching the spell in a book. The maximum MR of a spell that can be learnt by a Mage is his **ML + 2**.

Researching From a Book or Scroll

If the character has access to a book of the corresponding **Method of Magick**, he must spend a period of $(13 - \text{ML}) \times \text{MR}$ days researching the spell. At the end of this time, the Mage makes his **Spell Research** roll. If the roll is successful, he has learnt enough to help reduce the time it takes to learn the spell as shown in *Table 5.5 – Spell Magick Resistant Modifiers*.

Instruction by the Master

The character does not need to undertake any research, he simply approaches his Master for instruction in the rudiments of the spell. He then commences to learn the spell according to the modifiers shown in *Table 5.5 – Spell Magick Resistance Modifiers*.

CREATING A SPELL

If a Mage has no book available to find the corresponding spell, or if the spell he is looking for does not exist, he may try to invent one and make one of his own. This is a long, hazardous but rewarding task.

The Magick User must spend a period of $(13 - \text{ML}) \times \text{MR}$ of the spell in days (minimum 3 days), without being disturbed by anything. Then he must make a successful **Method of Magick** skill roll in the method corresponding to the spell he wants to create. If he fails, he must spend a further **7 days x MR** of the spell before recommencing the research process. If he fails twice in a row, he cannot try again until he receives a minimum **5%** increase in his TSC% in the related **Magick of Method**.

CREATING A SPELL “ON THE SPOT”

It may happen (although it is not recommended), that a Mage needs a spell he does not know. This may be during the course of an adventure or for a specific action. In this case, he may try to invent the corresponding spell “on the spot”. He needs 1 minute of complete, undisturbed concentration, in order to gather his thoughts. Then he must make a successful skill roll using the $(\text{Method of Magick TSC\%} + \text{his PSF in his Mode of Magick}) / 10$. If he is successful, he may try to cast the spell but suffers a penalty of **-10%** to his TSC% for each MR of the spell. Failure to properly cast the spell results in an automatic Backfire, unless the Mage rolls less than or equal to his PSF% in the related **Method of Magick** on a 1D100.

SPELL MAGICK RESISTANCE

When learning spells a mage must “enchant” the spell. This is done by the Mage spending a period of time memorising the nuances and meter of the spell, learning to breathe in rhythm with the spell etc. The amount of time required by a Mage to learn the various levels of spells is shown in *Table 5.4 – Spells – Time Taken to Learn*. A mage may spend no more than 2 hours per day on any one particular spell but may opt to learn more than one spell at a time. The number of spells that can be learnt is shown in *Table 5.3 – Number of Spells*.

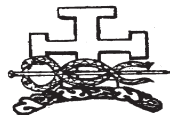
Intellect	No of Spells
Up to 12	1
13-16	2
17-19	3
20	4

TABLE 5.3 – NUMBER OF SPELLS

Spell	Mage										
	MR	ML 1	ML 2	ML 3	ML 4	ML 5	ML 6	ML 7	ML 8	ML 9	ML 10
1	7	5	4	4	3	3	2	2	2	2	
2	14	11	8	7	6	5	5	4	4	4	
3	21	16	13	11	9	8	7	6	6	5	
4	-	21	17	14	12	11	9	8	8	7	
5	-	-	21	18	15	13	12	11	10	9	
6	-	-	-	21	18	16	14	13	11	11	
7	-	-	-	-	21	18	16	15	13	12	
8	-	-	-	-	-	21	19	17	15	14	
9	-	-	-	-	-	-	21	19	17	16	
10	-	-	-	-	-	-	-	21	19	18	

TABLE 5.4 – SPELLS – TIME TAKEN TO LEARN

The times shown in *Table 5.4 – Spells – Time Taken to Learn* are cumulative, so that a Mage who is ML 5 wishing to learn a MR 3 spell requires $(9 + 6 + 3) = 18$ days. This can be represented by the formula $21 \times (\text{MRF} / (\text{ML} + 2))$ (round down). In addition the maximum Spell MR that can be learnt is a Mages ML +2.



MR Modifier	Conjuration	Divination	Enchant- ment	Air	Basic Earth	Magick Fire	Water	Hex Master	Necromantic	Power Word	Thauma- trugy	Druidic	Shamanic	Witch- craft
Air	-1	+1	0	-3	0	-2	-2	0	+3	-1	0	+2	+2	+3
Earth	0	+3	+2	0	-3	-2	-2	0	+3	+2	+3	+1	+3	+3
Fire	0	+1	+1	-2	-2	-3	0	0	+3	0	0	+2	+3	+2
Water	0	0	+1	-2	-2	0	-3	0	+3	+1	+2	+1	+3	+3
Arcane	+2	-2	+1	+1	+1	+1	+3	0	-2	+1	0	0	-1	+2
Command	+3	0	-3	-1	-1	-1	0	0	-3	-3	-2	0	0	-2
Divination	-1	-3	+2	-1	+1	-1	-1	0	-3	+2	+1	-3	-2	-2
Illusion	-2	+3	-3	+3	+3	+3	+1	0	-1	-1	-3	0	+1	0
Plant	-1	0	+3	+3	+1	+3	+1	0	+3	+3	+1	+1	-2	-2
Summoning	-1	-3	-2	0	0	0	0	0	-3	-2	+1	-1	-2	-2
Transcendental	+3	-3	+1	+2	+2	+2	+3	0	0	0	+1	-2	-3	0
Transmutation	-3	+3	-2	+3	+3	+3	+3	0	0	0	-2	-1	-2	-3
Wards	+1	0	-1	-3	-3	-3	-3	0	-3	-2	-2	0	0	-2

TABLE 5.5 – SPELL MAGICK RESISTANCE MODIFIERS

In addition, the spell MR may be reduced for enchantment purposes depending on the type of Mage. The MR modifiers are shown in *Table 5.5 – Spell Magick Resistance Modifiers*.

Table 5.5 – Spell Magick Resistance Modifiers shows the various modifiers to the MR of the many spells within the **Methods of Magick**. Each **Mode of Magick** has differing attunements to the methods of magick and this affects the ability to learn spells. The modifiers reduce or increase the MR of spells, for example a Diviner enjoys a **-3** reduction in the MR of Divination spells, but an increase of **+3** with Illusion spells.

The minimum MR of a spell is always 1 and the maximum MR is always 10. If the modifier takes the MR of a spell above 10, then the MR remains at 10 but the Fatigue Point cost of the spell increases by 3 FP per point above 10. Therefore a Diviner learning a MR 8 Transmutation spell can do so as if it was a MR 10 spell but the casting cost would increase by 3 FP. This due to the modifier of +3 for Transmutation spells increasing the MR to 11. With a maximum MR of 10 there is one excess point, which gives an additional cost of +3 FP.

STARTING SPELLS

Initially, when creating a Mage character it is essential that they have some knowledge in spells to commence the game. To this end we have a simple calculation to determine how many spells may have been learnt. This is:

- 1 Add together the total number of levels the Mage possess in the various Methods of Magic, **multiply by**
- 2 The final Magick Level (ML) of the Mage, **plus**
- 3 **Half** of the Mage's Attribute Bonus for Heroic Mages or his **full** Attribute Bonus for Super-Heroic characters. Historical characters receive no additional bonus.

This gives the total number of Spell Points available to the character to purchase his initial starting spells. The spells can be purchased at a rate of 1 Spell Point equals one Spell MR. A Mage can use 10 Spell Points to purchase a simple focus with which to start the game.

CASTING SPELLS

The Metaphysical Current flows through the world and the world is part of it. Only a handful of gifted characters are able to feel this Current and to use it to achieve their goals. Those are called Magick Users. They have the power to "bend" reality to their will and their will thus becomes reality. In order to successfully cast a spell and obtain the desired effect, a Magick User must go through a complex mental process, involving several distinct steps.

First, a Magick User must **cast** the desired spell. This is achieved through a secret formula, song, rune, etc., depending on the character's speciality. A magically enchanted item can also be used by a non-Magick User to cast a spell, if he knows the formula or word of command to be used with the corresponding item. In that case, the magical item is considered to actually **cast** the spell, and the character releasing the spell from the item is the trigger, as he does not play an active role in the spell effect. We will hereafter refer to any character/creature/magical item casting a spell as the **caster**.

Following a successful casting the Magick User must **target** the desired spell or effect. The target may be another character or living creature, but it may also be a non-living creature (undead), an animated object (golem) or a simple object or area, magical or not. We will hereafter refer to the creature, object or place targeted by the spell as the **target**.

Third, if targeting has been successful, the target may try to resist the spell effect. If the target succeeds with a **Resistance Roll**, the spell effect may be attenuated, or even totally cancelled.

Note: Some spells do not allow Resistance Rolls.

Finally, if the Resistance Roll failed, the target is affected by the full impact of the spell!

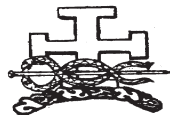
SPATIAL RANGE OF SPELLS

All spells have a maximal range in space, depending on the Magick User's experience. Spatial Ranges can be found under the spell descriptions. A Magick User can increase the range of any given spell by 50% by **doubling** the amount of Fatigue Points he spends when casting the spell.

TEMPORAL RANGE OF SPELLS

All spells have a time limit, after which they rapidly decay and within 1D10 minutes become ineffective. This limit before decay sets in depends on the Magick User's experience. Temporal Ranges can be found under the spell descriptions. A Magick User can increase the time limit of any given spell by 50% by **doubling** the amount of Fatigue Points he spends when casting the spell.

A Magick User may increase **both** Spatial and Temporal Ranges by **quadrupling** the amount of Fatigue Points he spends when casting the spell.



THE CASTING OF A SPELL

A Mage is able to automatically cast a spell that has been fully learnt. Once he has cast the spell he must target the spell.

Before explaining how spell targeting is accomplished, a few words are needed to describe how a spell effect manifests itself. Magick is invisible on the "Physical plane", our world. The Metaphysical Current travels from the caster to the target, through the "Shadow World" also known as the "Astral plane", the world of Spirits, Demons and Mystical Forces. Anyone able to see into the Shadow World (by using a spell or by travelling in Shadow) will also see Mana fluxes manipulated by Mages and devices. Anyone on the Physical plane, including Mages themselves, will not see the metaphysical current but will be able to visualise its effect, if any. In order to understand this somewhat paradoxical assumption, one has to make the distinction between a "spell" and a "spell effect". A spell is the manipulation of energy in the Shadow World, whilst a spell effect is the result of energy transfer from one location on the Physical plane to another one, through the Shadow World. A spell **travels** through the Shadows, but the resulting spell effect actually **appears** at its target location on the Physical plane.

This is the reason why CASTING a spell (creating a specific energy pattern) is different, and independent, from TARGETING a spell (transferring the energy pattern from one place to another).

This distinction becomes very important when the spell effect manipulates various amounts of Basic Magick materials. The manipulation occurs on the Shadow World, but unlike other spells its effect is clearly visible on the Physical plane, since it involves physical matter. So, if the Metaphysical Current necessary to create the Basic Magick - Fire spell **Fireball** and to cast it at a creature is only visible on the Shadow World, its effect is clearly visible on the Physical plane! This implies that any **sentient** target may try to avoid being the target of a spell when the spell effect is of a **physical** nature. However, spells travel almost instantaneously on the Astral plane and their effects travel at a very high velocity on the Physical plane. It is thus very hard to escape a physical spell effect, even though the target is experienced and fully conscious of what is happening.

Now, the spell effect has been created and the caster may try to direct the spell at the desired target. If a magical device is the actual caster, the character or creature triggering the device chooses the target.

FATIGUE COSTS TO CAST SPELLS

To cast a spell the Mage must tap the Metaphysical Current around him to create the desired effect. This costs the Mage Fatigue Points (FP), or if exhausted, Body Points. The Fatigue cost to cast a spell depends on the particular spell and the mana level of the place.

In an average Mana level environment the costs to perform Magick are as indicated for the spell. In a **low Mana** environment the Fatigue costs are **doubled** due to the additional Fatigue spent in tapping into the Metaphysical Current. In a **high Mana** environment the Fatigue costs are **halved**. The Shadow World is considered to be a High Mana environment with and gives a bonus of **+10%** to any **Method of Magick** or **Mode of Magick** TSC%.

Cast a spell from a scroll or book
- known or unknown spell: 1/2 normal FP (round up)

Activate a spell in a Magical device
- known or unknown spell: 1/2 normal FP (round up) for Non-mages, or 1/4 for Mages plus the spending of 1 charge

Cast a spell through his own Focus
- known or unknown spell: See *Creating Magical Items of Power*

TARGETING A SPELL

To successfully target any spell, the caster must first succeed with a skill roll under the appropriate **Mode of Magick** that relates to the particular style of Magick employed by the Mage. Some creatures are particularly resistant to Magick, due to their only partial existence on the Physical plane (like Faeries, Ghosts, and Wraiths), or due to other reasons, such as Dwarves who have close links to the earth. Such creatures have an intrinsic basic **Magick Resistance or MR**. A target's MR is subtracted from the caster's TSC% when computing the chances of targeting the spell. If the spell is a "touch" spell then the targeting roll can be considered as the chance to hit. If the target wishes the spell to be cast, then the caster receives a **50%** bonus to his Targeting TSC%.

Finally, if the spell effect is of physical nature (i.e. a Basic Magick spell), the target may try to dodge the spell effect. The target needs to be fully alert (not surprised for example) and a minimum of **50 feet** from the caster. If the target is closer than this distance he has no time to dodge the spell effect. Even Basic Magick effects have a very high velocity! If the target succeeds with his **Dodge** roll, his **Dodge** PSF% is subtracted from the caster's chances of targeting.

To calculate the caster's **Targeting** %:

- 1 Caster's **Mode of Magick** TSC%, **less**
- 2 Target's MR, **less**
- 3 Any Movement, Range and Obstacle penalties, **less**
- 4 **Dodge** PSF% if the spell effect is of physical nature, **plus**
- 5 Method Bonus as detailed under Modes of Magick in *Chapter 3 - Skills*

To find out the target's MR consult *Table 5.6 – Target's Magick Resistance* to find the creature's MR, or use the values given in the **Creature's Bestiary** or **The Gamemaster's Companion (Vol. III Core Rules)** for creatures not included.

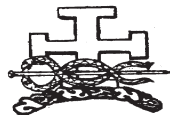
Target	MR	Target	MR
Human	0	Haeflin	15
Dwarf, Clan	20	Dwarf, Noble	25
Wood Elf	10	Noble Elf	15
True Elf	20	Lycanthrope	15
Skeleton	10	Zombie	10
Death	15	Ghoul	10
Wight	25	Wraith	25
Ghost	25	Spectre, Phantom	30
Vampire	10	Mummy	20
Lich	40	Small Animal	25
Large Animal	0	Non-sentient	0

TABLE 5.6 – TARGET'S MAGICK RESISTANCE

Other adjustments relating to movement, range and obstacles must be taken into consideration while computing a Mage's chances of targeting.

Movement	Penalty
Caster is moving faster than 10 feet per turn	-10%
Target is stationary and in view	+10%
Target is moving faster than 30 feet per turn	-5%
Target is moving faster than 100 feet per turn	-15%
Target is advancing toward spell caster	+10%

TABLE 5.7 – TARGETING – MOVEMENT MODIFIERS



Target is at:	Penalty
Short Range (10% of Max Range)	0
Long Range (50% of Max Range)	-10%
Maximal Range ¹	-30%
¹ Maximal Range for a Mage is given with each spell.	

TABLE 5.8 – TARGETING – RANGE MODIFIERS

Note: When targeting using Astrology, Divination or a scrying device (crystal ball, enchanted mirror, etc.) the target is always considered to be at Maximal Range (in addition to the penalty for targeting through an obstacle, given below).

Obstacle	Penalty
Target invisible but generally located	-25%
Target obscured by foliage or partial cover	-10%
Target seen in a mirror or pond reflection	-10%
Target behind wall of dust, spray, fog, fire, light or darkness	-15%
Target behind wall of water, ice, rock or metal	-20%
Target behind wall of lead*	-25%
Target behind wall of True Lead	No penetration
Target clad in full armour of Dwarvish Steel	-10%
Target clad in full armour of Enchanted Dwarvish Steel	-20%
Target by Astrology, Divination or a scrying device	-20%

TABLE 5.9 – TARGETING – OBSTACLE MODIFIERS

The spell effect materialises at the target location. That is why spells might be cast through solid objects, like walls. The spell travels through the Shadow World and is not stopped by a physical barrier. However, Basic Magick spell effects also travel on the Physical plane, since they are made out of matter. Such spells cannot be targeted through solid objects. When they hit a wall they do not penetrate, but instead their energy is released at the point of impact. Some wise and knowledgeable Mages believe that the spell itself or the Metaphysical Current keeps on travelling to its target on the Shadow World but no matter is “attached” to it on the Physical plane. It thus has no effect.

If the Targeting fails, the caster rolls a 1D100 against *Table 5.11 - Willpower Failure*, with a result of 86-100% indicating that he actually managed to correct the targeting and hit the correct target.

Overcoming Target Defences

If the target is protected by magic, the spell may have to overcome those protections before the intended victim may himself be targeted:

If a Circle of Protection or Ward defends the intended target, the Circle or Ward must itself be targeted in order for the spell to penetrate. Circles and Wards are targeted as if they were the Mage who created them.

If the intended target is wearing an Amulet of Protection, the Amulet must be targeted to penetrate its defences. An amulet will have a MR equal to **5% per level** of the spell placed in it. In addition, an amulet will automatically increase its MR by **2%** for every 25 years of its existence. If such an amulet is overcome, the defensive spell will discharge for **1D10 days** if the spell overcoming it was of a harmful nature and directly injurious.

If the intended target is carrying a Focus, the Focus has a MR equal to **5%** per level of the highest spell placed in it, with an increase in MR of 2% for every 25 years of its existence. The Mage may elect to use the Focus defensively, like an Amulet. However, there is a **20%** chance of a backfire occurring if the Focus fails to stop the spell.

If a Word of Guard or Prayers had been spoken, the penalties against targeting are subtracted from the percentage needed to target the outermost magical defence.

Targeting and Meditation (Optional)

It is also possible to enhance the targeting probabilities through **Meditation** and fasting. A Mage may select **one** spell per ML that he has learnt and enhance it. An enhancement of **+ 1% x ML** per day of meditation to his Targeting TSC% may be gained. The enhancement will be raised to **+ 2% x ML** if he fasts and does nothing else during his meditations. This process can be used to raise the targeting probabilities by up to **+ 25%**. Only one spell may be raised in this manner at a time. The period of time that the enhancement will endure is equal to the time spent x ML of the Mage, after which meditation enhancement is lost.

Note: At no point can the Targeting enhancement be greater than **+25%**. However, a Magician can accumulate different bonuses, coming from Meditation, material components, astrological Influence, etc. up to the maximum enhancement of **+25%**.

If a Major Component is used, the Mage gains a bonus of **+3%** to his TSC%. If a Major Component and 2 Minor Components are used, the Mage User's gains a bonus of **+7%** to his TSC%. This increase is **temporary** and reverts to normal when the spell has been cast.

A Major Component is the secret component of the spell (usually learnt with the spell). A Minor Component is a material that is of the same Element as the spell (if applicable) or the same as the caster's astrological sign. Components must be partially enchanted by reducing their MR by at least three levels to be used in such a way, and they are “disenchanted” in the process to their natural state. This is a direct application of the **Law of Resistance** (see *The Laws of Magick*).

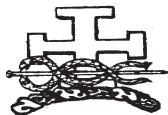
PARTIALLY LEARNT SPELLS & BACKFIRES

If the spell is not fully learnt and the Mage wishes to try to cast the spell he has to make a roll to attempt to cast the spell successfully. A skill roll is made against his **Method of Magick** with a penalty of -10% per MRF over 0.

If the Casting fails there is the potential of a backfire and the severity of this is shown by the Crit Die. The result is compared to *Table 5.10 – Severity of Spell Backfiring*.

Crit Die	Result
10	Spell fails but half FP cost applies.
7-9	Spell fails but full FP cost applies.
4-6	Major backfire. The spell failure but double FP costs applies as the Metaphysical Current surges back through the Mage.
2-3	Extreme backfire. The spell goes off at the Mage's feet and double FP cost applies due to the surge of the Metaphysical Current.
1	Disastrous backfire. The spell activates in the Mage's hand with double Spell Effects along with the Mage experiencing double FP cost as the Metaphysical Current surges back through the Mage placing a great strain on his heart. This is comparable to picking up a live electrical cable.

TABLE 5.10 – SEVERITY OF SPELL BACKFIRING



NON-MAGES CASTING SPELLS

It often happens that a non-mage acquires an item that contains spells activated through the use of a command word or the spell's "Trigger". Targeting a spell through a device is not easy for someone who was not born to be a Mage. Any **non-Mage** trying to target a spell (unless it is a touch effect whereby a blow is required) must first succeed with a **Willpower** roll. If the roll is successful, the correct target was aimed at, and targeting may occur. If the **Willpower** roll fails, proper targeting fails too, and the spell effect misses its intended target.

The Gamemaster rolls 1D100 and compares the result to *Table 5.11 – Willpower Failure* to find the final target of the spell.

1D100	Effect
01-25%	Spell is dispelled, without any other effect
26-40%	Spell affects the nearest character or creature, if less than 30 feet away from the intended target, else the spell is dispelled as above.
41-55%	Spell affects the nearest character or creature, if less than 10 feet away from the intended target, else the spell is dispelled as above.
56-70%	Spell overshoots target by 10-30 feet
71-85%	Spell lands short about 10-30 feet away from the target (or less if the caster is less than 10 feet away from the target).
86-100%	Character manages to correct the error in time, and the spell may effect the actual intended target.

TABLE 5.11 – WILLPOWER FAILURE

If the character or creature triggering the spell succeeds with his **Willpower** roll (or if he failed but managed to correct his error in time), actual target may occur. Mages never need to check their **Willpower** when using a magical device, since they are attuned with Magick and know how to target spells. Some particular or powerful magical devices may give penalties to the **Willpower** roll, due to their nature, but this is at the Gamemaster's discretion. For instance a Wand of Fire will certainly try to target a Water Elemental before any other available target, and will probably give a non-Magick User a penalty to his **Willpower** roll.

PARTIALLY LEARNT SPELLS - OPTIONAL RULES

As an option the Gamemaster may require a Mage attempting to cast a partially learnt spell to remember the spell. The Mage "triggering" the spell must remember the exact secret formula, rune or word of command. The chances are equal to an **INT AR**, modified by the level of the spell as shown in *Table 5.12 – Spell Level Penalty*.

Spell Level	Penalty
1-2	-0%
3-4	-5%
5-6	-10%
7-8	-15%
9-10	-20%
11+	-25%

TABLE 5.12 – SPELL LEVEL PENALTY

Reflection can improve chances of remembering, by giving a bonus of **+1% per minute** spent reflecting (or remembering) to a maximum +25%. If pressed, the Mage can furiously try to remember the formula, by expending **1 FP per minute**. He benefits by a bonus of **+5% per minute** to his chances of remembering (maximum of +25%). A **remembering roll (or INT AR)** may be made every minute after the first try, until the Mage remembers the exact formula. Whenever this happens, the Mage may try to keep the formula in mind for as long as 20 minutes if he has the skill **Concentration**. For every minute after the first one he must make a successful **Concentration** skill check to maintain the formula in his mind. After 20 minutes, he cannot maintain his concentration anymore on the same formula and must start the process over again. Remembering the exact formula of a given spell can take as little time as five seconds (if the first roll is successful without reflection) or precious minutes for one who is under a great deal of pressure! If the Mage does not have the skill **Concentration**, he may still attempt to remember the formula using his Intellect. An **INT AR** roll is required for each minute with a cumulative penalty of **-10%**.

Once the secret formula, rune or word of command has been remembered, the **caster** may cast the spell.

If the spell is not remembered correctly and the caster continues with the casting he suffers the chance of a Backfire as detailed in *Table 5.10 – Severity of Spell Backfiring*.

Casting a spell through a magical device or item is always successful, since the spell would be at MR 0 (or fully learnt) when being placed in the device (see *Enchanting Magical Items*). In other words, when the caster uses a magical device, or when the caster has fully learnt the spell, the casting is **always** successful.

Meditation adds a **+1% x ML** chance per day spent meditating, of correctly casting a spell that is not learnt to MR 0. This enhancement is raised to **+2% x ML** per day if the Mage is fasting at the same time (maximum 21 days of fasting) and does nothing else whilst meditating. When meditating (and/or fasting) a Mage may enhance a maximum of **one** unlearned spell per ML at the same time. Once an enhanced spell is cast, the effect of **Meditation** is lost. Meditation can take place either prior to any adventure or, if there is time, during the actual adventure itself. This bonus applies to the caster's **Method of Magick TSC%**, which he must roll against to successfully cast the spell.

RESISTING A SPELL EFFECT

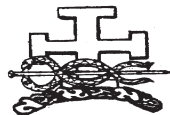
Some spells, essentially those affecting mind, like Charms or Illusions, may be resisted by the target. These spells are shown in *Chapter 6 – Spells* and each spell states how it may be resisted. As a rule of thumb, the Gamemaster should allow a Resisted Roll to any living creature targeted by a spell effect which affects mind, by trying to charm, command, lure, frighten, hold, confuse, panic, or hallucinate its target.

To make a Resisted Roll, the target must make a **Willpower TSC% - Caster's Method of Magick PSF%**. An unmodified 1D100 roll of between **01-95%** is always a success, and an unmodified die roll of **96%+** is always a failure. If the Resisted Roll is successful, the target is not affected by the spell effect, unless otherwise specified in the spell description.

RESISTING SPELLS - OPTIONAL RULES

Saves can be reduced through **Meditation** and fasting, or through the use of Mantra gestures, Chants, etc.

Meditation reduces saves against Commands and Illusions spells and all spells that involve a **Willpower** roll to resist. Such saves are reduced by **-1% per day** spent meditating on the spell, to a maximum of **-25%**. This form of enhancement is a "one-shot" technique and a spell so enhanced can be cast only once with such an advantage.



Resisting Commands and Charms

If the caster's Second Attribute is either Appearance or Bardic Voice, reduce the save percentages by **-5%** for every 2 points the Attribute is over 14 (rounded up). I.e. if the Attribute is 19, then the save percentage will be reduced by 15% ($19-14 = 5 / 2 = 3$ rounded up)

If the caster uses a Mantra gesture, saves are reduced by a further **-5%**. Only Hex Masters, Thaumaturges and Enchanters are able to learn Mantras as part of their **Mode of Magick**. The time to cast the spell as a Mantra is increased, so therefore a Cantrip is cast as a Hex, a Hex is cast like a Sorcery, both Sorcery and Rituals take twice the normal amount of time.

Resisting Illusions

The use of smokes such as those produced by burning incense, fogs against which an Illusion can be projected, perfumes and essences to produces mysterious odours, or cauldrons of steaming brew reduces the chances of a save by **-10%**.

Dancing or chanting reduce saves by a further **-5%**, but only Shamen and Enchanters can use them as they are automatically learnt as part of their **Mode of Magick**.

CASTING SPELLS THROUGH A MAGICAL DEVICE

Scrolls & Books

- 1 The caster must be able to read the book or scroll at least fluently (TSC 65%+) and must be successful with a **Read Language** skill roll. The caster must then correctly read the trigger phrase written on the parchment. The time taken to cast the spell is as if the spell is a Cantrip.
- 2 The basic chance of casting the spell through a magical device is equal to the **Method of Magick** TSC% of the Magick User who wrote the scroll or book. On a failure, the scroll or page is discharged and the casting is unsuccessful.
- 3 If the spell is correctly cast, it now has to be targeted to the victim (see *Targeting a Spell*). Targeting chances are computed by taking into account the TSC% of the Magick User who **created** the scroll or book. **Meditation** cannot be used to increase Targeting of a scroll, but if part of the target was used as one of the Material Components then the spell gains a bonus of **+15%** to Targeting TSC%.
- 4 If the target is successful, the victim may be entitled to a try to save against the effects of the spell (see *Resisting a Spell Effect – Optional Rules*). Victims take into account the PSF% of the Magick User who **created** the scroll or book but saves cannot be reduced through **Meditation** and fasting.
- 5 Finally, if the victim fails his Save, he will be affected by the spell.

Other Devices

- 1 The caster must correctly remember the formula, as explained previously.
- 2 If the caster knows the spell at MR 0 then the casting is automatically successful. If the spell is not at MR 0, it is considered "unlearned" and the caster suffers from a penalty of **-5%** for each MR the spell is above 0. Of course, this penalty automatically applies to non-Mages. The basic chance is equal to the **Method of Magick** TSC% of the Mage who made the device. On a failure, the casting is unsuccessful but the item loses **one charge x MR of the spell**.
- 3 If the spell is correctly cast, it has now to be targeted to the victim (see *Targeting a Spell*). Targeting chances are computed by taking into account the TSC% of the Magick User who **created** the device. **Meditation** cannot be used to increase Targeting of a magical device, but if part of the target was used as one of the Material Components then the spell gains a bonus of **+15%** to Targeting TSC%.
- 4 If the target is successful, the victim may be entitled to a try to save against the effects of the spell (see *Resisting a Spell Effect – Optional Rules*). Victims take into account the PSF% of the Magick User who **created** the magical device but saves cannot be reduced through **Meditation** and fasting.
- 5 Finally, if the victim fails his Save, he will be affected by the spell!

Commands and Charms cast through Magical Devices

If the caster's Second Attribute is Bardic Voice and the spell is cast through a magical device, then reduce save percentages by **-5%** for every 2 points over 14. I.e. if the Attribute is 17, then the save percentage will be reduced by 10% ($17-14 = 3 / 2 = 2$ rounded up).

Illusions cast through Magical Devices

When the spell is cast through a magical device, the use of smokes such as those produced by burning incense, fogs against which an Illusion can be projected, perfumes and essences to produces mysterious odours, or cauldrons of steaming brew can reduce the chances of a save by **-10%**.

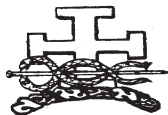
CORRESPONDENCES

Table 5.13 – *Correspondences* shows the various materials, which form the correspondences for the twelve astrological birth signs. To arrive at the 22 correspondences, which are required by a Magus in many of the items created, such as a focus; he must first take the seven correspondences for the birth sign of the Magus. He must then take the correspondences for the star sign either side of his own and to polarise these 21 correspondences you require the gemstone which corresponds to the birth sign 6 places away from the mages own birth sign.

The weights indicate the minimum quantities required enabling the full benefits of the 22 correspondences to come into play.

Sign	Metal	Gem	Wood/Plant	Essence	Liquid	Skin	Bone / Teeth
Aries	Iron	Diamond	Oak	Dragon's Blood	Blood	Sheep	Ram
Taurus	Copper	Emerald	Pine	Sage	Beer/Ale	Bull	Beaver
Gemini	Mercury	Pearl	Willow	Lavender	Rain Water	Deer	Deer
Cancer	Silver	Moonstone	Lotus	Myrrh	Sea Water	Dog	Wolf
Leo	Gold	Ruby	Sunflower	Frankincense	Blood	Lion	Salmon
Virgo	Electrum	Sapphire	Palm	Horehound	Wine	Squirrel	Bear
Libra	Copper	Opal	Yew	Mint	Sap	Hare	Dove
Scorpio	Iron	Blue Topaz	Oak	Belladonna	Spring Water	Leopard	Snake
Sagittarius	Brass	Amber	Poplar	Cloves	Milk	Horse	Horse
Capricorn	Lead	Garnet	Ash	Patchoulli	Oil	Goose	Goat
Aquarius	Tin	Amethyst	Elm	Pine	River Water	Otter	Dog
Pisces	Bronze	Lapis Lazuli	Beech	Orchid	Lake Water	Seal	Ox
Weight	0.1 lb	0.05 lb	1 lb	0.05 lb	0.1 lb	0.1 lb	0.1 lb

TABLE 5.13 - CORRESPONDENCES



Creating Magical Items of Power

There are myriad's of items, which can be created as Magical Items of Power. To simplify this we categorise items into Simple Magical Devices, Lesser Devices of Power, Greater Devices of Power, Simple Focuses, Lesser Focuses and Greater Focuses.

The process of creating a magical device is similar in most cases.

First the Mage must research the item he wishes to create. The time required is shown in the *Table 5.14 - Magical Devices*. At the end of this period the Mage must make a successful **Research roll (INT AR)** to find out if has acquired the knowledge as to what materials are required to create the device.

Magical Device	Powers
Simple Device	Holds a single spell with limited number of charges.
Lesser Device	Able to hold more than one spell but with a limited number of charges.
Greater Device	Able to hold a number of spells and with the ability to self-recharge its initial charges.
Simple Focus	Adds +7% to the PSF of any magickal ability and reduces Fatigue costs in spell casting by -2 FP (minimum cost is always 1 FP).
Lesser Focus	Adds +13% to the PSF of any magickal ability and reduces Fatigue cost by half (minimum cost of 1 FP)
Greater Focus	Adds +21% to the PSF of any magickal ability and reduces Fatigue cost to a quarter (minimum 1 FP)

TABLE 5.14 – MAGICAL DEVICES

The amount of materials required is determined by the type of device being crafted and *Table 5.15 – Magical Devices – Materials* shows the number of different materials that are required.

Item	22 ¹	Base ²	Others ³	Charges ⁴
Simple Device	No	4	3	ML x 4
Lesser Device	No	7	6	ML x 13
Greater Device	No	13	8	ML x 21
Simple Focus	Yes	4	3	n/a
Lesser Focus	Yes	7	6	n/a
Greater Focus	Yes	13	8	n/a

¹The **22** represents the 22 correspondences related to the birth sign of the creating Magus, and to whether they are needed or not.

²**Base** represents the number of base materials required for the item. The types of base materials are listed under Specific Items (qv) for some common forms of devices.

³**Others** represents the number of other materials needed for anointing or for inclusion in some manner as additional items.

⁴**Charges** represents the base number of charges available, 1 charge is used each time the spell is activated.

TABLE 5.15 – MAGICAL DEVICES – MATERIALS

The steps to creating a Magical Item are as follows:

- 1 If creating a focus the 22 correspondences are assembled and fully enchanted to MR 0.
- 2 The base materials for the item are assembled and are fully enchanted to MR 0.
- 3 The remaining materials are assembled and fully enchanted to MR 0.
- 4 The base materials (and correspondences if needed) are assembled into the item. This may require the assistance of a Master craftsman (a craftsman who has a PSF 50% or higher in a craft skill) who must craft the item using the materials enchanted by the Magus. If a craft roll should fail then there is a **100 – (Crit Die x 10)%** chance that one of the materials may lose its enchantment. If the craft roll was a Critical Failure all the materials will lose their enchantment and require re-enchanting.
- 5 The item is then anointed or dusted with the other materials as necessary.
- 6 If creating a Magick Device, the Mage then empowers the device with the spells he wishes it to contain. This involves the Mage reciting the spell formula repeatedly for a period of **(7 / ML) hours x the Spell MR** for each spell. He may spend no more than 10 hours reciting the formula at any one time, and no more than 3 hours can separate the periods of recitation.
- 7 The Mage finally makes a roll against his **Method of Magick** and compares the result to *Table 5.16 – Magick Devices – Results*. In this instance the Crit Die should be rolled by the Gamemaster in secret.

Success with Crit Die	Effects
1-7	The spells have been successfully empowered.
8-9	The device receives an additional 2 charges.
10	The device receives an additional number of charges equal to the Mages ML x 2
Failure with Crit Die	Effects
10	Although the spell is successfully empowered into the device and the number of charges are halved.
4-9	The device fails to accept the spells and Step 6 must be repeated.
2-3	The device is destroyed.
1	The device is cursed but appears as if a 10 is rolled. When used the spell acts against the wielder of the item.

TABLE 5.16 – MAGICK DEVICES – RESULTS

Simple Devices

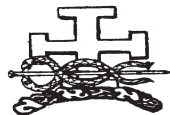
These devices may hold a single spell up to MR 7. It holds a number of charges of that spell up to **4 x ML** of the Mage creating the item. The device may be recharged as long as one charge remains. This is achieved by repeating Steps 6 and 7 in the creation process.

Lesser Devices

These devices may hold up to 13 spells with a total of MR 21 with no spell having a MR of 7 or higher. It holds a number of charges up to **13 x ML** of the Mage creating the item. The device may be recharged as long as one charge remains. This is achieved by repeating Steps 6 and 7 in the creation process.

Greater Devices

These devices may hold any amount of spells up to a total MR of **21 x ML** of the Mage creating the item, with no MR limit to the spells placed in the device. It holds a number of charges up to **21 x ML** of the Mage creating the item. The device may be recharged as long as one charge remains. This is achieved by repeating Steps 6 and 7 in the creation process.



The Greater Device may also become an Artefact of Power if the following is carried out. The Mage seeks out a Diviner or uses the Divination skill himself to determine when the stars are right. On a specific day (as determined by the Gamemaster) the Mage must make a skill roll against each **Method of Magick** used in the placing of spells into the device. If the roll fails the spells of that method fail until they can be checked on the same day in a year's time. If all methods fail then the item cannot be used for a year.

Once the mage succeeds with **all** methods the device becomes self-recharging, and recharges at the rate of 7 charges per day or 13 charges if item is placed at a conjunction of lines of the Metaphysical Current. On its "birthday" it will recharge 13 charges or 21 if placed at a conjunction of the current.

Simple Focuses

A Simple Focus is created in a similar manner to a simple device with the exception that the 22 correspondences of the Mage are incorporated. The 4 base materials relate to the structure of the Focus, the remaining 3 materials must be personal to the Mage and cannot be duplicated. Once these have been fully enchanted, the focus is made and the enchanted 22 correspondences are incorporated into the structure. The Mage must spend 3 weeks constructing the device during which time he becomes personally attuned to the device. Once completed the mage receives the following benefits:

- 1 A bonus of **+7%** to his **Method of Magick** PSF%.
- 2 Fatigue costs for spells cast while using the focus as an aid to targeting are reduced by **-2 FP**.
- 3 A bonus of **+5%** to his Targeting TSC%
- 4 The Simple Focus can store **3 x ML** (the ML of the Mage at the time of construction) in Spell MR's, which can be cast for the cost of 1 charge per Spell MR.
- 5 The Simple Focus contains a number of charges equal to the **3 x ML** and recharges at **1 x ML** charges per week. In both instances the ML is that of the Mage at the time of construction.

If the Simple Focus is destroyed within 1,000 feet of the Mage, it results in the Mage having to make a **CON AR** check. If he fails he loses **all** Fatigue and is stunned for **1D10** rounds. If he succeeds he loses only **half** of his Fatigue.

Without his focus the Mage suffers a penalty of **-14%** to his PSF% when casting spells. This effect lasts for 3 months or until the Mage manufactures a new focus.

Lesser Focuses

The Lesser Focus is created by Mages with ML 3 or more. The 7 base materials relate to the structure of the Focus, the remaining 6 materials must have been obtained by the Mage and not simply purchased. Once these have been fully enchanted and the focus is made, the enchanted 22 correspondences are incorporated into the structure. The Mage must spend 7 weeks constructing the device commencing on his birthday and aiming to end on the first Full moon after the 7 weeks construction period has passed. During this time he becomes personally attuned to the device. Once completed the mage receives the following benefits:

- 1 A bonus of **+13%** to his **Method of Magick** PSF%
- 2 Fatigue costs for spells cast while using the focus as an aid to targeting are **halved**.
- 3 A bonus of **+10%** to his Targeting TSC%
- 4 The Lesser Focus can store **7 x ML** (the ML of the Mage at the time of construction) in Spell MR's, which can be cast for the cost of 1 charge per Spell MR.
- 5 The Lesser Focus contains a number of charges equal to the **7 x ML** and recharges at **3 x ML** charges per week. In both instances the ML is that of the Mage at the time of construction.

If the Lesser Focus is destroyed within 1,000 feet of the Mage, it results in the Mage having to make a **CON AR** at a penalty of **-13%**. If he fails he loses **all** Fatigue and is stunned for **1D10 minutes**. If he succeeds he loses **half** his Fatigue.

Without his focus the Mage suffers a penalty of **-26%** to his PSF% when casting spells. This effect lasts for 7 months or until the Mage manufactures a new focus.

Greater Focuses

The Greater Focus is created by Mages with ML of 6 or more. The 13 base materials relate to the structure of the Focus and the remaining 8 materials must have been obtained by the Mage and not simply purchased. These items must be obtained at the full or new moon. Once these have been fully enchanted, and the focus made, the enchanted 22 correspondences are incorporated into the structure. The Mage must spend 13 weeks carefully constructing the device commencing on his birthday and adding 3 of the correspondences at each full or new moon, exactly at midnight, aiming to end on the first Full moon after the 13 weeks construction period has passed. During this time he becomes personally attuned to the device. Once completed the mage receives the following benefits:

- 1 A bonus of **+26%** to his **Method of Magick** PSF%
- 2 Fatigue costs for spells cast while using the focus as an aid to targeting are **quartered**.
- 3 A bonus of **+15%** to his Targeting TSC%
- 4 The Greater Focus can store **13 x ML** (the ML of the Mage at the time of construction) in Spell MR's, which can be cast for the cost of 1 charge per Spell MR.
- 5 The Greater Focus contains a number of charges equal to the **13 x ML** and recharges at **1 x ML** charges per day. In both instances the ML is that of the Mage at the time of construction.

If the Greater Focus is destroyed within 1,000 feet of the Mage, it results in the Mage having to make a **CON AR** at penalty of **-26%**. If he fails he loses **all** Fatigue and is stunned for **2D10 minutes**. If he succeeds he loses **half** his Fatigue.

Without his focus the Mage suffers a penalty of **-42%** to his PSF% when casting spells. This effect lasts for 13 months or until the Mage manufactures a new focus.

Specific Items

The majority of magical devices are crafted into every day items such as rings, amulets, crown, staffs, rods etc. The base materials for these items can be as follows:

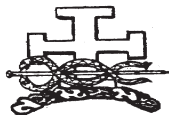
Jewellery (Amulets, Brooches etc)	Precious metals
Rings	Metals
Staffs	Woods
Rods	Wood and metals
Wands	Wood
Crowns	Precious Metals

Other items can be produced with the base materials being agreed upon with the Gamemaster. An example could be a Gauntlet of Berserking with leather (skins) as the base material.

Potions

For potions the base materials should be liquids, which are combined within a receptacle, usually of a pure noble metal such as gold or silver. The other materials may consist of any other materials, which are crushed into fine powders and then added to the liquid.

This mixture is then heated on a slow heat for 7 days to combine the mixture and fully enchanted. The number of doses that may be created is equal to the number of charges divided by the total MR of the spell or spells contained in the potion. Potions may contain combination spells.



Scrolls

A scroll requires two sets of base materials. The first material is of course the parchment or vellum upon which the spell will be inscribed. Scrolls may only contain one spell with the type of scroll dictating the level of power of spell the scroll can contain.

Simple scrolls may carry a spell with a MR of 1 to 3, Lesser Scrolls a spell of MR 4 to 7 and only Greater scrolls may carry a spell of MR 8+ or combination spells.

The scroll material is fully enchanted and sprinkled with the fine dust of gems relating to the **Method of Magic** of the spell. Simple scrolls require the dust of 1 gem, Lesser scrolls need 2 gems and Greater scrolls need 3 gems. These gems form part of the base materials.

The spell is then inscribed upon the scroll using a quill, selected for the purpose and enchanted. The ink used is made from the remaining base materials, which must be liquids. To this liquid is added the remaining enchanted materials, which have been crushed or powdered. These materials should be related to the spell in some way.

A **Calligraphy & Illumination** skill roll is required while inscribing the spell, a failure means the scroll is spoilt and the process must be started from scratch. A Critical Failure results in the spell triggering with the scroll being the point of origin. The time to inscribe the scroll is **1 hour x MR** of the spell (or total MR if a combination spell). The mage also expends the normal amount of Fatigue for casting the spell while transcribing the spell formula onto the scroll.

The wording of the spell once inscribed merges into the parchment or vellum, leaving a single phrase upon the surface that may be read. This is the trigger phrase of the spell and when read aloud triggers the spell. As a result, a scroll is always discharged as a **cantrip**, with only the trigger phrase required. This can be as little as one word or as much as a whole sentence. Once triggered the wording fades and the scroll crumbles to dust. Until activation the scroll to all intents and purposes does not decay, but can be destroyed by fire or water or other damaging elements such as acid.

If a scroll is found, it is necessary to divine the properties of the scroll to identify the spell inscribed, as each Mage uses an individual trigger phrase for a spell. Once the spell is known the spell can be cast providing the Mage (or even a Non-mage) can read the script used. It is possible for a Mage to "transfer" the spell to their spell book if the spell is unknown. If this is done the spell inscription will appear in the spell book but the Mage will not be able to cast it until the spell has been learned. (In this instance the spell book acts as a learning aid.)

SPELL BOOKS AND OTHER TEXTS

Spell Texts

Many **Modes of Magick** require or find useful the writing down of spell formulae, be it in a book or on a tree using oghams. Each spell will require one page per MR of the spell, after any modifications for the mode. A spell written for one specific mode is useless to another. However the whole spell text (i.e. all spells contained in the text) may be used as a reference text for reproducing any of the spells in the spell book, any other spells being used for cross referencing.

If the Mage has not learned the spell fully (i.e. enchanted it to MR 0) he may read the spell from the book, this **doubles** the time required to cast the spell but means the spell is automatically cast as if he had learnt it fully. Naturally the mage must have a spell fully learned to be able to scribe it.

Grimoires

A grimoire is used to store the names and information on specific individual demons rather than a broad type, each individual demon is considered a separate grimoire, though many grimoires are typical bound together in one book. Grimoires will normally require one page for an imp, ten pages for Malebranche, one hundred pages for the powers and principalities and 50 pages for other demons.

The information required to write a grimoire typically requires a great deal of research on top of the time it takes to write the book. Normally this is one day per page worth of research.

To find out whether the research in the grimoire is correct, a successful roll against **Demon Lore** less the number of pages used for the particular "creature" is necessary for each entry. If the roll is a Critical Success the information is completely accurate and any bonuses normally given by the grimoire are **doubled**.

A failed roll means that the book contains inaccuracies that make it useless as a grimoire, although the user does not know this until it is too late. A Critical Failure leads to misinformation being included (typically spread by the demons themselves), using the grimoire will alert the demon and be considered an invitation to possess the mortal.

Using a grimoire gives a bonus of +50% to the user's PSF% and +1 to the Crit Die to spells which effect the demon and to target the demon, if the book is used in conjunction with any spell. However, the spell will take at least ten minutes per page of the book to cast. Typically grimoires are used to summon and bind the daemon.

Treatises

Treatises are similar to reference texts for magical research except that they are required to research spells rather than simply giving a bonus. Each treatise is written for a specific Mode and Method of Magick and is unusable for a different method or even the same method but in a different mode.

A treatise requires 100 pages per base MR of the spell being researched (base MR being the MR before the mode bonuses and penalties are applied). A treatise can be used to research any spell of the relevant method and mode up to the maximum base MR the book was written for. The maximum number of pages a magus may write in a treatise is equal to his ML x TSC% in the relevant method.

ADVANCED RULES (OPTIONAL)

For those players who desire a more in depth approach to spell casting we offer the following additional rules.

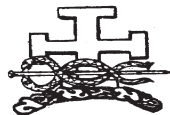
Channelling

The Magus uses the process of Channelling to draw upon others to boost their Fatigue when casting high cost spells. It may be used upon both willing and unwilling participants.

The receiving mage must cast the **Channelling** spell (see Common Spells in *Chapter 6 – Spells*) upon each participant. If the participant has volunteered through his own free will the spell is not be resisted and receives a **+10%** bonus to the TSC% of the spell. Participants who are unwilling to give of their energy may make a **DISC AR** or **Willpower** skill check. If successful the Mage receives a negative modifier of **-10%** to his TSC% (-20% if the **CON AR** or **Willpower** roll was a Critical Success).

CASTING SPELL FORMULAS

The time may come when a Mage wishes to cast a complex formula spell. This occurs when a Mage has built up a string of inter linked spells over a period of time. He must first cast the spell **Prepare Combination** which allows the Mage to begin stacking his spells. Combination spells may only contain fully learnt spells.



The initial spell in the combination dictates the Method of Magick used for the final casting. Combination spells are never automatic, and receive a negative modifier of 3% per spell incorporated into the formula, to a maximum of 21%. If spells of different Methods are included into the formula, using the **Link** spell, then there will be a negative modifier of 7% per method above the first.

These combination spells involve the Mage spending days casting the spells into the formula. At the moment the Mage is satisfied that the combination is complete, he closes the formula with the **Trigger** spell. This "trigger" may contain the following:

Trigger Now: The spell(s) discharge immediately the formula is closed. These are cast as if they were the following:

Word of Guard	Up to 3 spells in combination
Cantrip	4 – 7 spells in combination
Hex	8 – 13 spells in combination
Sorcery	More than 13 spells in combination

Hold Trigger: The spell(s) are delayed until the Magus wishes the effect to occur. This enables him to expend the required FP over a period of time instead of all at once. The Trigger must include a formula which the Mage must remember to be able to cast. These spells are cast the same as "Trigger Now" spells

Trigger when. . . .: The spell(s) will discharge when the conditions set down by the Magus are fulfilled. These spells always activate as if a Word of Guard.

Arm/Disarm: The Magus can temporarily disarm a conditional Trigger on the spell(s) to allow him (and companions) to pass safely by, etc., and then can rearm the spell to trigger conditionally. These trigger effects require the Mage to remember the trigger formula and recite aloud as if a cantrip.

STORING SPELLS

One of the other abilities a Mage may have is the ability to store spells in mundane (unenchanting) materials. This is accomplished, by the Mage casting a spell, or combination spell, into a mundane artifact along with a trigger spell. This allows the mundane artifact to be thrown, or left in a particular area awaiting the trigger conditions to be met. When the trigger spell activates, the casting mage must make his targetting roll.

The duration of the spell within such an item is 1 day per ML. After half of this time (round down) has elapsed the spell begins to disipate, giving a cumulative negative modifier of 5% per day elapsed, commencing the day the spell was first cast.

Example:

A Mage of ML 7 cast a spell into a rock, after 3 days the spell would begin to disipate. On day 4 the negative targetting modifier would be -20%.

The minimum amount of mundane material able to store a spell is equal to the following formula:

Spell MR / Mage ML x 1 lb (round up to the nearest 0.1 of a lb)

Example:

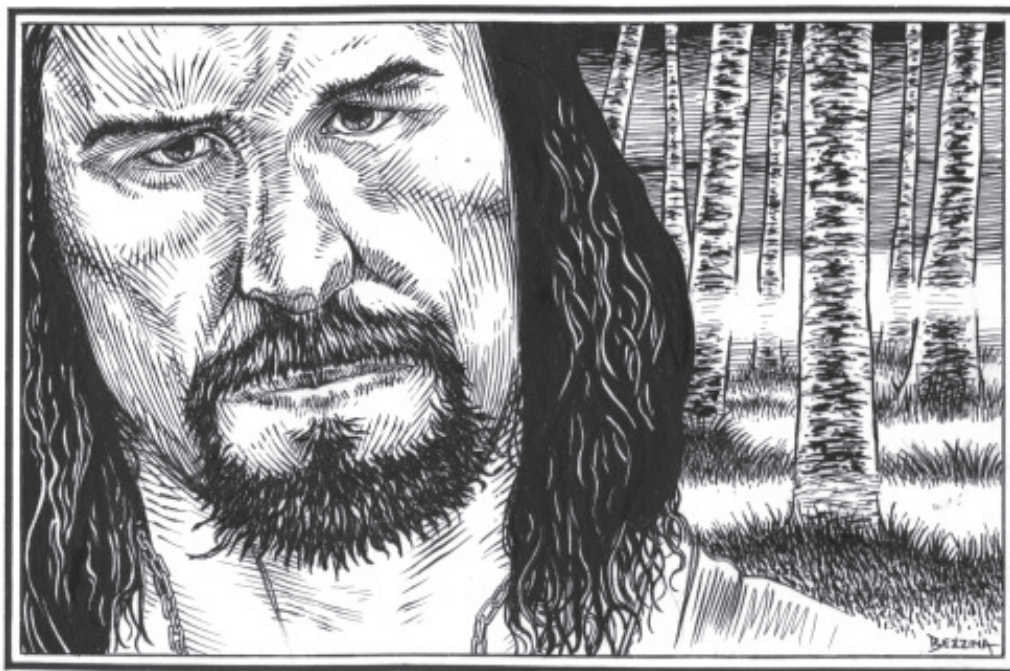
A Mage of ML 7 wishes to cast a MR 4 spell into a rock. In order to do this he would require $(4 / 7) \times 1 = 0.6$ lb or a fair sized pebble. He could use other materials, as long as the total weight was 0.6 lb.

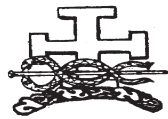
Spell effects on such mundane items may be stripped from the material if thrown into Circles of Protection. If the Circle of Protection would normally stop a spell of the same method of the spell stored on the mundane material, then the spell effect is "washed" from the material.

Only fully enchanted materials retain their spells when thrown into Circles of Protection.

CASTING TIMES

If the Gamemaster allows, then revised timings may be permitted. The basic AP cost as indicated in **Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)** can be altered by 1 or 2 Action Points. This may increase or decrease the casting times and may be applied to each spell at the Gamemaster's discretion.





SPILLS

Spills are listed with their main two characteristics being Magick Resistance or MR and Fatigue Point cost or FP. The Magick Resistance (MR) indicates the difficulty to learn the spell and can be modified according to the **Mode of Magick** of the Mage. However, the Fatigue Point (FP) cost remains the same regardless of the final MR of the spell.

(We also suggest that you visit our website where more spells will be available as free downloads at <http://www.britgamedesigns.co.uk>)

COMMON METHOD SPILLS

There are three main spells, which are common to all the **Methods of Magick**, two of which are similar to spells in Basic Magick. These spells are always regarded as belonging to no method and are learnt at the MR's as stated whatever the vocation of the Mage.

Link

Magick Resistance: MR 1
Fatigue Cost: 2 FP
Casting Time: Cantrip
Range: 10 feet x ML
Duration: Until combination spell is cast

This spell permits the Magus to link spells of different Methods within a combination spell. This spell effectively masks the method of spells linked within the combination.

Extend

Magick Resistance: MR 3
Fatigue Cost: Varies
Casting Time: Cantrip
Range: -
Duration: -

This increases the duration or range of a spell's effects. For every 5 FP spent either increase the range by **half** or extend the duration by **half**. If a Mage spends 10 FP he can either **double** the range or the duration. If he spends 20 FP he can **double both**.

Prepare Combination

Magick Resistance MR 1
Fatigue Cost: 2 FP
Casting Time: Immediate Effect (5 seconds)
Range: 10 feet x ML
Duration: 2 days x ML

This spell allows the Magus to link spells of the same Method. Such a combination spell must begin with **Prepare Combination** and is completed with a trigger spell. The magus can combine a number of spells up to his **ML x 2** (with prepare, trigger and link spells not counted). He can add spells throughout the duration of the **Prepare Combination** without activating them.

Once the **Trigger** spell is added the combination is completed and no further changes may be made, and the conditions of the trigger spell apply. The trigger spell must be added within the duration allowed for preparation, otherwise the spell dissipates and all the magus' work is lost!

During the preparation process, combination spells are typically placed into items (in order to save the magus from having to concentrate to remember what he has already done). If the "container" is not an enchanted device, the completed spell dissipates in **2 days x ML** after the trigger has been added. If placed in an enchanted device, the spell is retained until the trigger conditions are met. These items include such diverse objects as amulets, rings, potions and scrolls.

Combinations can only be created using spells that have been fully learnt. The **Method of Magick** used to target the spell is that of the first spell in the combination or the Method which has most spells within the combination.

Combination spells can also be learned as new unique spells and the rules for this are as follows:

- 1 The total FP cost of the combination needs to be calculated, but this is excluding the costs for **Prepare Combination** and **Trigger**.
- 2 To this total add a modifier if the spell is designed to cause damage. Damage is normally described as **Base Damage + or x ML + Crit Die**. For every 3 points of Base Damage (rounded up), modify the Fatigue cost by +2 if the ML is added or by +4 if multiplied by ML. Therefore, a spell doing 5 + ML + Crit Die damage gets a +4 modifier, while a spell doing 5 x ML + Crit Die gets a +8 modifier.
- 3 This modified total is divided by 3 (round down) to arrive at the MR of the new spell.
- 4 This modified total is also divided by 2 (round up) to arrive at the final FP cost of the new spell.
- 5 To arrive at the final step is to arrive at the casting time. This is based on the spells used in the combination (excluding **Prepare Combination** and **Trigger**) and compared to the result to *Table 6.1 – Spell Type – Casting Time*.

Spills in Combination	Spell Type
2	Word of Guard
3-5	Cantrip
6-12	Hex
13+	Sorcery

TABLE 6.1 – SPELL TYPE – CASTING TIME

The total FP cost for a new spell can be reduced by extending the casting time or, if a shorter casting is required by increasing the FP cost. For every step difference modify the FP cost by + or -10% as appropriate (rounding up or down respectively).

Example:

A Mage wished to increase the casting time of a Cantrip, he first increases the time by one step to a Hex, this would result in an increase to the FP cost of +10%. If he wished to increase the casting time further by making the spell Sorcery, this is a further step so the casting time is increased by a further +10%.

Note: A spell can be extended to a Ritual, the gap between a Sorcery and a Ritual is regarded as being a 2 step difference so will result in a cumulative +10% increase.

Trigger

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Immediate Effect (5 seconds)
Range: 100 feet x ML
Duration: Variable

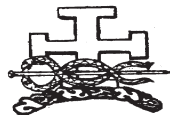
This spell enables a Magus to set the conditions under which a combination spell will be discharged. Since many spells are actually combinations of different spells, he may desire nothing to happen until all the component spells are in place. **Trigger** may therefore be cast in the following forms:

Trigger Effect: The spell(s) will discharge now!

Hold Trigger: The spell(s) are delayed until the Magus wishes the effect to occur. This enables him to expend the required FP over a period of time instead of all at once.

Trigger when. . .: The spell(s) will discharge when the conditions set down by the Magus are fulfilled.

Arm/Disarm: The Magus is able to temporarily disarm a conditional Trigger on the spell to allow him (and companions) to pass safely by, etc., and then can rearm the spell to trigger conditionally.



Channelling

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Hex
Range: 1 person x ML (Participant must be within ML feet of caster)
Duration: Until the originating mage has cast ultimate spell or 1 hour (whichever is first)

The mage casts this spell upon a participant forming a bond whereby the participant can offer up Fatigue to the casting mage. The participant can give a maximum of one third of their Constitution (rounded up) in Fatigue. The cost of this channelling is 2 Fatigue for every 1 Fatigue channelled. So a participant channelling 5 Fatigue points will actually lose 15 Fatigue points. If the casting mage made a Critical Success with **Crit Die 08-10** with the casting of the spell the Fatigue cost is on a 1 for 1 basis. I.e. the previous participant would only actually lose 10 Fatigue points in this instance.

The Mage who receives such Fatigue may apply them immediately to the casting of high cost spells prior to any personal Fatigue loss.

BASIC ELEMENT MAGICK

When it first appeared in 1977, *Chivalry & Sorcery* introduced the concept of "basic magick" to fantasy role-playing. Essentially, it is a method by which spells can be assembled by linking simple spells together to produce sophisticated magical effects. This is accomplished by preparing combination spells using the **Prepare Combination** and **Trigger** spells as detailed in **Common Spells**.

With Elemental Spells the **Link** spell can be used to link in spells of different methods. However, if linking Water and Fire spells add **1 FP** to the casting cost, and if linking Air and Earth spells add **1 FP** to the casting cost.

As detailed in the spell description for **Prepare Combination**, these combinations can be learned as individual spells. Some of these combinations of spells are detailed under each element. However, if an elemental spell is designed to do damage, modify the spell as follows:

- For Air and Water spell combinations **double** the total Fatigue cost before calculating the MR and FP cost of the learnt spell.
- For Fire and Earth spell combinations add **+1** to the MR and **+2 FP** to the cost of the learnt spell.

Basic Element Magick spells are learned by reducing their Magical Resistance (MR) to zero (0), at which time the Magus casts them as fully learnt spells. A Magus may learn spells up to his **current MR + 2** after the MR has been modified to reflect the **Mode of Magick** he practices. The following Basic Element spells **need to be learnt only once** to be applicable to all four types of Element Magick.

COMMON ELEMENT CONTROL SPELLS

Detach

Magick Resistance: MR 1
Fatigue Cost: 2 FP
Casting Time: Cantrip
Range: -
Duration: -

This directs Air, Earth, Fire, or Water to leave the Caster's location. If not accelerated in a specific direction, air is carried on prevailing winds and some fires might spread downwind.

Affix

Magick Resistance: MR 1
Fatigue Cost: 2 FP
Casting Time: Cantrip
Range: -
Duration: -

This directs Air, Earth, Fire, or Water to remain in a specific location or to attach itself to something.

Accelerate

Magick Resistance: MR 2
Fatigue Cost: 3+ FP
Casting Time: Cantrip
Range: -
Duration: -

This is a traversing spell that determines the speed of detached Air, Earth, Fire, or Water. The volume affected is the volume that the Magus is able to **Command** using the appropriate Basic Element Magick. The speed increases at +1 ML per +1 FP expended to a maximum of +4 levels over his current ML.

ML	Speed	ML	Speed	ML	Speed
0	Unmoving	5	5 mph x ML	10	10 mph x ML
1	1 mph x ML	6	6 mph x ML	+1	11 mph x ML
2	2 mph x ML	7	7 mph x ML	+2	12 mph x ML
3	3 mph x ML	8	8 mph x ML	+3	13 mph x ML
4	4mph x ML	9	9 mph x ML	+4	14 mph x ML

TABLE 6.2 - BASIC ELEMENT MOVEMENT SPEEDS

"Missile" speeds reflect a target's ability to **Dodge** if he first sees a magical missile cast at him. The **Base Missile Speed** is equal to the Caster's ML and again this can be raised by +1 ML by expending 1 FP. Missile speeds are far higher than those involved in merely moving Elemental material.

ML	Dodge	ML	Dodge	ML	Dodge
0	n/a	5	TSC% -25%	10	TSC% -60%
1	TSC	6	TSC% -30%	+1	TSC% -65%
2	TSC% -5%	7	TSC% -35%	+2	TSC% -70%
3	TSC% -10%	8	TSC% -40%	+3	TSC% -75%
4	TSC% -20%	9	TSC% -45%	+4	TSC% -80%

TABLE 6.3 - BASIC ELEMENT MISSILE SPEEDS

Slow

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Cantrip
Range: -
Duration: -

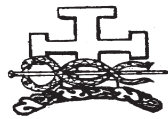
This is a traversing spell that slows an Element's speed and works in reverse to **Accelerate**. It reduces the speed of the Element by an identical rate of speed as that indicated for their ML in *Table 6.2 - Basic Element Movement Speeds*. Likewise for the additional cost of 1 FP the speed can be decreased by an additional 1 ML. For missiles the Dodge modifier in *Table 6.3 - Basic Element Missile Speeds* is used in reverse.

Example:

A Mage of ML 7 has cast the Basic Magick - Fire spell **Fireball**. This would give a negative modifier to **dodge** of 35%. His opponent is a Mage of ML 4 who casts **Slow** this would reduce the penalty to 35 - 20 = 15%. If the defending Mage was of ML 7 or higher and was able to target the **Slow** spell, he would slow he missile to a standstill.

ELEMENT MAGICK COUNTER-SPILLS

Dispelling magick is easier than creating magical effects. The more complex the effect, the easier it is to disrupt because so much can be made to go awry. A Mage adept in Element Magick **who has learned how to create a specific effect** also knows how to cast a counter-spell to resist it. Suppose a mage adept at Air Magick can create **Mist & Fog**. A **Mist & Fog** "dispel" consists of **Command Air + Dispel**, cast as a **Cantrip**.



Dispel

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Cantrip
Range: -
Duration: -

A **Dispel** pits the skills of Mages against one another in what is effectively a duel between Sorcerer's. If a **Dispel** succeeds, subtract the Dispell's PSF%% from the Caster's TSC%. If the Caster fails his TSC% roll, the spell has been disrupted.

A **Dispel** can be cast **any time** during a non-instantaneous spell, forcing a recheck of that spell's success. Failure means any effects that had appeared will dissipate. The Crit Die determines how quickly they disappear. If a **Dispel** fails, it fails. A second attempt cannot be made. Failure also brings a severe cost, for the Dispell must pay 1/2 the total FP the Caster expended. Remember that losers suffer consequences in all duels, even Mages.

Example:

A Magus who knows how to cast the same or a similar effect can resist an **instantaneous effect** spell. Subtract his PSF%% from the Caster's TSC%. The basic cost of such a disrupt spell is 7 FP. If the spell is disrupted, the effect fails to materialise. However, if the Disrupt fails, the -7 FP cost increases by half of the total FP that opposing mage has expended.

BASIC ELEMENTAL MAGICK - AIR

Basic Magick - Air is a method that enables the Magus to manipulate gaseous material and to control weather. Basic Magick - Air spells are cast by combining the appropriate controls to create the effect desired.

Create or Command Air

Magick Resistance: MR 2
Fatigue Cost: 3 FP
Casting Time: Cantrip
Range: -
Duration: -

This directs existing Air around the Magus to obey him as shown in *Table 6.4 - Air - Quantity*. Volumes can be adjusted downward by stating the quantity he wants to control. If **Creating Air**, the volume drops significantly to reflect the difficulty of creating air magically, as opposed to merely controlling air that naturally exists.

Commanding Air Quantity Commanded				Creating Air Quantity Created		
ML	Radius	Height	Volume	Radius	Height	Volume
1	0.25 miles	0.25 miles	0.049 miles ³	10 feet	10 feet	3,140 feet ³
2	0.5 miles	0.5 miles	0.392 miles ³	20 feet	20 feet	25,120 feet ³
3	0.75 miles	0.75 miles	1.323 miles ³	30 feet	30 feet	84,780 feet ³
4	1 mile	1 mile	2.816 miles ³	40 feet	40 feet	200,960 feet ³
5	1.25 miles	1 mile	4.9 miles ³	50 feet	50 feet	392,500 feet ³
6	1.5 miles	1 mile	7.056 miles ³	60 feet	60 feet	678,240 feet ³
7	1.75 miles	1 mile	9.604 miles ³	70 feet	70 feet	1,077,020 feet ³
8	2 miles	1.25 miles	15.68 miles ³	80 feet	80 feet	1,607,680 feet ³
9	2.25 miles	1.25 miles	19.6 miles ³	90 feet	90 feet	2,289,060 feet ³
10	2.5 miles	1.25 miles	24.5 miles ³	100 feet	100 feet	3,140,000 feet ³

TABLE 6.4 - AIR - QUANTITY

Remove Air

Magick Resistance: MR 2
Fatigue Cost: 2+ FP
Casting Time: Hex
Range: 100 feet x ML
Duration: 15 seconds x Volume Level

This spell removes natural or created Air. It costs +1 FP per Volume Level removed past Level 1. Steady removal of air creates a breeze blowing toward the centre of the spell casting. A Magus can control the volume removed by stating the desired quantity.

The amount of air removed is the caster's ML - 1 and the result is compared to amount created as shown in *Table 6.4 - Air - Quantity*. Therefore a Magus of ML 2 is able to remove an amount of air that is equal to (2 - 1) = ML 1 and has a radius of 10 feet and a height of 10 feet (3,140 feet³). **Remove Air** snuffs **natural** fires and the size of fire is shown in *Table 6.5 - Remove Air - Fire*. The bracketed figure shows the number of minutes that oxygen must be denied to prevent flare ups. Extends are used to lengthen the duration to ensure the fire stays snuffed.

ML	Size of Fire	ML	Size of Fire
1	Candle	6	15 feet radius (15 min)
2	Torch, unshielded lantern/lamp	7	20 feet radius (20 min)
3	Campfire (3 min)	8	25 feet radius (25 min)
4	5 feet radius (5 min)	9	35 feet radius (30 min)
5	10 feet radius (10 min)	10	50 feet radius (35 min)

TABLE 6.5 - REMOVE AIR - FIRE

Concentrate

Magick Resistance: MR 3
Fatigue Cost: 3 FP + 2 per level
Casting Time: Sorcery
Range: 20 feet x ML
Duration: 1 minute x Volume Level

This increases the Air density and reduces volume and area of coverage by -1 per Volume Level. The maximum amount of concentration is -5 Volume Levels. Multiple **Concentrate** spells are cast as one spell in a Sorcery, i.e. to concentrate the air down by five Volume Levels means the spell needs to be cast five times. To find out the reduced amount of air refer to the Quantity Created in *Table 6.4 - Air - Quantity*. For reductions below ML 1 use *Table 6.6 - Air - Quantity - ML less than 1*.

Other special effects that can be created using **Concentrate** include:

Sound Effects: This can **compress air momentarily** and then release, producing **sound effects**, anything from whisper-like noises, creaks, moans and even stealthy footsteps all the way up to loud thunderclaps. Special effects cost an **additional 1 FP** to 3 FP (at the Gamemaster's discretion).

Intensifying Fires: This causes fires to grow +1 level per level of concentrated Air.

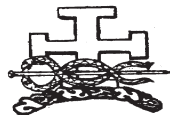
Creating Air Quantity Created			
ML	Radius	Height	Volume
-1	7.9 feet	7.9 feet	1,570 feet ³
-2	4.8 feet	4.8 feet	350 feet ³
-3	4 feet	4 feet	196 feet ³
-4	3.4 feet	3.4 feet	125.6 feet ³
-5	3 feet	3 feet	87 feet ³

TABLE 6.6 - AIR - QUANTITY - ML LESS THAN 1

Diffuse

Magick Resistance: MR 2
Fatigue Cost: 3+ FP
Casting Time: Sorcery
Range: 20 feet x ML
Duration: 5 seconds x Volume Level

This spell increases volume and area of coverage by +1 Level by thinning the Air. The maximum diffusion is +5 Volume Levels. The spell works like **Concentrate** but in reverse so to find out the increased amount of air refer to the Quantity Created column in *Table 6.4 - Air - Quantity* and for increases above ML 10 use *Table 6.7 - Air - Quantity - ML above 10*.



Creating Air			
ML	Quantity Created	Radius	Height
+1	110 feet	110 feet	4,179,340 feet ³
+2	120 feet	120 feet	5,425,920 feet ³
+3	130 feet	130 feet	6,898,580 feet ³
+4	140 feet	140 feet	8,616,160 feet ³
+5	150 feet	150 feet	10,597,500 feet ³

TABLE 6.7 – AIR – QUANTITY – ML ABOVE 10

Example:

A Magus of ML 10 casts **Creates Air** and obtains a quantity of 100 feet radius and 100 feet in height. He can expand the volume by +5 Levels to ML 10 + 5 = ML 15. This means he has created a quantity of air of radius 150 feet and height 150 feet. This thinning of the Air results in drop in air pressure of 3,140,000 / 10,597,500 = 0.296 (divide lower volume by higher).

Warm/Cool

Magick Resistance: MR 1
Fatigue Cost: 2 FP
Casting Time: Sorcery
Range: 100 feet x ML
Duration: 1 minute per 3° C

This spell Increases/decreases the ambient air temperature by a maximum of +/- 3° C x ML. To find the area of coverage refer to Table 6.4 – Air – Quantity. The initial change in temperature is left to the Gamemaster's discretion along with the dew point at which water vapour condenses into droplets (fog, rain, etc.). Regardless of whether they were created naturally or magically, winds also produce skin-chilling temperature of -4° C, to find the wind-chill factor, decrease temperature by -1° C x mph of wind.

Puff

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Cantrip
Range: 10 feet x ML
Duration: Instantaneous Effect

This produces a thin stream of air, a silent draught which can snuff a candle, torch, or unshielded lamp or lantern, blow over light objects, flip book pages, blow a parchment where one wants, etc. It is based on the spell combination of **Command Air** (1 volume) (3 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 8 FP.

Airwall

Magick Resistance: MR 4
Fatigue Cost: 5 FP + 1 x Volume
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 3 minutes x ML

This shapes a swirling mass of dense air into a "wall" that impedes movement and deflects missiles. It can be of any dimensions within Caster's volume limits.

ML	Wall	Volume	ML	Wall	Volume
1	10 x 10 x 10 feet	1,000 feet ³	6	10 x 10 x 60 feet	6,000 feet ³
2	10 x 10 x 20 feet	2,000 feet ³	7	10 x 10 x 70 feet	7,000 feet ³
3	10 x 10 x 30 feet	3,000 feet ³	8	10 x 10 x 80 feet	8,000 feet ³
4	10 x 10 x 40 feet	4,000 feet ³	9	10 x 10 x 90 feet	9,000 feet ³
5	10 x 10 x 50 feet	5,000 feet ³	10	10 x 10 x 100 feet	10,000 feet ³

TABLE 6.8 – AIRWALL - SIZE

Other effects available include:

Moving Wall: If used with the Basic Magick – Air spells **Detach** and **Accelerate** it produces a wall that moves at 1 mph x ML up to maximum of 5 mph. This increases the FP cost by +3 FP.

Missile Deflection: If attacker suffers a penalty of -5% to his TSC% for every 5 feet that the Airwall penetrates.

Flame Deflection: A flame is blown away -5 feet every 15 seconds to a maximum distance of 10 feet x ML.

Fire Spells Deflection: The Airwall will deflect any Basic Magick – Fire spells, resulting in the opposing Mage suffering a penalty of -3% from his TSC% per 5 feet of Airwall penetrated.

Movement Hindrance: Any one entering the Airwall will need to make a **STR AR - Caster's PSF%**. Whilst inside the Airwall they will move at 1/2 AP allowance. Any **Dodge** rolls whilst within an Airwall result in a fall on a **Crit Die 01-04**.

It is based on the spell combination of **Command Air** (3 FP) + **Accelerate** (3 FP) + **Concentrate** (5 FP) = 11 FP, the Cantrip is cast as a Sorcery so reducing the FP costs.

Airbolt

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Cantrip
Range: 25 feet x ML
Duration: Instantaneous Effect

Airbolt is noisy with a sound like a rifle crack that may startle people. It is a sharp, focused blast of air with enough force to push a target back and deliver a Bash. The **Bash Weight** of the spell is equal to the **Caster's Weight + (50 lbs x ML)**. Depending upon the Target's weight various results can occur and if the Target is pushed back into a solid object damage can occur.

- Any Targets who are below Bash Weight are bashed to the ground.
- Any Targets who are up to twice the Bash Weight are pushed back **10 feet + Crit Die**.
- Any Targets who are up to three times the Bash Weight are shoved back **10 feet**.
- Any Targets who are up to four times the Bash Weight are stopped dead in their tracks.

Damage of **3 points** of crushing damage can occur if a target is pushed into a solid object (if a success with **Crit Die 10** this increases to 10 points). Others may try to **Dodge** a victim before he is shoved into them, avoiding a Bash and damage to themselves.

It is based on the spell combination of **Command Air** (3 FP) + **Concentrate** (5 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 13 FP

Air Beam

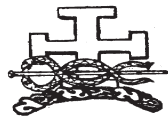
Magick Resistance: MR 4
Fatigue Cost: 6+ FP
Casting Time: Hex
Range: 50 feet x ML
Duration: Instantaneous Effect

This spell produces a stream of high-pressure air, which can be played onto **one target per 2 ML**. The cost increases by +1 FP per additional target. In all other effects the spell is similar to the Basic Magick – Air spell **Airbolt**. It is based on the spell combination of **Command Air** (3 FP) + **Concentrate** (5 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 13 FP and is a Cantrip cast as a Hex so reducing the FP cost.

Air Ram

Magick Resistance: MR 7
Fatigue Cost: 9 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: Instantaneous Effect

This produces a dense cylinder of air that acts as a battering ram and results in an automatic Bash on targets under 50 lbs x Caster's ML in weight. The Bash Weight amounts to the caster's (ML x 500 lbs) + 50 lbs per speed level gained from the **Accelerate** spell. A hit inflicts **(3 points x ML) + Crit Die** of crushing damage and adds +1 to the Crit Die per 1,000 lbs. of Bash Weight (a success with **Crit Die 10** results in an automatically +10 damage and Bash on targets under 10,000 lbs). Bash victims are hurled a distance of **10 feet x ML** and are stunned for **1 x ML** Action Phases.



No one can see an **Air Ram** coming in order to **Dodge**, but those who are behind a bashed victim can **Dodge** so that his hurtling body scores a grazing strike (which results in no Bash effect and only 1/2 damage). **Air Ram** can blast doors from their hinges or shatter them entirely and inanimate objects can be turned into dangerous missiles. It is based on the spell combination of **Create Air** (3 volumes) (9 FP) + **Concentrate** (5 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 19 FP, plus the level of damage caused adds a further + 4 FP = 22 FP, since it is a Cantrip cast as a Sorcery so reducing the FP cost.

Mist & Fog

Magick Resistance: MR 2
Fatigue Cost: 3 FP + Mist cost
Casting Time: Hex
Range: 500 feet x ML
Duration: 10 minutes x ML

This spell causes the ambient air temperature to drop below dew point and so create mist and fog. It is assumed there is enough humidity to form mist. If the humidity level is inadequate, **triple** the FP cost of the spell. This is based on the spell combination of **Command Air** (3 FP) + **Cool** (2 FP) = 5 FP. The FP cost has a further Fatigue cost for the density of mist required. *Table 6.9 – Mist & Fog – Range* shows the amount of mist and fog created and its density depending on the number of Fatigue Points spent.

ML	+3 FP Lt Mist	+4 FP Mist	+5 FP Fog	+6 FP Dense Fog	+8 FP Pea Soup
1	660 feet	440 feet	220 feet	110 ft	55 feet
2	1,320 feet	880 feet	440 feet	220 feet	110 feet
3	1,980 feet	1,320 feet	660 feet	330 feet	165 feet
4	2,640 feet	1,760 feet	880 feet	440 feet	220 feet
5	3,300 feet	2,200 feet	1,100 feet	550 feet	275 feet
6	3,960 feet	2,640 feet	1,320 feet	660 feet	330 feet
7	4,620 feet	3,080 feet	1,540 feet	770 feet	385 feet
8	5,280 feet	3,520 feet	1,760 feet	880 feet	440 feet
9	5,940 feet	3,960 feet	1,980 feet	990 feet	495 feet
10	6,600 feet	4,400 feet	2,200 feet	1,100 feet	550 feet

TABLE 6.9 – MIST & FOG – RANGE

As with any misty or foggy conditions, the visibility will be reduced and *Table 6.10 – Mist & Fog – Visibility* shows the maximum range of visibility and the appropriate modifiers to TSC% when attempting to see items, fire missiles or to cast spells.

It is also possible to make the mist or fog drift as if in a light breeze and costs 5 FP plus the FP cost for the type of mist. Based on the spell combination of **Command Air** (3 FP) + **Cool** (2 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 10 FP. Any breeze created cannot be over 5 mph or the mist and fog will begin to dissipate quicker. If between 5-10 mph, mist dissipates within 5 minutes x ML; if between 11-15 mph, mist dissipates within 3 minutes x ML; if over 15 mph, it dissipates within 1 minute x ML. To cause the breeze to blow above 5 mph costs an additional +2 FP.

If the Mage prefers the mist and fog to remain in one place regardless of any breeze, he may cast **Affix** as part of the spell combination at an additional cost of 1 FP.

Type	Max.	Modifiers to TSC% when		
		Sighting	Missile	Casting
Lt Mist	300 feet	-5% per 30 feet	-7% per 30 feet	-7% per 30 feet
Mist	200 feet	-5% per 20 feet	-7% per 20 feet	-7% per 30 feet
Fog	100 feet	-7% per 10 feet	-10% per 10 feet	-10% per 10 feet
Dense Fog	50 feet	-7% per 5 feet	-10% per 5 feet	-10% per 5 feet
Pea Soup	10 feet	-30% per 5 feet	-30% per 5 feet	-30% per 5 feet

TABLE 6.10 – MIST & FOG – VISIBILITY

Clouds & Rain

Magick Resistance: MR 2
Fatigue Cost: See Below
Casting Time: Ritual (1 minute)
Range: Sight
Duration: 15 minutes x ML

This spell drops the upper altitude air temperature below dew point to cause condensation of water vapour. It is assumed that there is enough humidity to form clouds. If insufficient humidity, **triple** the FP cost. Based on the spell combination of **Command Air** (3 FP) + **Cool** (2 FP) = 5 FP. Clouds drift on prevailing winds, but the spells **Detach** and **Accelerate** enable a Magus to direct their movement anywhere within his line of sight. The spell **Affix** keeps clouds overhead even in stiff winds. *Table 6.11 – Clouds & Rain* shows the Fatigue cost and the amount of cloud cover obtained.

Cloud Cover	FP Cost	Cloud Cover	FP Cost	10/10 Cloud Cover with	FP Cost
1/10	2 FP	6/10	7 FP	Drizzle: 1/16" per hr.	14 FP
2/10	3 FP	7/10	8 FP	Light Rain: 1/8" per hr.	17 FP
3/10	4 FP	8/10	9 FP	Rain: 1/4" per hr.	20 FP
4/10	5 FP	9/10	10 FP	Heavy Rain: 1/2" per hr.	23 FP
5/10	6 FP	10/10	11 FP	Downpour: 1" per hr.	26 FP

TABLE 6.11 – CLOUDS & RAIN

Dust Devils

Magick Resistance: MR 4
Fatigue Cost: 5 FP
Casting Time: Sorcery
Range: 100 feet x ML
Duration: 1 minute x ML

A Dust Devil kicks up dust and sand in a compact, whirling cloud 20 feet in diameter. A Magus can create one Dust Devil plus one additional Dust Devil per 2 ML at additional cost of +2 FP each. The wind speed **must** be at least 50 mph. He can also direct it to move wherever he wants anywhere within range. Anyone caught in a Dust Devil is unable to see beyond a few feet and all PSF% in vision-dependent skills are lost. Animals may become panicked and unmanageable. Light objects may be picked up and carried along a few dozen feet or thrown this way and that. For **15 seconds x Crit Die** after emerging from a Dust Devil, one's eyesight is impaired and results in a penalty of **-3% x Crit Die** to the character's TSC% of visually dependent skills. Based on the spell combination of **Command Air** (3 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) + **Link** + **Create Dust** (3 FP) = 11 FP and is a Cantrip cast as a Sorcery so reducing the FP cost.

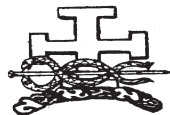
Tornado

Magick Resistance: MR 10
Fatigue Cost: 9 FP
Casting Time: Ritual (21 minutes)
Range: 250 feet x ML
Duration: 5 minutes x ML

Tornadoes are great funnel clouds that do unspeakable devastation wherever they touch down. The preparation required to create a Tornado is extensive. First of all, a downpour must be created with rainfall of at least 1 inch per hour and storm winds upward of 50 mph. This is based on a spell combination of **Command Air** (3 FP) + **Clouds & Rain** (Downpour) (26 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 34 FP, and is a Cantrip cast as a Ritual so reducing the FP cost.

The funnel touches down at the targeted area, affecting a radius of 100 feet around its centre and moves randomly at **10 mph + 1D10 mph** (about 200 feet every 15 seconds). Check every 3 minutes to see what the Tornado does next by rolling **1D10** and comparing the result to *Table 6.12 – Tornado – Movement*.

Tornadoes generate winds of over 300 mph that tear most structures apart. Even substantial stone buildings and fortifications suffer damage. At sea, a waterspout can smash a ship to splinters and sink it immediately. "Dodging" a Tornado is impossible. Any creature caught in one has a **20%** chance of surviving. Survivors invariably are battered within an inch of their lives and it likely they will be terrified whenever a tornado appears or there is a extremely severe storm.



1D10	Result
01-02	Tornado moves north.
03-04	Tornado moves east.
05-06	Tornado moves south.
07-08	Tornado moves west.
09	Tornado remains stationary.
10	Tornado jumps one mile. Roll again for direction and if 09-10 is rolled direction is at Gamemaster's discretion.

TABLE 6.12 – TORNADO - MOVEMENT

LIGHTNING EFFECTS

Among the most powerful magical armaments available are the electrical discharges available to the Air Magus. Lightning is the "weapons of the gods", armour is of little use against such powerful forces. Even the most powerful supernatural beings are vulnerable to them. To utilise the ambient electricity in the air requires double the normal cost of the Command spell, and to move the lightning through the air doubles the cost of accelerate and detach, but does not double the total fatigue for damage.

- 1 Lightning does **double** damage in wet conditions that readily conduct electricity and grounds the victim.
- 2 Any metal armour that conducts electricity provides no energy protection versus Lightning.
- 3 Spirits, Undead and the like all suffer an additional **2 x ML** energy damage!
- 4 Dodging is possible **if** the victim sees the spell cast and is over 30 feet away. Otherwise only a Ward spell can turn the strike.
- 5 A successful **Dodge** causes Lightning Darts to miss. A Lightning Bolt merely has its effects **halved** because the target zone is too large to escape entirely unscathed.

Lightning Darts

Magick Resistance: MR 4
Fatigue Cost: 6 FP
Casting Time: Cantrip
Range: 25 feet x ML
Duration: Instantaneous Effect

Flashes of lightning spring from the Caster's fingertips. The Mage can create one dart per 2 ML. Each dart is cast simultaneously but each is aimed separately at the same target or at different targets. Each dart causes **6 + 1D10** points of Energy damage. However, if the successful skill roll results in **Crit Die 07-09** the victim is also stunned for **1D10** Action Phases if he fails his **CON AR**. If it is a Critical Success with **Crit Die 10** the victim suffers **27** points of Energy damage and is stunned for **2D10** Action Phases if he fails his **CON AR**. This is based on the spell combination **Create Air** (2 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 7 FP, plus the level of damage caused adds a further 4 FP = 11 FP.

Note: Magical lightning does not move as quickly as natural lightning and must be augmented by multiple Accelerate spells to reduce a target's ability to Dodge.

Lightning Bolt

Magick Resistance: MR 6
Fatigue Cost: 8 FP
Casting Time: Hex
Range: 100 feet x ML
Duration: Instantaneous Effect

A **Lightning Bolt** targets an **area** 20 feet in diameter and anyone in the strike zone suffers **3 x ML + Crit Die** Energy damage. However, if the successful skill roll results in **Crit Die 05-08** the victim suffers **4 x ML + 13** points of Energy damage. If it is a Critical Success with **Crit Die 09-10** the victim suffers **5 x ML + 21** points of Energy damage and is also stunned for **1 x Crit Die** Action Phases if he fails his **CON AR**. On a **Crit Die 07-10**, wooden objects (trees, sheds, houses etc.) will be seriously damaged and inflammable material will catch fire.

This is based on the spell combination **Create Air** (3 volumes) (6 FP) + **Detach** (2 FP) + **Accelerate Missile x 2** (6 FP) = 14 FP, plus the level of damage caused adds a further 4 FP = 18 FP, and is a Cantrip cast as a Hex so reducing the FP cost.

Thunderbolt

Magick Resistance: MR 9
Fatigue Cost: 11 FP
Casting Time: Sorcery
Range: 250 feet x ML
Duration: Instantaneous Effect

Thunderbolts occur **only** during a heavy rain or downpour. A Magus can, during storms, direct one thunderbolt at a time so long as the target area is in range and line of sight. Instead of issuing from the Magus' fingertips or his staff, a **Thunderbolt** comes suddenly from above, targeting an area 50 feet in diameter and it **cannot** be dodged. Thunderbolts may be cast from open sky at **24 FP cost** since conditions for Thunderbolts do not exist in clear weather, the FP cost is much higher as the spell **Clouds & Rain** needs to be included. Anyone caught in the strike zone suffers damage as shown in Table 6.13 – *Thunderbolt - Damage*.

Crit Die	Energy damage suffered:
01-04	3 x ML + Crit Die damage
05-08	4 x ML + 13 damage and the victim is stunned for 1D10 Action Phases if he fails his CON AR .
09-10	5 x ML + 21 damage and the victim is stunned for 2D10 Action Phases if he fails his CON AR

TABLE 6.13 – THUNDERBOLT - DAMAGE

Thunderbolts severely damage wooden objects (trees, houses, etc.) and typically ignite fires on a **Crit Die 05-10**. On a **Crit Die 08-10** they also significantly damage most stone structures (including castles) and deeply crater or fuse the ground where they strike.

This is based on the spell combination **Create Air** (3 volumes) (6 FP) + **Detach** (2 FP) + **Accelerate Missile x 5** (15 FP) = 23 FP + 4 FP in respect of the damage caused = 27 FP, and is a Cantrip cast as a Sorcery so reducing the FP cost.

BASIC ELEMENTAL MAGICK - EARTH

Basic Magick - Earth focuses upon manipulating Earth in a myriad of forms ranging from dust to rock to gemstones. Basic Magick – Earth is cast by combining the appropriate control spells.

Create or Command Earth

Magick Resistance: MR 2
Fatigue Cost: 3+ FP
Casting Time: Cantrip
Range: -
Duration: Permanent

Create Earth conjures Earth materials into existence by shaping magical forces into solid matter, or quickly shaping relatively small quantities of existing earthen materials. Since this is not as efficient as working with existing material, the volumes that can be worked with are small and these are shown in Table 6.14 – *Create Earth – Quantities*.

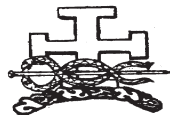
Note: All conjured Earths are permanent unless a **Dispel** condition was placed in the material.

Command Earth controls existing Earth materials and gives the Mage control over large volumes of material. However, when trying to give it shape etc. the time required for the spell to be completed is greatly increased if the volume exceeds his **Create Earth** limits. Table 6.15 – *Command Earth – Quantities* show the maximum amount a Mage of a specific ML can command.

To find out how much of this a Mage can actually work at any one time, it is necessary to calculate the **Magical Working Factor (MWF)**. A Mage's MWF is equal to the maximum amount they can command divided by the amount they can create multiplied by 13 (rounded up).

Example:

A Mage of ML 3 can command 8,775 lbs of material but is only able to create 3,925 lbs. His **Magical Working Factor (MWF)** will be (8,775 lbs / 3,925 lbs) x 13 = 2.23 x 13 = 28.99 = 29 (rounded up).



		3 FP	+1 FP	+2 FP	+2 FP	+2 FP	+7 FP	+13 FP	+21 FP
ML	Weight	Dust	Sand/ Dirt	Gravel	Porous Rock	Dense Rock	Metal Ores ¹	Nobel Metals & SP Gems ¹	Precious Metals & Gem Ores ¹
1	325 lbs	10 feet ³	5 feet ³	2.5 feet ³	1.25 feet ³	1 feet ³	1 feet ³	1 feet ³	1 feet ³
2	1,300 lbs	40 feet ³	20 feet ³	10 feet ³	5 feet ³	4 feet ³	4 feet ³	4 feet ³	4 feet ³
3	2,925 lbs	90 feet ³	45 feet ³	22.25 feet ³	11.25 feet ³	9 feet ³	9 feet ³	9 feet ³	9 feet ³
4	5,200 lbs	160 feet ³	80 feet ³	140 feet ³	20 feet ³	16 feet ³	16 feet ³	16 feet ³	16 feet ³
5	8,125 lbs	250 feet ³	125 feet ³	67.5 feet ³	33.75 feet ³	25 feet ³	25 feet ³	25 feet ³	25 feet ³
6	11,700 lbs	360 feet ³	180 feet ³	90 feet ³	45 feet ³	36 feet ³	36 feet ³	36 feet ³	36 feet ³
7	15,925 lbs	490 feet ³	245 feet ³	122.5 feet ³	61.25 feet ³	49 feet ³	49 feet ³	49 feet ³	49 feet ³
8	20,800 lbs	640 feet ³	320 feet ³	160 feet ³	80 feet ³	64 feet ³	64 feet ³	64 feet ³	64 feet ³
9	26,325 lbs	810 feet ³	405 feet ³	202.5 feet ³	101.25 feet ³	81 feet ³	81 feet ³	81 feet ³	81 feet ³
10	32,500 lbs	1,000 feet ³	500 feet ³	250 feet ³	125 feet ³	100 feet ³	100 feet ³	100 feet ³	100 feet ³

¹The Magus can modify **Create Earth (Dense Rock)** into **Create Earth (Ore)** by paying the cumulative cost of 17+ FP, a hefty price for a relatively small quantity of material that might hold something valuable. Note how many pounds of ore one need in **Command Earth** to have the possibility of a few carats of semi-precious gems or metals. The quantities found within the ore stated can be found in *Table 6.15 - Command Earth - Quantities*. Better to leave to prospectors to find such ores, but the talent of creating them has, nonetheless, been the subject of Arcane investigation for its own sake. Many of the insights needed to make such breakthroughs have come from Alchemy.

TABLE 6.14 – CREATE EARTH – QUANTITIES

		3 FP	+1 FP	+2 FP	+2 FP	+2 FP	+3 FP	+7 FP	+13 FP	+3 FP	+7 FP	+13 FP	+21 FP
ML	Weight	Dust	Sand/Dirt	Gravel	Porous Rock	Dense Rock	Base Metal ¹	Higher Metal ¹	Noble Metal ¹	SP Gem I ¹	SP Gem II ¹	Precious Gem ¹	Gem of Power ¹
1	325 lbs	10 feet ³	5 feet ³	2.5 feet ³	1.25 feet ³	1 feet ³	3 lbs	1.5 lbs	-	-	-	-	-
2	2,600 lbs	80 feet ³	40 feet ³	20 feet ³	10 feet ³	8 feet ³	24 lbs	12 lbs	-	2 ct	-	-	-
3	8,775 lbs	270 feet ³	135 feet ³	67.5 feet ³	33.75 feet ³	27 feet ³	81 lbs	13.5 lbs	0.81 oz	7 ct	2 ct	-	-
4	20,800 lbs	640 feet ³	320 feet ³	160 feet ³	80 feet ³	64 feet ³	192 lbs	32 lbs	2.56 oz	16 ct	5 ct	2 ct	-
5	40,625 lbs	1,250 feet ³	625 feet ³	312.5 feet ³	156.25 feet ³	125 feet ³	375 lbs	62.4 lbs	6.25 oz	31 ct	9 ct	4 ct	2 ct
6	70,200 lbs	2,160 feet ³	1,080 feet ³	540 feet ³	270 feet ³	216 feet ³	648 lbs	108 lbs	10.8 oz	54 ct	16 ct	6 ct	3 ct
7	111,475 lbs	3,430 feet ³	1,715 feet ³	857.5 feet ³	428.75 feet ³	343 feet ³	1,029 lbs	14.9 lbs	24 oz	86 ct	25 ct	10 ct	5 ct
8	166,400 lbs	5,120 feet ³	2,560 feet ³	1,280 feet ³	640 feet ³	512 feet ³	1,535 lbs	767.5 lbs	41 oz	128 ct	37 ct	15 ct	8 ct
9	236,925 lbs	7,290 feet ³	3,645 feet ³	3,645 feet ³	1822.5 feet ³	729 feet ³	2,187 lbs	1,093.5 lbs	65 oz	182 ct	53 ct	21 ct	11 ct
10	325,000 lbs	10,000 feet ³	5,000 feet ³	2,500 feet ³	1,250 feet ³	1,000 feet ³	3,000 lbs	1,500 lbs	100 oz	250 ct	73 ct	30 ct	15 ct

Mined from natural ores. FP costs are cumulative and begin with Dense Rock, the standard ore material.

TABLE 6.15 – COMMAND EARTH – QUANTITIES

The MWF is then applied to time, speed etc. and although he is able to work larger amounts of material, it will take him longer since he can only work a proportion of it at any one time instead of all in one go.

Example:

If the Magus were laying down a magical wall of rock using the Basic Magick – Earth spell **Wall**. Normally 100 feet³ of wall is laid down per 15 second round. However, since the Magus is working over his **Create Earth** weight limit it will take him 29 phases to lay down 100 feet³ of wall, i.e. 29 x 15 seconds – 7 1/4 minutes.

Therefore one can see how a powerful Magus could literally shift a hill but such working would be very gradual indeed.

The Fatigue cost of casting either **Create** or **Command Earth** varies depending on what the Magus wishes to accomplish. All Fatigue Point costs are cumulative, so for instance to **Command Earth (Gravel)** it would cost 3 FP (Dust) + 1 (Sand/Dirt) + 2 (Gravel) = 6 FP.

A Mage can **Create** or **Command Earth** lower volumes of earth and this reduces the total FP by –1 FP for each volume level below the Mage's current ML.

Example:

A Mage of ML 7 wishes to command 1 foot³ of Dense Rock. The total cost to cast **Command Earth (Dense Rock)** is 3 FP (Dust) + 1 (Sand/Dirt) + 2 (Gravel) + 2 (Porous Rock) + 2 (Dense Rock) = 10 FP for 343 feet³. Since he only requires 1 foot³, this is 7 levels below his own at ML 1 so the FP cost is reduced by 7 – 1 = -6 FP. This means the Fatigue Point cost of the spell is 10 – 6 = 4 FP.

Remove

Magick Resistance:

MR 2

Fatigue Cost:

3 FP

Casting Time:

Ritual (1 minute)

Range:

10 feet x ML x Density Level

Duration:

30 seconds x Density Level

This removes a quantity of Earth from the designated area. Use *Table 6.14 – Create Earth – Quantities* to find the volume/weight of material that can be removed. A Magus can always chose to remove less Earth than the maximum possible at his ML simply by stating the lesser volume. The time required to remove such material is considerable, reflecting its mass and density.

Concentrate

Magick Resistance:

MR 2

Fatigue Cost:

3 FP + 3 FP per Density Level

Casting Time:

Ritual (1 minute) x Density Level

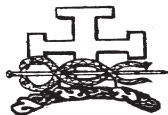
Range:

10 feet x ML

Duration:

(20 minutes x Density Level) / ML

This reduces the volume of material by increasing its density, effectively changing its very nature. Multiple **Concentrate** spells may be cast as one spell. Use *Table 6.14 – Create Earth – Quantities* and *Table 6.15 – Command Earth – Quantities* respectively depending on whether the **Create** or **Command** option is being used, to identify the reductions in volume/weight for each Density Level.



Diffuse

Magick Resistance: MR 2
Fatigue Cost: 5 FP
Casting Time: Ritual (1 minute) x Density Level
Range: 10 feet x ML
Duration: (20 minutes x Density Level) / ML

This spell increases the volume of material by decreasing its density. Multiple **Diffusion** spells may be cast as one spell. **Diffuse** is the exact reverse of the spell **Concentrate**, and is a very time-consuming and FP costly process. Use *Table 6.14 – Create Earth – Quantities* and *Table 6.15 – Command Earth – Quantities* respectively depending on whether the Create or Command option is being used, to identify the expansions in volume/weight for each Density Level.

Warm/Cool

Magick Resistance: MR 2
Fatigue Cost: 4 FP per increase
Casting Time: Sorcery
Range: 10 feet x ML
Duration: See below

This spell enables a Magus to increase or decrease the temperature of earth in incremental steps of +/- 1° C for Dust/Sand/Dirt or +/- 3° C for Gravel/Rock. The maximum number of multiple increments a Mage can accomplish is equal to his ML, each increase costs 4FP. I.e. A Mage of ML 4 who wishes to raise the temperature of Dust by +3° C will spend 3 x 4 (3 incremental steps x 4 FP) = 12 FP, whereas to raise the temperature of Gravel by 3° C (1 increment) will cost only 4 FP. The maximum amount of material a Mage can warm/cooled depends on his ML, therefore use *Table 6.15 – Command Earth – Quantities* for these amounts. If he wishes to affect a smaller volume, adjust the temperature change so that the increase/decrease in temperature is equal to the caster's maximum volume divided by the volume to be affected. The temperature will increase in increments in proportion to the amount of material heated or cooled. As the volume decreases, so the level of the incremental step increases.

Example:

A Magus of ML 9 can command an amount of 729 feet³ of dense rock. He heats up the surface of a narrow stone bridge which is 3 feet wide, 30 feet long and 1 foot thick giving a volume of 3 x 30 x 1 = 90 feet³. To calculate the increase in temperature divide 729 feet³ by 90 feet³ = 8.1, this is multiplied by x 3 (the standard increase in temperature of rock for one increment step) = 24.3° C. Therefore, the cost of heating the bridge by 24.3° C is 4 FP (one increment step increase in temperature).

Suppose the walk is at 95° C to start with, it being a very hot sunny day. He expends 5 FP to **Command Porous Rock** (to accept the change in its temperature) and 24 FP heating up the walk (6 increment steps, 4 FP each), therefore the bridge is now at 95 + (6 x 24.3) = 240.8° C. That is enough to set paper aflame on contact. The duration of the increased temperature will be 240.8 x 5 seconds = 1,204 seconds or 20.07 minutes. The bridge surface inflicts (240.8 - 100) x 0.2 = 28 points of Energy damage per 5 seconds on anyone who insists on crossing it! If a person steps onto such a surface, he may try to Dodge **backward** off the surface to avoid injury.

Note: Melting Points vary for different minerals, but assume 600° C turns most rocky materials to molten lava. Also the water in sand, dirt or rock may be heated to boiling in the process.

The **duration** of the spell reflects the temperature since it will last for period equal to the **temperature x 5 seconds**. For instance, 200° C returns to normal in 200 x 5 = 1,000 seconds or about 15.7 minutes. However, the cooling is not gradual, this being a magical effect the full temperature is maintained until the duration has run out. The material then immediately returns to normal.

The spell does **damage** that equates to **1 point** of Energy damage per block of 5° C over boiling point (100° C) per 5 seconds. Subtract 100° from temperature and multiply by 0.2.

Puff of Dust

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Cantrip
Range: 10 feet x ML
Duration: Instantaneous Effect

This produces a thin stream of dust from the surrounding area that can snuff a candle, torch, unshielded lamp or lantern; blow over light objects; flip pages of a book; etc. Anyone struck in the eyes is partially blinded for 3 Action Phases and it reduces their visually dependent skills to 1/5 TSC%. This stream of dust is followed by a 1,000 feet³ dust cloud (which fills a 10 feet x 10 feet x 10 feet room), taking **1D10** minutes to settle. Whilst within the cloud any visually dependent skills are at **half** TSC%'s. This is based on the spell combination **Command Dust** (3 FP) + **Link** + **Puff** (Basic Magick - Air Spell 4 FP) + **Link** + **Detach** (2 FP) + **Accelerate** (3 FP) = 12 FP, and is a Hex cast as a Cantrip so increasing the Fatigue cost by +10% (round up) = 14 FP.

Sand Blast

Magick Resistance: MR 5
Fatigue Cost: 8 FP + 1 FP per additional target
Casting Time: Cantrip
Range: 50 feet x ML
Duration: Instantaneous Effect

This produces a continuous stream of sand that can be played on 1 target per 2 ML of the caster. This caused slashing damage of **3 + caster's ML**. Armour provides some protection reducing any damage by **half** but grit can still penetrate chinks, etc. If sprayed in the eyes the victim is blinded for **1D10** Action Phases. If a success with **Crit Die 10** the victim suffers **7 + ML** damage and there is a **7% x ML** chance of being permanently blinded if victim was hit in the eyes! This is based on the spell combination of **Create Sand** (4 FP) + **Link** + **Air Beam** (Basic Magick - Air spell 5 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 14 FP + 2 FP in respect of the damage caused = 16 FP.

Shower of Stones

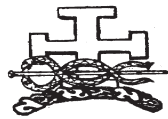
Magick Resistance: MR 6
Fatigue Cost: 9 FP
Casting Time: Hex
Range: 100 feet x ML
Duration: Instantaneous Effect

This casts a shower of stones into a circle of 10 feet and anyone in the target zone could be hit. This causes anyone with in the target area to suffer crushing damage of **3 + Crit Die**. If a success with **Crit Die 10** the victims suffer **15** points of crushing damage each. However, if targeting a **single** individual, they will suffer crushing damage of **7 + Crit Die** or if a success with **Crit Die 10** the individual suffers **17 + Crit Die** points of crushing damage. This based on the spell combination of **Create Gravel** (6 FP) + **Command Gravel to form Shower** (6 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 17 FP + 3 FP in respect of the damage caused = 20 FP, and is a Cantrip cast as a Hex so reducing the FP cost.

Scorpion's Strike

Magick Resistance: MR 10
Fatigue Cost: 15 FP
Casting Time: Sorcery
Range: 125 feet x ML
Duration: Instantaneous Effect

This hurls a heavy 7 feet long shaft of obsidian with the force of a small ballista. This magical weapon is suited to battlefield conditions and cannot be employed in closed spaces (if attempted it will be at 1/2 TSC%). It causes damage of **11 + ML + (1 x Speed Level) + Crit Die** piercing damage. If a success with **Crit Die 07-08: double** damage. If a success with **Crit Die 09-10** it not only results in double damage but the missile passes completely through victim and can strike another directly behind him with equal force. Critically hit victims under 1,000 lbs are incapacitated; those over 1,000 lbs. continue at 1/4 TSC% in all skills by passing a CON AR at a penalty of **-3% x caster's ML**. This is based on the spell combination of **Create Dense Rock** (10 FP) + **Command Dense Rock to form Spear** (10 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 25 FP + 12 FP in respect of the damage caused = 37 FP, and is a Cantrip cast as a Sorcery so reducing the FP cost.



Trebuchet

Magick Resistance: MR 10
Fatigue Cost: 17 FP
Casting Time: Sorcery
Range: 200 feet x ML
Duration: Instantaneous Effect

This hurls a 325 lbs boulder in the same manner as a heavy siege engine. This magical weapon is suited to battlefield conditions and cannot be used in closed spaces. The boulder **explodes** with great concussive force of **11 x ML + Crit Die** piercing damage to **all** victims within a 10 feet radius of the strike point. If a success with **Crit Die 08-10** the boulder causes **15 x ML** damage. Victims under 2,500 lbs are Bashed and knocked down. A successful **Dodge halves** damage and no Bash occurs.

The boulder may be cast at one **large** target (at least horse-sized) at 2/3 TSC% resulting in crushing damage of **(13 x ML) + (2 x Speed Level) + Crit Die**. If a success with **Crit Die 07-10** then the boulder does **double** damage and automatically Bashes victims under 10,000 lbs. Dodging is possible if the target sees the missile cast. A successful **Dodge** avoids a direct hit but explosive effects still occur.

Trebuchet may be employed to reduce fortifications. A magical Trebuchet missile will penetrate 6 feet of Dust, 2 feet of Sand/Dirt and 3 inches of rock per caster's ML and will not be deflected by **Air Walls** unless they have been cast by a magus with a higher ML.

This is based on the spell combination of **Create Dense Rock** (10 FP) + **Command Dense Rock to form Sphere** (10 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 25 FP + 16 FP in respect of the damage caused = 41 FP, and is a Cantrip cast as a Sorcery so reducing the FP cost.

Battering Ram

Magick Resistance: MR 9
Fatigue Cost: 12 FP
Casting Time: Sorcery
Range: 50 feet x ML
Duration: Instantaneous Effect

This creates a 300 lbs cylinder of dense rock that can be wielded as a battering ram. One must see the Battering Ram cast to **Dodge**. A successful **Dodge** converts a hit into a **grazing strike** with no Bash and **half** damage. Also if successful anyone behind the intended victim must **Dodge** or be Bashed and suffer the same damage. The effect may also be used to reduce fortifications, especially to batter down doors, gates, etc. This is based on the spell combination of **Create Dense Rock** (10 FP) + **Command Dense Rock to form Ram** (10 FP) + **Detach** (2FP) + **Accelerate Missile** (3 FP) = 25 FP + 4 FP in respect of the damage caused = 29 FP, and is a Cantrip cast as a Sorcery so reducing the FP cost.

The Bash Weight of the Battering Ram will be **300 lbs + 50 lbs per Speed Level**, so giving a maximum Bash Weight of 1,000 lbs. Bash will automatically happen for all targets that are less than **half** the Bash Weight. In such cases the Battering Ram will do **(3 x ML) + Crit Die** of crushing damage. On a **Crit Die 08-10**, it results in a Critical Success and an additional **+10** points of crushing damage. Also, if the target is less than 150 lbs, it hurls the target back **10 feet x ML**. Heavier items are stopped in their tracks. If the target is an animate object it will be stunned for **5 minutes x CON**.

Wall

Magick Resistance: MR 2
Fatigue Cost: See Below
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 15 seconds to erect 100 feet³

This enables earth to be shaped into a "wall" of any shape and thickness, such a structure is **permanent** unless the Magus includes the spell **Dispel** during construction. This is based on the spell combination of **Create** (FP based on Earth used) + **Command "Earth" to form a Wall** (FP based on Earth used). If it is necessary to move the wall once it appears, use the spells **Detach** and **Accelerate**. The maximum speed the wall can move is 10 mph.

Depending upon the type of materials used the Wall may be able to deflect missiles and spells. *Table 6.16 – Wall* shows the thickness of wall necessary and the additional Fatigue costs to build it.

	Thickness required to deflect:		FP cost per 100 feet ³
	Missile	Magick	
Dust	N/A	12 feet	3 FP
Sand/Dirt	1 foot	2 feet	4 FP
Gravel	1 foot	2 feet	5 FP
Porous Rock	6 inches	1 foot	7 FP
Dense Rock	3 inches	1 foot	8 FP

TABLE 6.16 - WALL

Sheet

Magick Resistance: MR 2
Fatigue Cost: Sand/Dirt: 4 FP Gravel: 5 GP
Porous Rock: 7 FP Dense Rock: 8 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 15 seconds to lay down 100 feet³

This enables earth to be shaped into a horizontal sheet (such as a floor, ceiling, bridge, pathway, etc.) of any dimensions. It must be a minimum of six inches thick and such a structure is **permanent** unless the Magus includes the spell **Dispel** during construction. This is based on a spell combination of **Create** (FP based on Earth used) + **Command "Earth" to form a Sheet** (FP based on Earth used).

Landslide

Magick Resistance: MR 3
Fatigue Cost (per volume): Sand/Dirt: 4 FP Gravel: 5 GP
Porous Rock: 7 FP Dense Rock: 8 FP
Casting Time: Sorcery
Range: 50 feet x ML
Duration: Instantaneous Effect

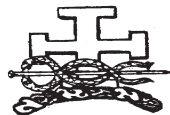
This breaks a naturally occurring volume of sand, dirt, or "living" rock loose from a steep slope, cliff, overhang, cavern roof, etc., creating an avalanche or cave-in. Mortared or sculpted rock is unaffected. The volume dislodged and the amount of damage inflicted depends on the ML of the caster and the nature of the material being manipulated. To find out how much earth can be released refer to *Table 6.15 – Command Earth – Quantities*.

Based on the spell combination of **Command Sand/Dirt, Gravel, Porous Rock or Dense Rock** (from 4 FP to 8 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 9 FP (base cost).

Table 6.17 – Landslide – Crush Damage shows the amount of damage inflicted in such a rock fall.

Crushing Damage Inflicted by Landslide of:				
ML	Weight	Sand/Dirt	Gravel	Rock
1	300 lbs	1	Crit Die + 1	2 x Crit Die + 1
2	2,400 lbs	1/2 Crit Die	Crit Die + 2	2 x Crit Die + 2
3	8,100 lbs	1/2 Crit Die	Crit Die + 3	2 x Crit Die + 3
4	19,200 lbs	Crit Die	Crit Die + 4	2 x Crit Die + 4
5	37,500 lbs	Crit Die	Crit Die + 5	2 x Crit Die + 5
6	64,800 lbs	Crit Die + 1	Crit Die + 6	2 x Crit Die + 6
7	102,900 lbs	Crit Die + 2	Crit Die + 7	2 x Crit Die + 7
8	153,500 lbs	Crit Die + 3	Crit Die + 8	2 x Crit Die + 8
9	218,700 lbs	Crit Die + 4	Crit Die + 9	2 x Crit Die + 9
10	300,000 lbs	Crit Die + 5	Crit Die + 10	2 x Crit Die + 10
Additional damage suffered if a success with:				
		Crit 10: +7	Crit 08-10: +13	Crit 07-10: +21

TABLE 6.17 – LANDSLIDE – CRUSH DAMAGE



Note: A Critical Hit from an overhead rock fall will always be on the head and shoulders of a biped or the head and spine of a quadruped. Death could easily result, as a consequence.

Armour provides some protection versus falling material. The ability to **Dodge** depends on the size of the slide and distance away from the start. Overhead falls of material can be dodged only if a target first makes his AGIL AR (one must react with blinding reflexes in such instances!). Modify the **Dodge** TSC% by the factors as shown in *Table 6.18 – Landslide – TSC% Modifiers*.

Distance from Start Point	Modify Dodge TSC	Size of the Landslide	Modify Dodge TSC%
0-10 feet	-50%	ML 1 volume	+25%
11-20 feet	-40%	ML 2 volume	+15%
21-40 feet	-25%	ML 3 volume	+5%
41-60 feet	-10%	ML 4 - 5 volume	0%
61-80 feet	0%	ML 6 volume	-10%
81-100 feet	+10%	ML 7 volume	-20%
101-125 feet	+25%	ML 8 volume	-30%
126-150 feet	+40%	ML 9 volume	-40%
151+ feet	+60%	ML 10 volume	-50%

TABLE 6.18 – LANDSLIDE – TSC% MODIFIERS

A failed **Dodge** versus a material over ML 3 in volume means the target was not just struck but also buried, stunned and immobilised. Buried victims may be able to dig themselves out if they are strong enough but most will require help from friends.

This is a spell with many possible variations. For instance, a Magus can widen the **area** of the zone affected. With ML 4, he can drop 80 feet³ of Porous Rock as a solid block about 4.3 feet x 4.3 feet (area = 18.5 feet²) or as a block 1 foot thick and about 9 feet x 9 feet square (area = 81 feet²), covering a far larger area.

Quake

Magick Resistance: MR 10
Fatigue Cost: See Below
Casting Time: Special
Range: 1/4 mile x ML
Duration: Instantaneous Effect

This is the displacement of substantial quantities of rock below the surface to cause tremors and earthquakes. The magnitude and radius relates to the amount of material displaced and the depth of the displacement. Causing a quake is complicated process.

Firstly, the Magus must cast the spell combination of **Command Dense Rock** (at 10 FP per current Volume Level commanded until 10,000 feet³ is obtained) + **Detach** (2 FP) + **Accelerate** (3 FP) + **Trigger (Hold)** (5 FP). This prepares the minimum volume of Dense Rock required in order to create an earthquake with a 1/4 mile radius of effect. For each additional 10,000 feet³ of rock prepared the radius of effect is increased by 1/4 mile. The Magus can continue to increase the radius of effect up to his current ML x 1/4 mile. This may require days to accomplish, so a **Trigger (Hold)** spell (at 5 FP) is cast to delay the effect until it is desired to go off.

Example:

A Magus of ML 10 can create an earthquake of up to a maximum radius of 10 x 1/4 mile = 2.5 mile radius. The cost for each 10,000 feet³ will be **Command Dense Rock x 10** (10 FP x 10 = 100 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) + **Trigger (Hold)** (5 FP) = 110 FP which as a combination spell becomes 55 FP. Therefore the maximum earthquake size would cost the Mage 55 x 10 = 550 FP, a huge cost but with a huge effect.

Secondly, when all is completed, the Mage will need to cast **Trigger** (5 FP) to touch off the **Quake**. The Magus must be no farther than 1/2 mile x ML from the epicentre to trigger the spell

A shock wave spreads out from the epicentre of the quake and the severity is determined by the Crit Die result, which is comparable to the Richter Scale. This is shown in *Table 6.19 – Quake – Damage*. A crack opens, spreading outward an equal distance to either side of the epicentre and the dimensions of the crack depend upon the caster's ML as follows:

Length: Crit Die x (100ft + 10 feet per ML of caster)

Width: Crit Die x (10 feet + 2 feet per ML of caster)

Depth: Crit Die x (25 feet + 5 feet per ML of caster)

Crit Die	Damage
01-02	Minor tremors: no damage.
03-04	Noticeable tremors: little damage, but people and animals are alarmed.
05	Strong tremors: minor damage to frame buildings; people and animals are shaken up and fearful.
06	Powerful tremors: moderate damage to frame buildings; minor damage to stone buildings. It is hard to stand. People tend to panic. Animals become unmanageable, flee etc.
07	Severe tremors: heavy damage to frame structures; moderate damage to stone buildings; slight damage to fortifications. It is impossible to stand. People and animals are terrified.
08	Shock waves flatten frame structures: major damage to stone buildings and moderate damage to fortifications, etc. People and animals are terrified.
09	Shock waves smash frame structures and stone buildings and do severe damage to fortifications, bridges, etc. People and animals are terrified.
10	Shock waves smash everything, man-made short of great structures like the Pyramids will be cast down into the dust.

TABLE 6.19 – QUAKE – DAMAGE

BASIC ELEMENTAL MAGICK – FIRE

Basic Magick - Fire is a method that enables the Magus to manipulate flame and heat in all its forms.

Create or Command Fire

This directs existing Fire around the Magus to obey him. Volumes can be adjusted downward by stating he quantity he wants to control. A Mage who is adept at Fire Magick can create fires, ranging from natural fire to the most magical, Dragon Fire. Each type is learnt as a separate discipline.

There are various factors that are common to all types of fire, and these are:

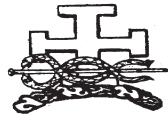
Quantity: This is dependent on the Magus's ML. Magus can chose to create less Fire than the maximum possible at his ML, by just stating the lesser amount and paying the indicated FP cost.

Diameter: The distance across the area that will be affected by the spell. However, the fire will not instantly fill this area, but will spread out to fill the area.

Spread: This is how fast the fire spreads out from the ignition point until it reaches its maximum indicated size. It also indicates the speed at which it recedes back once its fuel supply (natural or magical) has been exhausted.

Energy Damage: This is variable and is dependent upon the level of fire created.

Critical Hits: These are variable, depending upon the level of fire created. As a rule, it is only possible to roll Critical Hits against living targets and only in the first Action Phase. Ignition of flammables may be tested in each Action Phase to see whether they start burning. If a person is wearing flammable materials that catch fire later on, **1D10** points of energy damage is sustained per 15 seconds until the fire is extinguished.



Light Radius: This is the illumination distance outward from the centre of the fire. Objects and figures grow more shadowy and indistinct the farther they are from the fire as illumination drops off rapidly as distance increases.

Duration without Fuel: Magical fires are self-sustaining, the duration is therefore dependent on the size of the fire.

FP Cost: This is the Fatigue cost that is needed to Create/Command a fire of a given size of this type.

Natural Fire

Magick Resistance: MR 2

Fatigue Cost: See Below

Casting Time: Cantrip

Range: 10 feet x ML

Duration: Fuel Supply

Spread: 3 feet per 5 seconds

This summons Natural Fire into existence. Such fires always require a fuel source, otherwise they merely spread to their maximum size, then gutter and die back in 15 seconds x level of fire. Fire-loving creatures and spirits are completely immune to natural fire and suffer no ill effects when exposed to it.

ML	Create Natural Fire	Fire Diameter	Energy Damage	Crit Hit ¹	Crit Damage ²	Light Radius ³	FP Cost
1	Candle	1 inch	0	10	+1	5 feet	2
2	Torch	1 feet	3	10	+5	10 feet	3
3	Campfire	2-5 feet	4	10	+7	50 feet	4
4	Blaze	6-10 feet	5	10	+10	100 feet	5
5	Beacon	11-15 feet	5	9-10	+10	150 feet	6
6	Bonfire	16-20 feet	6	9-10	+10	200 feet	7
7	Wildfire	21-30 feet	7	9-10	+10	300 feet	8
8	Conflagration	31-40 feet	8	8-10	+10	400 feet	9
9	Inferno	41-50 feet	9	8-10	+10	500 feet	10
10	Holocaust	51-60 feet	10	7-10	+10	600 feet	11

¹A critical hit ignites flammable materials on a living target (clothing, etc.) Add +2 to Crit Die for flammable non-living targets when determining ignition.

²On initial phase of contact. The damage from continuing exposure to fire is 1D10 points of Energy damage per 15 seconds, with no Criticals. Ignition of flammable material on a person causes 2D10 damage per 15 seconds.

³Distance from the centre of the fire at which enough light is cast to dimly illuminate a creature or object.

TABLE 6.20 - NATURAL FIRE

Magick Fire

Magick Resistance: MR 4

Fatigue Cost: See Below

Pre-requisite: Create or Command (Normal Fire)

Casting Time: Sorcery

Range: 10 feet x ML

Duration: See Below

Spread: 5 feet per 5 seconds

This summons Magick Fire into existence but the Mage **must** be able to **Create or Command (Natural Fire)** before this is possible. A Magus can create less Magick Fire than the maximum possible at his ML by stating the lower amount. Fire-loving creatures and spirits are quite resistant to Magick Fire and suffer 1/4 damage when exposed to it.

ML	Create Magick Fire	Fire Diameter	Energy Damage	Crit. Hit ¹	Crit. Damage ²	Duration without Fuel ³	FP Cost
1	Candle	1 inch	1	10	+1	2 hours x ML	4
2	Torch	1 feet	4	10	+10	1 hour x ML	5
3	Campfire	2-5 feet	5	9-10	+10	2.5 min x ML	6
4	Blaze	6-10 feet	6	9-10	+10	45 sec x ML	7
5	Beacon	11-15 feet	8	9-10	+10	15 sec x ML	8
6	Bonfire	16-20 feet	9	8-10	+10	10 sec x ML	9
7	Wildfire	21-30 feet	10	8-10	+10	5 sec x ML	10
8	Conflagration	31-40 feet	11	7-10	+11	2.5 sec x ML	11
9	Inferno	41-50 feet	12	7-10	+12	1.5 sec x ML	12
10	Holocaust	51-60 feet	13	6-10	+13	1 sec x ML	13

¹A critical hit ignites flammable materials on a living target (clothing, etc.) Add +3 to Crit Die for flammable non-living targets when determining ignition.

²On initial phase of contact. Continuing exposure to Magick Fire causes 1 + 1D10 points of Energy damage per 15 seconds, with no Criticals. Ignition of flammable material on a person causes 1 + 2D10 damage per 15 seconds.

³Magically sustained. The "fuel" may be magical or from natural sources. See **Create or Command (Natural Fire)** for Light Radius of a blaze of comparable size.

TABLE 6.21 - MAGICK FIRE

Salamander Fire

Magick Resistance: MR 4

Fatigue Cost: See Below

Pre-requisite: Create or Command (Magick Fire)

Casting Time: Sorcery

Range: 10 feet x ML

Duration: See Below

Spread: 7 feet per 5 seconds

This summons Salamander Fire into existence, which is an intense form of magical fire, but the Mage **must** be able to **Create or Command (Magick Fire)** before this is possible. Fire-loving creatures and spirits are somewhat resistant to Salamander Fire and suffer half damage when exposed to it.

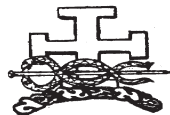
ML	Create Magick Fire	Fire Diameter	Energy Damage	Crit. Hit ¹	Crit. Damage ²	Duration without Fuel ³	FP Cost
1	Candle	1 inch	1	10	+5	6 hours x ML	7
2	Torch	1 feet	4	9-10	+10	3 hours x ML	8
3	Campfire	2-5 feet	5	9-10	+10	7.5 min x ML	9
4	Blaze	6-10 feet	7	8-10	+10	2 min x ML	10
5	Beacon	11-15 feet	9	8-10	+10	45 sec x ML	11
6	Bonfire	16-20 feet	11	7-10	+11	30 sec x ML	12
7	Wildfire	21-30 feet	13	7-10	+13	15 sec x ML	13
8	Conflagration	31-40 feet	15	6-10	+15	7.5 sec x ML	14
9	Inferno	41-50 feet	18	6-10	+18	5 sec x ML	15
10	Holocaust	51-60 feet	21	5-10	+21	3 sec x ML	16

¹A critical hit ignites flammable materials on a living target (clothing, etc.) Add +4 to Crit Die for flammable non-living targets when determining ignition.

²On initial phase of contact. Continuing exposure to Salamander Fire causes 3 + 1D10 points of Energy damage per 15 seconds, with no Criticals. Ignition of flammable material on a person causes 3 + 2D10 damage per Action round.

³Magically sustained. The "fuel" may be magical or from natural sources. See **Create or Command (Natural Fire)** for Light Radius of a blaze of comparable size.

TABLE 6.22 - SALAMANDER FIRE

**Dragon Fire**

Magick Resistance: MR 10
Fatigue Cost: See Below
Pre-requisite: Create or Command (Salamander Fire)
Casting Time: Sorcery
Range: 10 feet x ML
Duration: See Below
Spread: 10 feet per 5 seconds

This summons Dragon Fire into existence, which is the **most** intense form of magical fire, but the Mage **must** be able to **Create or Command (Salamander Fire)** before this is possible. Fire-loving creatures and spirits are slightly resistant to Dragon Fire and suffer 3/4 damage when exposed to it. If the Gamemaster wishes, this magical spell can be used by all Fire-breathing Dragons instead of the fires described in the **Creature Bestiary**.

ML	Create Magick Fire	Fire Diameter	Energy Damage	Crit. Hit ¹	Crit. Damage ²	Duration without Fuel ³	FP Cost
1	Candle	1 inch	1	10	+5	6 hour x ML	9
2	Torch	1 foot	5	9-10	+10	3 hour x ML	10
3	Campfire	2-5 feet	7	9-10	+10	7.5 min x ML	11
4	Blaze	6-10 feet	9	8-10	+10	2 min x ML	12
5	Beacon	11-15 feet	12	8-10	+12	45 sec x ML	13
6	Bonfire	16-20 feet	15	7-10	+15	30 sec x ML	14
7	Wildfire	21-30 feet	18	7-10	+18	15 sec x ML	5
8	Conflagration	31-40 feet	21	6-10	+21	7.5 sec x ML	16
9	Inferno	41-50 feet	24	6-10	+24	5 sec x ML	17
10	Holocaust	51-60 feet	27	5-10	+27	3 sec x ML	18

¹A critical hit ignites flammable materials on a living target (clothing, etc.) Add +5 to Crit Die for flammable non-living targets when determining ignition.

²On initial phase of contact. Continuing exposure to Salamander Fire causes **5 + 1D10** points of Energy damage per 15 seconds, with no Criticals. Ignition of flammable material on a person causes **5 + 2D10** damage per Action round.

³Magically sustained. The "fuel" may be magical or from natural sources. See **Create or Command (Natural Fire)** for Light Radius of a blaze of comparable size.

TABLE 6.23 - DRAGON FIRE

Warm/Cool

Magick Resistance: MR 2
Fatigue Cost: 4 FP per increase
Casting Time: Sorcery
Range: 10 feet x ML
Duration: See below

This spell enables a Magus to increase or decrease the temperature of fire in incremental steps of **+/-1° C** for Natural Fire, **+/-3° C** for Magick Fire, **+/-5° C** for Salamander Fire and **+/-7° C** for Dragon Fire. The maximum number of multiple increments a Mage can accomplish is equal to his ML, each increase costs 4FP. Therefore a Mage of ML 4 who wishes to raise the temperature of a Natural Fire by +3° C will spend 3 x 4 (3 incremental steps x 4 FP) = 12 FP, whereas to raise the temperature of Dragon Fire by 7° C (1 increment) will cost only 4 FP. The maximum amount of fire a Mage can warm/cooled depends on his ML, therefore use the appropriate **Create or Command Fire** tables to find out the diameter of the fire in question. If he wishes to affect a smaller volume, adjust the temperature change so that the increase/decrease in temperature is equal to the caster's maximum fire diameter divided by the fire diameter to be affected. The temperature will increase in increments in proportion to the amount of fire heated or cooled. As the diameter of the fire decreases, so the level of the incremental step increases.

The **duration** of the spell reflects the temperature since it will last for a period equal to the **temperature increase x 5 seconds**. For instance, a fire which has had its temperature increased by 200° C returns to its normal temperature in 200 x 5 = 1,000 seconds or about 15.7 minutes. However, the cooling is not gradual, this being a magical effect the full temperature is maintained until the duration has run out. The material then immediately returns to normal.

The spell allows the fire to do additional **damage** which equates to **1 point** of Energy damage per block of 5° C increase in temperature per 5 seconds. Multiply the temperature increase by 0.2 and round down.

Example:

A Magus of ML 9 can command a Magick Fire with a diameter of 50 feet. He wishes to increase the heat a fire with a diameter of 5 feet. To calculate the increase in temperature divide 50 feet by 5 feet = 10, this is multiplied by x 3 (the standard increase in temperature for Magick Fire for one increment step) = 30° C. Therefore, the cost of heating the fire by 30° C is 4 FP (one increment step increase in temperature).

Suppose he wishes to expend 24 FP heating up the fire (6 increment steps, 4 FP each), therefore the temperature of the fire has been increased by (6 x 30) = 180° C. The duration of the increase in temperature will be 180 x 5 seconds = 900 seconds or 15 minutes. The fire also inflicts (180 x 0.2) = 36 points of additional Energy damage per 5 seconds on anyone who insists on trying to touch it.

Remove Fire

Magick Resistance: MR 3
Fatigue Cost: 3 FP + FP Cost to Create Fire
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 5 seconds x Level before flame gutter out.

This removes fire from any designated area within the caster's range. A Magus can remove up to the same amount of fire that he can Create at his ML, therefore refer to the appropriate **Create or Command Fire** table for the type of fire being removed.

Fuel for the Flames

Magick Resistance: MR 7
Fatigue Cost: See Below
Casting Time: Sorcery
Range: 10 feet x ML
Duration: See below

This enables a Magus to magically increase the **duration** of a fire spell's burning time when there is no natural fuel present. However it can prove a costly business in the case of large fires because fires require a considerable amount of energy (fuel) to sustain them. Instantaneous effect fire spells **cannot** themselves be extended in duration, but the **fires** they start can be extended by continuing to feed the flames with the fuel they need.

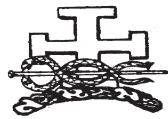
ML	Fire	Diameter	Duration	FP Cost
1	Candle	1 inch	7 hours x ML	1 FP
2	Torch	1 foot	3 hours x ML	2 FP
3	Campfire	2-5 feet	1 hour x ML	3 FP
4	Blaze	6-10 feet	20 minutes x ML	4 FP
5	Beacon	11-15 feet	7 minutes x ML	5 FP
6	Bonfire	16-20 feet	4 minutes x ML	6 FP
7	Wildfire	21-30 feet	2 minutes x ML	7 FP
8	Conflagration	31-40 feet	1 minute x ML	8 FP
9	Inferno	41-50 feet	45 seconds x ML	9 FP
10	Holocaust	51-60 feet	30 seconds x ML	10 FP

TABLE 6.24 - EXTENDED DURATION AND FP COST

Create Smoke

Magick Resistance: MR 3
Fatigue Cost: See Below
Pre-requisite: Create or Command (Natural Fire)
Casting Time: Sorcery
Range: 100 feet x ML
Duration: 5 minutes x ML

A Fire Magus can create smoke without creating an actual fire. Fire-loving creatures, spirits and undead are completely immune to smoke and suffer no ill effects when exposed to it. Table 6.25 – *Create Smoke* shows the amount of smoke that can be created depending on the Mage's ML and the FP cost based on the density of smoke required.



ML	5 FP Light Smoke	7 FP Smoke	9 FP Dense Smoke
1	440' radius	220' radius	110' radius
2	880' radius	440' radius	220' radius
3	1320' radius	660' radius	330' radius
4	1760' radius	880' radius	440' radius
5	2200' radius	1100' radius	550' radius
6	2640' radius	1320' radius	660' radius
7	3080' radius	1540' radius	770' radius
8	3520' radius	1760' radius	880' radius
9	3960' radius	1980' radius	990' radius
10	4400' radius	2200' radius	1100' radius

Light Smoke obscures objects over 200 feet away and reduces the TSC% of any visually dependent skills by **-7%**. The TSC% of any missile and spell casting skills is reduced by **-5% per 20 feet** of intervening space.

Smoke completely obscures objects over 100 feet away and reduces the TSC% of any visually dependent skills by **-13%**. The TSC% of any missile and spell casting skills is reduced by **-5% per 10 feet** of intervening space.

Dense Smoke obscures objects over 50 feet away and reduces the TSC% of any visually dependent skills by **-26%**. The TSC% of any missile and spell casting skills is reduced by **-5% per 5 feet** of intervening space. Anyone in dense smoke must make a **CON AR** every minute. Failure means the character loses **-1 FP** due to distress caused by the acrid fumes. If the character fails with a **Crit Die 10**, they lose **-3 FP**.

TABLE 6.25 – CREATE SMOKE

It is also possible to make the smoke drift as if in a light breeze. This is based on the spell combination of **Create Smoke** (FP cost dependent on density of smoke) + **Detach** (2 FP) + **Accelerate** (3 FP). Any breeze created cannot be over 10 mph or the smoke will begin to dissipate quicker. If between 10-19 mph, smoke dissipates within 3 minutes x ML; if between 20-29 mph, it dissipates within 1 minute x ML; if over 30 mph, it dissipates within 15 second x ML. To cause the breeze to blow above 10 mph costs an additional +2 FP.

If the Mage prefers the smoke to remain in one place regardless of any breeze, he may cast **Affix** as part of the spell combination at an additional cost of 1 FP.

Intensify Fire

Magick Resistance: MR 3
Fatigue Cost: See Below
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 5 seconds x Caster's ML

This is an Intensify spell that fans the fires to produce greater heat and energy damage or a higher concentration of noxious fumes. Any level of **Intensify Fire** can be applied to heighten the effect. The Crit Die modifier for **Intensify Fire** applies to the ignition of flammable materials as well as to flame damage suffered. Any noxious fumes damage applies to loss of both Fatigue and Body points.

Flame Wall

Magick Resistance: MR 3
Fatigue Cost: 2 FP + 1 FP per level
Casting Time: Sorcery
Range: 10 feet x ML
Duration: Type of Fire being used

This spell shapes a swirling mass of fire into a "wall" of any shape and thickness so long as total volume equals the volume created or commanded. (It is assumed that the wall is at least a 10 feet high, with large volume fires this indicates that the flames are 20, 30, even 40 feet high!). A volume is assumed to be 1 foot thick with a coverage equal to the diameter of the fire squared. I.e. a fire with a diameter of 20 feet would have a coverage of 20 feet by 20 feet = 400 feet² and be 1 foot thick. This is a volume of 400 feet³.

This is based on the spell combination of **Create Fire** (FP based on fire type and Mage's ML) + **Command Fire to form Wall** (FP based on fire type and Mage's ML). If it is necessary to move the wall once it appears, use the spells **Detach** and **Accelerate**. A **Flame Wall** may also be blown along by the wind at 2/3 of wind speed but at no time can the **Flame Wall** exceed 50 mph.

Other benefits obtained from the **Flame Wall** include:

Missile Deflection: Attackers suffers a penalty of **-7%** to his TSC% **per 5 feet** thickness of the **Flame Wall** (due to flames' dazzling effect on the attacker's vision).

Water Spells: A Flame Wall negates all water missiles, however a massive amount of water can disrupt a **Flame Wall**, causing it to go out in **3D10 seconds**!

Movement Hindrance: To pass through a **Flame Wall** requires a **Willpower roll – PSF%** of **caster** and this risks fire damage and ignition of flammable materials on one's person. Fire-loving creatures are unaffected.

Example:

A Magus of ML 7 can create a Natural Fire that is 30 feet in diameter. This gives a **Natural Fire Wall** of 30 feet x 30 feet x 1 foot thick, a coverage of 900 feet³ and it will last until all of the fuel is burnt out. This will cost the Mage 8 + 8 = 16 FP.

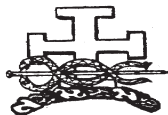
Create Noxious Fumes

Magick Resistance: MR 7
Fatigue Cost: See Below
Pre-requisite: Create Smoke
Casting Time: Sorcery
Range: 50 feet x ML
Duration: See Below

A Fire Mage can create toxic smokes ranging from mildly to highly poisonous. Fire-loving creatures, Spirits, and Undead are immune to such fumes and suffer no ill effects when exposed to them. The **Create Noxious Fumes** spell summons a quantity of noxious gas dependent on his ML into existence as shown in *Table 6.27 – Noxious Fumes - Quantities*. A Magus can create lesser volumes by stating the volume desired.

ML	Natural Fire			Magick Fire			Salamander Fire			Dragon Fire			Sulphur & Brimstone		
	Basic Damage	Crit Die	FP Cost	Basic Damage	Crit Die	FP Cost	Basic Damage	Crit Die	FP Cost	Basic Damage	Crit Die	FP Cost	Basic Damage	Crit Die	FP Cost
1	+1	+1	1 FP	+2	+1	1 FP	+2	+1	2 FP	+2	+2	2 FP	+1	+1	1 FP
2	+2	+1	2 FP	+3	+1	2 FP	+4	+1	3 FP	+4	+2	3 FP	+2	+1	2 FP
3	+3	+1	2 FP	+6	+1	3 FP	+7	+1	4 FP	+7	+2	5 FP	+3	+1	3 FP
4	+4	+1	3 FP	+7	+1	4 FP	+9	+2	6 FP	+9	+2	6 FP	+4	+1	4 FP
5	+5	+1	3 FP	+8	+1	5 FP	+11	+2	8 FP	+11	+2	8 FP	+5	+1	5 FP
6	+6	+1	4 FP	+9	+2	6 FP	+13	+2	10 FP	+13	+3	12 FP	+6	+1	6 FP
7	+7	+1	4 FP	+10	+2	7 FP	+15	+2	12 FP	+16	+3	15 FP	+7	+1	7 FP
8	+8	+1	5 FP	+11	+2	8 FP	+17	+3	14 FP	+20	+3	18 FP	+8	+2	8 FP
9	+9	+1	5 FP	+12	+2	9 FP	+19	+3	16 FP	+24	+3	21 FP	+9	+2	9 FP
10	+10	+2	7 FP	+13	+2	10 FP	+21	+3	18 FP	+30	+3	27 FP	+10	+2	10 FP

TABLE 6.26 - INTENSIFY FIRE



ML	Fumes	Volume (approx)	ML	Fumes	Volume (approx)
1	10 x 10 x 10 feet	1,000 feet ³	6	27 x 27 x 27 feet	20,000 feet ³
2	16 x 16 x 16 feet	4,000 feet ³	7	29 x 29 x 29 feet	24,000 feet ³
3	20 x 20 x 20 feet	8,000 feet ³	8	31 x 31 x 30 feet	28,000 feet ³
4	23 x 23 x 23 feet	12,000 feet ³	9	33 x 33 x 30 feet	32,000 feet ³
5	25 x 25 x 25 feet	16,000 feet ³	10	35 x 35 x 30 feet	36,000 feet ³

Note: The noxious cloud doubles in dimensions after 15 seconds; eg: a 10 x 10 x 10 feet cloud expands to 20 x 20 x 20 feet etc.

6.27 – NOXIOUS FUMES – QUANTITIES

If used with the spells **Detach** and **Accelerate**, noxious fumes can be made to drift on a light breeze. Any breeze created cannot be over 10 mph or the gaseous cloud will begin to dissipate quicker. If between 10-15 mph, it dissipates within 30 seconds x ML; if between 16-20 mph, it dissipates within 15 seconds x ML and if over 20 mph, the cloud will dissipate within 5 seconds x ML. To cause the breeze to blow above 10 mph costs an additional +4 FP.

If the victims use some of protection against noxious fumes, such as several layers of wet cloth held over the mouth and nostrils, this reduces the penalties (except visual impairment) and damage to 1/2 normal values. However, such protection must be used **before** breathing in any fumes if it is to be effective.

There are various types of noxious fumes that can be created each has its own FP costs, duration and effects. The targeting Crit Die gives the following effect which are applicable to all forms of noxious fumes: a success with **Crit Die 10 doubles** all TSC% penalties and damage.

If noxious fumes are **intensified**, add **1% x caster's ML** to TSC% penalties and also **+2 points** to Fatigue/Body damage per **Intensify Fire** spell used (to a maximum of three at a cost of -3 FP each) **except** in the case of Sulphur & Brimstone, which forms a special case. For further information see the spell **Intensify Fire**.

Acrid Smoke

Fatigue Cost: 2 FP per level
Duration: 15 seconds x ML

The victim must make a **CON AR** – (3% x **caster's ML**) as he is partly blinded by tears. If failed the victim suffers a penalty of -3% x **1D10** from his TSC% of vision-dependent skills until fumes dissipate.

Sulphurous Fumes

Fatigue Cost: 3 FP per level
Duration: 10 seconds x ML

The victim must make a **CON AR** – (3% x **caster's ML**). If failed he loses -1 FP x **1D10** and any visually dependent skill suffer a penalty of -3% x **1D10** to their TSC% until fumes dissipate.

Deadly Vapours

Fatigue Cost: 4 FP per level
Duration: 5 seconds x ML

The victim must make a **CON AR** – (7% x **caster's ML**) every 15 seconds he is caught within the vapours. If failed he loses -1D10 FP and a further -2 points of damage directly from his Body. Any visually dependent skills also suffer a penalty of -3% x **1D10** to their TSC% until fumes dissipate.

Sulphur & Brimstone

Fatigue Cost: See Below
Pre-requisite: Create or Command (Magick Fire)
Duration: 5 seconds x ML

The reeking stench of sulphur and brimstone has always been associated with both magical fire and the Infernal Regions. A Mage's ability to create an equivalent level of Magick Fire is an essential pre-requisite to creating such vapours. The amount of damage, duration etc. that a Mage can create is dependent on his ML and *Table 6.28 – Noxious Fumes – Sulphur & Brimstone* shows the various costs necessary.

ML	FP Cost	Initial Damage	Extended Exposure Damage	Penalty to CON AR ¹	Duration
1	4 FP	-2	-2 FP and -1 Body	-13%	6 minutes
2	5 FP	-3	-3 FP and -1 Body	-15%	5 minutes
3	6 FP	-3	-3 FP and -1 Body	-18%	4.5 minutes
4	7 FP	-3	-4 FP and -1 Body	-21%	4 minutes
5	8 FP	-4	-4 FP and -2 Body	-24%	3.5 minutes
6	9 FP	-4	-5 FP and -2 Body	-27%	3 minutes
7	10 FP	-4	-5 FP and -3 Body	-30%	2.5 minutes
8	11 FP	-4	-6 FP and -3 Body	-33%	2 minutes
9	12 FP	-5	-7 FP and -3 Body	-36%	1.5 minutes
10	13 FP	-5	-7 FP and -4 Body	-39%	1 minute

¹Holding one's breath fights off the effects of **Sulphur & Brimstone**. A CON AR is required to hold one's breath for 15 seconds if highly active (fighting or running); 30 seconds if moderately active (walking); or 60 seconds if motionless. Each additional 15 seconds requires a successful **Willpower** roll in order to make a further CON AR.

TABLE 6.28 – NOXIOUS FUMES – SULPHUR & BRIMSTONE

Once such fumes are breathed in, initial damage results and all skill PSF%'s are **halved** for **20 minutes** – 1/2 CON. Once affected, a CON AR is required **every 15 seconds** the victim remains in the noxious smoke and failure results in the victim suffering the damage effects due to extended exposure. Prolonged exposure to any noxious gas is, after all, very hazardous to one's health, especially if it is Sulphur and Brimstone.

FIRE MISSILES

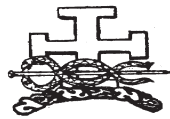
The following guidelines apply to casting fire missiles:

- 1 A Fire Mage can cast fiery missiles at a given target or area.
- 2 Fiery missile effects occur in a single Action Phase and cannot be extended.
- 3 Missiles can be of Natural, Magick, Salamander or Dragon Fire.
- 4 If **Fire is readily available**, create missiles by using the spell **Detach** to detach them from the source.
- 5 Armour is no protection against fire, but a shield may be if it covers one's body from the flame blast. Iron shields are the only ones that do not catch fire although they may get hot; all others types do suffer damage and must be discarded.
- 6 **Double** damage is done to water-loving beings.
- 7 Spirits and fire-loving beings are immune to Natural Fire but Magick Fire inflicts 1/4 damage, Salamander Fire inflicts 1/2 damage and Dragon Fire inflicts 3/4 damage.
- 8 **Dodge** can be used to avoid a Fire Missile **if the target sees it cast** and is standing more than 30 feet away. Fireballs have explosive qualities that render a **Dodge** partially or completely ineffective. A successful **Dodge** only **halves** FireBall damage and dodging a Fireball is ineffective in tight spaces where the blast effect cannot be avoided.

Fiery Arrows

Type of Fire	Magick Resistance	Fatigue Points
Normal Fire:	2	4 FP + 1 FP per additional target
Magick Fire:	3	5 FP + 1 FP per additional target
Salamander Fire:	4	6 FP + 2 FP per additional target
Dragon Fire:	5	7 FP + 2 FP per additional target
Fatigue Cost:	See Below	
Casting Time:	Cantrip	
Range:	50 feet x ML	
Duration:	Instantaneous Effect	

This shapes **one** arrow of fire per 3 ML of the caster (rounded up), which may be cast in the same Action Phase or in successive Action Phases. The nature and the level of fire can be up to the limits a Magus can create, and each arrow does damage according to the level employed and the nature of the fire used. This is based on the spell combination of **Create Fire** (FP based on fire type and level) + **Command into arrow** (FP based on fire type and level) + **Detach** (2 FP) + **Accelerate Missile** (3 FP)



Jets of Flame

Type of Fire	Magick Resistance	Fatigue Points
Normal Fire:	4	6 FP + 2 FP per additional target
Magick Fire:	5	8 FP + 2 FP per additional target
Salamander Fire:	8	12 FP + 3 FP per additional target
Dragon Fire:	9	14 FP + 3 FP per additional target
Casting Time:	Sorcery	
Range:	75 feet x ML	
Duration:	Instantaneous Effect	

A continuous jet of fire is produced which can be played on **one** target per ML, effectively a magical flame-thrower! (This is essentially what Dragons use.) The nature and level of fire can be up to the limits a Magus can create, and damage is inflicted according to the level employed and the nature of the fire used. After it is projected, the fire may ignite flammable materials, causing a Natural Fire. This is based on the spell combination of **Create Fire** (FP based on fire type and level) + **Command into a jet of fire** (FP based on fire type and level) + **Detach** (2 FP) + **Accelerate Missile** (3 FP)

Fire Ball

Type of Fire	Magick Resistance	Fatigue Points
Normal Fire:	5	8 FP + 1 FP per 100 feet
Magick Fire:	6	10 FP + 1 FP per 100 feet
Salamander Fire:	9	14 FP + 1 FP per 100 feet
Dragon Fire:	10	16 FP + 1 FP per 100 feet
Casting Time:	Sorcery	
Range:	100 feet x ML	
Duration:	Instantaneous Effect	

A sphere of magically compressed fire can be cast toward a targeted person or area. The **Fire Ball** explodes, causing energy damage to **all** victims within **3 feet x fire level** of the blast centre. In the following Action Phase, flammable materials ignite and Magick Fire, Salamander Fire and Dragon Fire also **spread** from the blast point out to the limits given for the level of fire, refer to *Table 6.21 – Magick Fire* and *Table 6.22 – Salamander Fire* for the dimensions. A Fire Mage of ML 7+ can extend the range past his ML limits at a further cost of +3 FP per additional 100 feet. This is based on the spell combination of **Create Fire** (FP based on fire type and level) + **Command into a Sphere** (FP based on fire type and level) + **Accelerate Missile** (3 FP).

BASIC ELEMENTAL MAGICK – WATER

Elemental Water Magick enables the Magus to manipulate water and to create precipitation. Some cross-referencing with Basic Air Magick is required when considering weather effects.

Create or Command Water

Magick Resistance:	MR 2
Fatigue Cost:	3 FP + 2 FP per level
Casting Time:	Sorcery
Range:	Create: 50 feet x ML Command: 100 feet x ML
Duration:	30 seconds per volume level

Create Water conjures a quantity of water into existence. The maximum amount of water that can be created is based on the Mage's ML and is shown in *Table 6.29 – Create Water – Quantity* but a Mage can elect to produce a lower amount by stating this at the time the spell is cast. The time needed to produce all of the water will be 30 seconds per level and the water appears steadily throughout the duration of the spell (5 feet³ in the first 30 seconds, growing to 40 feet³ in the next 30 seconds, then to 135 feet³, and so on). The Magus can also **Create Water Vapour** which means that the water created is dispersed throughout the air, to find out the amount of area affected in this case refer to Create columns of *Table 6.4 – Air – Quantity*.

ML	Quantity Created	ML	Quantity Created
1	325 lbs = ~5 feet ³	6	11,700 lbs = ~180 feet ³
2	1,300 lbs = ~20 feet ³	7	15,925 lbs = ~245 feet ³
3	2,925 lbs = ~45 feet ³	8	20,080 lbs = ~320 feet ³
4	5,200 lbs = ~80 feet ³	9	26,325 lbs = ~405 feet ³
5	8,125 lbs = ~125 feet ³	10	32,500 lbs = ~500 feet ³

TABLE 6.29 – CREATE WATER – QUANTITY

Command Water controls existing water around the spell caster. The maximum amount of water that can be commanded is based on the Mage's ML and is shown in *Table 6.30 – Command Water – Quantity* but a Magus can command lesser volumes by stating the lesser volume in order to control it. He also is able to **Command Water Vapour** which means that the water commanded is dispersed throughout the air, to find out the amount of area affected in this case refer to the Command columns of *Table 6.4 – Air – Quantity*.

ML	Quantity Commanded	ML	Quantity Commanded
1	325 lbs = ~5 feet ³	6	70,200 lbs = 1080 feet ³
2	2,600 lbs = ~40 feet ³	7	111,475 lbs = ~1,715 feet ³
3	8,775 lbs = ~135 feet ³	8	166,400 lbs = ~2,560 feet ³
4	20,800 lbs = ~320 feet ³	9	236,925 lbs = ~3,645 feet ³
5	40,625 lbs = ~625 feet ³	10	325,000 lbs = ~5,000 feet ³

TABLE 6.30 – COMMAND WATER – QUANTITY

Remove Water

Magick Resistance:	MR 2
Fatigue Cost:	3 FP + 2 FP per level
Casting Time:	Sorcery
Range:	50 feet x ML
Duration:	1 minute per volume level

This removes a quantity of water from the designated area and is essentially a create spell in reverse. The amount of water that can be removed is based on the ML of the Mage who can remove the same amount of water as he is able to create, therefore use *Table 6.29 – Create Water – Quantity* to find out the maximum amount. A Water Mage can also **Remove Water Vapour** to the amount shown for his ML in the Create column of *Table 6.4 – Air – Quantity*.

Warm or Cool

Magick Resistance:	MR 2
Fatigue Cost:	3 FP + 2 FP per +/-5° C
Casting Time:	Sorcery
Range:	50 feet x ML
Duration:	5 seconds x temperature change

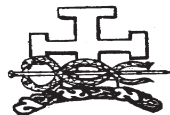
This increases or decreases the water temperature by **+/-10° C x ML** for a quantity of water equal to the volume a Magus can create as shown in *Table 6.29 – Create Water – Quantity*. Water contains a surprising amount of energy, hence the significant FP costs involved. The spell can be used to freeze liquid water to ice or thaw ice into water. It can also be used to cool air below/above the dew point to create or dissipate an amount of fog or cloud equal to the Mage's ML (as shown in the Create column of *Table 6.4 – Air – Quantity*).

The Gamemaster sets the temperature of existing bodies of water at his discretion. Created water is always at 38° C, just above body temperature. Except for spirits, Undead and living creatures specifically adapted to cold conditions, cold water brings the following penalties:

Cold Water (10 to 16° C) inflicts **-1 FP per 5 minutes** of immersion
Very Cold Water (1 to 9° C) inflicts **-1 FP per 1 minute** of immersion.
Freezing Water (0° C) inflicts **-1 FP per 30 seconds** of immersion.

Hot water also affects most living creatures and brings the following penalties:

Hot Water (+49° C) inflicts **-1 FP per 5 minutes** of immersion.
Very Hot Water (+66° C) inflicts **-1 FP per 1 minute** of immersion.
Boiling Water (100° C) inflicts **7 + 2D10** energy damage, always directly to the body of the victim. If a success with **Crit Die 07-10** it inflicts **13 + 2D10** damage direct to the body. Damage is suffered per 15 seconds one is in contact with boiling water.
Steam: To vaporise water and convert it into steam involves prodigious energies. Once water is heated to 100° C, steam can form. Expend a further **+7 FP** to do so and then **+1 FP per 5° C x volume level** if the steam is superheated. The Energy damage inflicted to the body is **13 + 2D10**. If a success with **Crit Die 06-10** then it inflicts **21 + 3D10 + 1 point** of damage for each +10° C that the superheated steam is above 100° C.



When a victim loses all FP (regardless of the temperature of the water), he goes into shock and must make a CON AR every minute to avoid unconsciousness.

The spell can be used to vaporise 1 feet³ of water x ML and may be employed in **Spray**, **Water Bolt**, **Water Blast**, and **Water Bomb** to inflict massive energy damage. Each feet³ equates to 1 volume level in this instance.

Wall of Water

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Hex
Range: 10 feet x ML
Duration: 5 minutes x ML

This shapes water into a "wall" that impedes creatures and missiles. This based on the spell combination of **Create Water** (5 FP) + **Command Water to form a Wall** (5 FP) = 10 FP and it commands a wall of water that is 100 feet³ in volume. If a larger wall is required, it may be necessary to cast the spell combination a number of times to produce the required volume.

If it is necessary to move the wall once it appears, use the spells **Detach** and **Accelerate**. The maximum speed that the wall can move is 7 mph.

Other effects that the wall has are:

Wall versus Missiles: The wall provides some protection and reduces damage by -3 per 1 foot of thickness. Arrows and hurled weapons suffer a penalty of -15% to their TSC% per 1 foot of wall penetrated.

Wall versus Flame: Natural fires overrun by a **Wall of Water** are immediately quenched in the area through which the wall passes.

Wall versus Fire Spells: The wall provides some protection and reduces damage by -3 per 1 foot of wall that the fire spell penetrates, i.e. as it puts out the fire. **Wall versus Movement:** A wall must be at least knee deep and 5 feet across to slow movement to 3 feet x Crit Die per 15 seconds (any faster causes a loss of -1 FP per extra foot moved). Entering a wall that is over one's head requires a STR AR - 1/2 caster's PSF%%, then swimming while holding one's breath.

Sheet

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Hex
Range: 10 feet x ML
Duration: 5 minutes x ML

Shapes any water into a horizontal sheet. The spell takes 15 seconds to lay down the sheet of water and then lasts 5 minutes x ML before draining away. The sheet can be of any dimensions (based on the volume used), so long as it is at least 6 inches thick and the total volume is within the Mage's Command Water limits, refer to *Table 6.30 - Command Water - Quantity*.

This is based on the spell combination of **Create Water** (5 FP) + **Command Water to form a Sheet** (5 FP) = 10 FP, this is a Cantrip cast as a Hex so reducing the FP cost. This can be combined with **Warm/Cool** to create a sheet of **magical ice** which if 1 inch thick will safely support a figure of 250 lbs, with an additional 250 lbs of weight per inch thickness above that.

Mist & Fog

Magick Resistance: MR 2
Fatigue Cost: 5+ FP
Casting Time: Hex
Range: 500 feet x ML
Duration: 10 minutes x ML

Since he can manipulate water vapour, a Water Magus can cast the Basic Magick - Air spell **Mist & Fog**. Refer to that method for details.

Clouds & Rain

Magick Resistance: MR 2
Fatigue Cost: See Below
Casting Time: Ritual (1 minute)
Range: Sight
Duration: 15 minutes x ML

Since he can manipulate water vapour, a Water Magus can cast the Basic Magick - Air spell **Clouds & Rain**. Refer to that method for details.

Flood

Magick Resistance: MR 5
Fatigue Cost: 8 FP
Casting Time: Ritual (1 minute)
Range: 250 feet x ML
Duration of High Water: 7 minutes x ML after peak

The Magus can create rain or take advantage of rain to produce a flash flood in a stream or river. The level the water rises depends upon width of the stream-bed, the rainfall and the Mage's ML. This is based on the spell combination of **Command Water** (5 FP per 5 feet of river width) + **Accelerate** (3 FP). Note the sheer economy of effort as even a large stream can rise significantly, provided there is enough water available. All the Magus does is hasten and magnify what occurs naturally.

After the spell is cast, the water rises to its peak for a distance 250 feet x ML up and downstream from the point where the spell is cast. After 7 minutes x ML at peak levels, the water slowly subsides by -10% per 30 minutes until back to normal.

Width of Stream	Effect per 1/2 inch of Rainfall per Hour ¹	ML Modifier ²	Rise in 5 minutes
up to 5 feet	1.5 feet	+50% x ML	10%
5 to 10 feet	1.25 feet	+40% x ML	10%
11 to 20 feet	1 foot	+30% x ML	10%
21 to 30 feet	1 foot	+25% x ML	10%
31 to 40 feet	0.75 feet	+25% x ML	5%
41 to 50 feet	0.75 feet	+25% x ML	5%
51 to 75 feet	0.5 feet	+20% x ML	5%
76 to 100 feet	0.5 feet	+20% x ML	5%
101+ feet	0.25 feet	+20% x ML	5%

¹This is the effect on the stream and gives the amount the stream rises after one hour of rainfall, when 1/2 inch of rain fell.

²This is the additional amount the stream rises dependant on the Mage's ML.

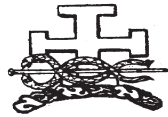
³This is the percentage of the total amount that the stream will rise in 5 minutes, e.g. if in one hour, there is 1/2 inch of rain this will cause a stream of width 25 feet will rise by one foot. It will do this gradually at 10% every five minutes; it will therefore take 50 minutes to reach its peak. If the river is was 75 feet wide it would only rise 6 inches but it would take 100 minutes to reach its peak.

TABLE 6.31 - FLOOD

The banks of most streams do not lie too many feet above the normal level of the flow, so instead of a towering flash flood, the rising water just overflows the banks, effectively widening the stream. That is likely to be enough to prevent anyone from fording any stream, and the current and debris carried along by the current will make swimming or boating across very dangerous. In the case of substantial floods, small bridges might be washed out. Afterward, the flooded ground will be a muddy morass that, again, inhibits movement until it dries out.

Example:

Rain is falling at the rate of 1.5 inches per hour, and running off into a stream 25 feet wide. The peak height is (1.5 / 0.5) x 12 inches = 36 inches (or 3 feet) above normal because of run-off. A Magus of ML 5, can increase this by 25% x 5 = +125%, so multiply 36 inches + (125% x 36 inches) = 36 + 45 inches = 81 inches (or 6 feet 3 inches) total rise. It will therefore rise 10% of this every five minutes so rising 8.1 inches every 5 minutes.



Spray

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Hex
Range: 10 feet x ML
Duration: Instantaneous Effect

This produces a thin stream of water that is enough to snuff out a campfire. Fire-loving beings suffer $\frac{1}{2} \times \text{ML}$ of Energy damage! This is based on the spell combination of **Create Water** (3 FP) + **Command Water to form a jet** (3 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 11 FP, this is a Cantrip cast as a Hex so reducing the FP cost. Multiple castings of the spell **Accelerate** may be necessary to bring the stream of water to an appropriate speed.

Jet

Magick Resistance: MR 5
Fatigue Cost: 9 FP
Casting Time: Hex
Range: 25 feet x ML
Duration: Instantaneous Effect

This produces a high-pressure jet of water that snuffs out a fire of up to 5 feet in diameter. It strikes with enough force to push a 500 lbs target back and deliver a Bash. This is based on the spell combination of **Create Water** (2 volumes) (6 FP) + **Command Water to form a jet** (6 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 17 FP, this is a Cantrip cast as a Hex so reducing the FP cost.

If the Magus wishes to cast **Steam Spray**, this involves creating three volumes of water, which must then be heated to 100° C, then vaporised. A **Steam Spray** can target 1 victim per 3 ML of the caster (rounded up). A successful **Dodge** means no damage is sustained.

Water Bomb

Magick Resistance: MR 7
Fatigue Cost: 13 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 15 seconds x ML

This is a sphere of magically compressed water can be cast toward a targeted person or area. The **Water Bomb** explodes with concussive force, causing $1 \times \text{ML}$ points of crushing damage to all victims within $10 + (2 \times \text{ML})$ feet of the blast centre. If a success with **Crit Die 10** if inflicts a further +10 points of damage. Fire-loving beings suffer **double** the damage. It is possible to try to **Dodge** a **Water Bomb** but only if the target sees it being cast, a successful **Dodge** results in **half** damage. Dodging is ineffective in tight spaces. This is based on the spell combination of **Create Water** (3 volumes) (9 FP) + **Command Water to form a sphere** (9 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 23 FP, and since it causes damage it incurs an additional + 4 FP = 27 FP, this a Hex cast as a Sorcery so reducing the FP cost.

If used to extinguish fires, treat as a **Water Blast** rated at ML 6 in open spaces and as ML 10 in enclosed areas. If the Magus wishes to cast **Steam Bomb**, this involves creating a minimum of seven volumes of water, this must then be heated to 100° C, then vaporised into steam. Everyone in the blast area sustains **steam** damage but a successful **Dodge** puts one on the edge of the blast and results in **half** damage.

Water Ram

Magick Resistance: MR 9
Fatigue Cost: 11 FP
Casting Time: Sorcery
Range: 5 feet x ML
Duration: 15 seconds x ML

This creates a very dense cylinder of water that acts as a battering ram. This is based on the spell combination of **Create Water** (3 volumes) (9 FP) + **Command Water to form a ram** (9 FP) + **Detach** (2 FP) + **Accelerate** (3 FP) = 23 FP + 4 FP since it causes damage = 27 FP, a Cantrip cast as a Sorcery so reducing the FP cost.

The ram has a Bash Weight of $50 \text{ lbs} \times (\text{Speed Level} + \text{Volume Level}) \times \text{ML}$, to maximum of 12,000 lbs. A hit inflicts a Bash and $3 \times \text{ML}$ of crushing damage. Add +1 point of damage and +1 to Crit Die per 1,000 lbs of Bash Weight. An automatic Bash occurs on all targets weighing under 250 lbs x caster's ML.

A success with **Crit Die 10** results in +10 damage and an automatic Bash on targets under 10,000 lbs. A Bash results in the target being hurled and/or washed back $10 \text{ feet} \times \text{ML}$, knocked down and then stunned for **15 seconds x Crit Die**. A **Dodge** is impossible if less than 30 feet from the caster.

All fire-loving creatures suffer **double** damage. If the **Water Ram** is directed against inanimate targets like doors, it has a $9\% \times \text{ML}$ chance of blasting them off their hinges or shattering them entirely. Objects may be turned into missiles, producing effects like those of bashed victims flying into others.

ICE MISSILES

A Magus can create a variety of missiles of ice, which he can direct at a given target or area. All of the following effects occur in a Action Phase. Cooling is at a low FP cost for arrows and javelins because little water is needed. Dodging avoids missiles of ice, provided a target is over 30 feet distant and sees a missile cast.

Arrows of Ice

Magick Resistance: MR 6
Fatigue Cost: 9 FP + 1 FP x Targets
Casting Time: Cantrip
Range: 75 feet x ML
Duration: Instantaneous Effect

This fires one arrow of ice per 3 ML of the caster (rounded up). This is based on the spell combination of **Create Water** (3 FP) + **Command Water to form an Arrow** (3 FP) + **Cool** (3 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 14 FP + 4 FP since it causes damage = 18 FP. **Arrows of Ice** can be fired simultaneously at the same target or at different targets. Each arrow does $2 \times \text{ML}$ + **Crit Die** points of piercing damage. If a success with **Crit Die 09-10** the arrow does an additional +10 points of damage. All fire-loving beings suffer **double** damage. If the target is wearing metal armour **half** all damage.

Javelin of Ice

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Casting Time: Cantrip
Range: 10 feet x ML
Duration: Instantaneous Effect

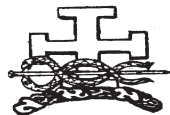
This hurls a "javelin" of ice. This is based on the spell combination of **Create Water** (3 FP) + **Command Water to form a javelin** (3 FP) + **Cool** (3 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 14 FP + 8 FP since it causes damage = 22 FP. A **Javelin of Ice** inflicts $7 + (2 \times \text{ML})$ + **Crit Die** of piercing damage. If a success with **Crit Die 08-10** the javelin does an additional +13 points of damage. All fire-loving beings suffer **double** damage. If the target is wearing metal armour **half** all damage.

Ice Storm

Magick Resistance: MR 6
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: Instantaneous Effect

This creates a shower of large hailstones. This is based on the spell combination of **Create Water** (3 FP) + **Command Water to form a hailstones** (3 FP) + **Cool** (3 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 14 FP + 4 FP since it causes damage = 18 FP, this is a Cantrip cast as a Sorcery so reducing the FP cost. **Cool** is at a special FP cost since 325 lbs of large hailstones are involved. An **Ice Storm** inflicts $1 \times \text{ML}$ points of crushing damage on anyone in a targeted circle of $5 \text{ feet} \times \text{ML}$ in diameter. If a success with **Crit Die 09-10**, it results in an additional +13 points of damage. All fire-loving beings suffer **double** damage.

If the target is wearing metal armour **half** all damage. If cast during a rainstorm, the range is increased to $100 \text{ feet} \times \text{ML}$, and the target zone is increased to $10 \text{ feet} \times \text{ML}$ in diameter. If the rainfall is 1 inch per hour or greater, the crushing damage of $3 + 2 \times \text{ML}$ is inflicted by giant hailstones and if critical damage will be sustained on a **Crit Die 07-10**.



Ice Bomb

Magick Resistance: MR 5
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: 100 feet x ML
Duration: Instantaneous Effect

This forms sphere of magically compressed ice that can be cast toward a targeted person or area. Based on the spell combination of **Create Water** (3 FP) + **Command Water to form Sphere** (3 FP) + **Cool** (3 FP) + **Detach** (2 FP) + **Accelerate Missile** (3 FP) = 14 FP + 4 FP for damage = 18 FP, a Cantrip cast as a Sorcery so reducing the FP cost.

An **Ice Bomb explodes** with concussive force, sending razor-sharp shards of ice in all directions, causing **3 + ML + Crit Die** points of piercing damage to anyone within **10 + (2 feet x ML)** feet of the blast centre. If a success with **Crit Die 08-09** an additional +7 points of damage and a Bash is inflicted with 25% chance of a knockdown. If a success with **Crit Die 10** then an additional +13 points of damage are suffered. All fire-loving beings suffer **double** damage. If anyone is wearing 3/4 metal armour **halve** all damage. A successful **Dodge** halves damage, but this is ineffective in tight spaces like rooms. When cast at a single target, the **Ice Bomb** does **7 + (2 x ML)** points of crushing damage. If a success with **Crit Die 07-10**, the target suffers **13 + ML** additional damage with an automatic Bash and knockdown against targets under 5,000 lbs. Damage to a single fire-loving being is **13 + (3 x ML) + Crit Die**, with **double** damage on a Critical Hit. A single target attempting to **Dodge** an **Ice Bomb** must see it cast.

ARCANE MAGICK

Arcane Magick enables the Magus to conjure pure magical energy or "mana" from extra-dimensional sources. Arcane Magick is the hardest of the magical methods to learn and master and is truly deserving of the name, **Arcana** or "Hidden Lore". A Mage adept in Arcane Magick may draw upon the vast energies in the Shadow Realm to affect charge levels in magical devices. **Be forewarned.** Any failure can bring disastrous consequences for the careless or unlucky Magus. Further, powerful Beings dwell in the Shadow Realm whose curiosity may be aroused by the sheer strength of the magical energies involved (the greater the forces, the more likely that they attract the unwelcome attention of **Something**).

Recharge

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: Touch
Duration: Instantaneous Effect

This conjures energies from the Shadow Realms to restore charges depleted from any magical device **he has created**. He may recharge a device only once in any given day and no more than three times each week. **Success** restores charges, but only up to its maximum capacity, add +1 to the Crit Die for every 30 PSF% the Mage possesses in Arcane Magick. **Failure** results in the Mage losing additional FP and a potentially catastrophic drain of magical charges from his device as well.

Success with Crit Die	Recharge
01-05	7 charges
06-08	7 charges + ML
09	7 charges + (2 x ML)
10	7 charges + (3 x ML)
11	7 charges + (5 x ML)
12	13 charges + (6 x ML)
13	21 charges + (7 x ML)
Failure with Crit Die	Backfire Effect
08-10	-3 FP from Fatigue Level
05-07	-7 FP from Fatigue Level
03-04	-13 FP from Fatigue Level
01-02	-21 FP from Fatigue Level

TABLE 6.32 - RECHARGE

ARCANE BARRIERS

The following spells enable an Arcane Magus to conjure magical barriers that prevent access to something he desires to remain secret or that impedes or prevents movement through an area that he wishes to close to unwanted visitors.

Basic Arcane Locks

Type:	Hold Portal	Arcane Lock	Astral Lock
Magick Resistance:	MR 2	MR 3	MR 4
Fatigue Cost:	4 FP	5 FP	7 FP
Casting Time:	Cantrip	Sorcery	Sorcery
Range:	5 feet x ML	5 feet x ML	5 feet x ML
Duration:	3 minutes x ML	Until dispelled	Until dispelled

Hold Portal: This seals a door, gate, etc. so that it cannot be opened except by sheer physical destruction of the door or by the use of magick. A **held** portal sustains **normal** damage before it is destroyed.

Arcane Lock: This seals a door, gate, container, etc. until **Arcane Lock** is disarmed or dispelled. A portal or container locked using **Arcane Lock** sustains **double** damage before it is destroyed.

Astral Lock: This seals a door, gate, container, etc. until the **Astral Lock** is disarmed or dispelled. A portal or container locked with **Astral Lock** sustains **triple** damage before it is destroyed.

Wizard's Seal

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Ritual (7 minutes) x 3 days
Range: 5 feet x ML
Duration: Until dispelled

This seals a book or scroll so that it cannot be opened by anyone except the Magus who sealed it. It may be forced by the spell **Wizard's Key**, but the opening is resisted at **Caster's TSC% - Sealer's PSF%**. A **failure** will result in the caster suffering **triple** FP cost. However, even **success** holds perils:

Crit Die 01: The contents are destroyed as the book/scroll bursts into flames.

Crit 02-03: The contents are illegible to anyone except the Sealer.

Crit 04-10: The contents are partially legible and a correct reading is possible by making an **INT AR - Sealer's PSF%** after studying one page for **1 day x Sealer's ML**.

The Seal of Suleiman the Magnificent

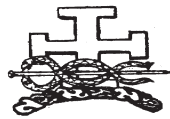
Magick Resistance: MR 10
Fatigue Cost: 16 FP
Casting Time: Ritual (21 minutes)
Range: 5 feet x ML
Duration: Until dispelled

This seals a small chamber or container so it cannot be opened by anyone inside by **any** physical or magical means. It is therefore an ideal binding spell for containers used to imprison Djinn and Demons. If the seal is a stopper that can be removed and replaced, the casting time is 13 minutes each day over 7 successive days, at cost of 21 FP per day. The stopper must be made of 3 quantities each of 7 different enchanted materials with silver and emerald being essential. The **Seal** is not dispelled when such a stopper is removed and **reactivates** when the stopper is replaced. The spell may also be cast on a wax seal but this is dispelled when the wax is broken.

Arcane Cloak (Cloak of Power; Mana Flower)

Magick Resistance: MR 4
Fatigue Cost: 7+ FP
Casting Time: Sorcery
Range: Touch
Duration: 15 seconds x ML

This is named for its colourful, dazzling appearance, **Arcane Cloak** sheathes the recipient in its bright amber nimbus. It absorbs **3 x ML** points of **Energy** damages or **1 x ML** points of **ordinary** damage.



Arcane Wall (Wall of Bright Shadows)

Magick Resistance: MR 6
Fatigue Cost: 9+ FP
Casting Time: Sorcery
Range: 5 feet x ML
Duration: 15 seconds x ML

A barrier of pure magical energy 10 feet long x 10 feet high per ML that can be shaped in any way the Caster desires. The **Arcane Wall** appears as an opaque, kaleidoscopic barrier of swirling iridescence so bright it hurts the eyes of anyone looking at it. Reduce the TSC% of visually dependent skills by **-21%**. **Dark-loving creatures** suffer a **13%** chance of being temporarily blinded for 1 Action Phase, check at the start of **each** Action Phase. Magically charged items may discharge if they touch a **Arcane Wall**. Corporeal (physical) beings cannot pass through an **Arcane Wall** and it also resists passage by incorporeal beings. There is a 33% chance they may pass, sustaining damage as they do so. It is impervious to ordinary or magical missiles and all elemental magicks.

Anyone, even a Spirit, touching an **Arcane Wall** suffers **(3 x ML) + 1D10** points of Energy damage. If a success with a **Crit Die 10**, all victims are stunned, it knocks them down and renders them helpless for **1D10** Action Phases.

Arcane Shield (Shield of Athene)

Magick Resistance: MR 5
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: Self
Duration: Until Shield Body = 0

This creates a shield of iridescent, kaleidoscopic light so bright it hurts the eyes. Reduce the TSC% of visually dependent skills by **-21%**. The shield has an armour rating of 13 against all attacks including all magical missiles. It is wielded as if it were an ordinary shield to ward off blows at user's **Shield Play** PSF% (or the Arcane Magick PSF% for a Magus). The **Arcane Shield** deflects the first **9** points of damage from **any** attack and reduces **all** attack Crit Die rolls by **-1**. It also prevents a successful Bash by **any** blow whatsoever! Any damage **over** 9 points is absorbed by the Shield's "Body," which is rated at **21 + (3 x ML)**. When the Shield's "body" of Arcane energies is reduced to zero, the shield vanishes.

ARCANE KEYS

The following spells enable a Magus to conjure a means of passing through a locked or barred portal or to gain access to a locked container. If opposed by a magical barrier, always reduce TSC% by the PSF% of the Magus who barred the way.

Basic Arcane Keys

Type:	Knock	Arcane Key	Astral Key
Magick Resistance:	MR 2	MR 3	MR 4
Fatigue Cost:	3 FP	5 FP	7 FP
Pre-requisite:	-	Knock	Arcane Key
Casting Time:	Cantrip	Hex	Sorcery
Range:	Touch	Touch	Touch
Duration:	60 seconds - (5 seconds x ML)		

Knock: This spell enables any normally locked door, container, etc. to be opened and might overcome a weak magical locking spell. As the Magus casts the spell, he knocks **three** times. If barred by a magical **Hold Portal**, the cost rises to **7 FP** and the TSC% is reduced by **-13%**. **Knock** is not powerful enough to open an **Arcane** or **Astral Lock**.

Arcane Key: Enables a locked door etc. to be opened. If barred by an **Arcane Lock** the cost is increased to **7 FP** and the TSC% is reduced by **-13%**. It cannot open an **Astral Lock**.

Astral Key: This enables a locked door, etc. to be opened. If barred by **Astral Lock** the cost is increased to **9 FP** and the TSC% is reduced by **-13%**.

Wizard's Key

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Pre-requisite: Astral Key
Casting Time: Sorcery
Range: Touch
Duration: 60 seconds - (5 seconds x ML)

This enables any locked door, etc. to be opened. Ordinary locks and bars will instantly open at a touch, without a time delay. If barred by a **Hold Portal**, a forced entry might destroy the door or container (**10% chance x ML** of unlocking Magus). If barred by an **Arcane Lock**, the basic TSC% applies. If barred by an **Astral Lock**, reduce the TSC% by **-7%**. **Astral Lock** actively resists any successful **Wizard's Key** (Locker's TSC% - PSF% of Klocker). If the resisting roll succeeds, the **Astral Lock** holds if its Crit Die result is equal to or higher than the **Wizard's Key's** Crit Die, otherwise, the portal will be blown open violently. If the **Wizard's Key** is a success with **Crit Die 10**, the door is instantly torn asunder.

ARCANE LIGHTS

The following spells enable a Magus to conjure magical light. Arcane light is "cold light", no actual heat is given off.

Dazzle (Faerie Dance; Fireflies)

Magick Resistance: MR 1
Fatigue Cost: 2 FP
Casting Time: Hex
Range: 10 feet x ML
Duration: 15 seconds x ML

This produces small glowing sparks of light that whirl and dance in intricate patterns in a radius of **1 foot x ML**, over the location chosen by the Magus. Useful to impress the superstitious and distract the unsuspecting. Anyone within the effect radius loses **-3 AP** and suffers a penalty of **-13%** to their TSC% of vision-dependent skills for 2 Action Phases.

Eldritch Light

Type:	Eldritch Light	Eldritch Area Light
Magick Resistance:	MR 1	MR 3
Fatigue Cost:	2 FP	5 FP
Pre-requisite:	-	Eldritch Light
Casting Time:	Hex	Sorcery
Range:	Touch	Touch
Duration:	1 hour x ML	1 hour x ML

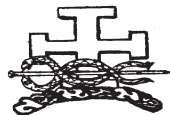
Eldritch Light: This creates a globe of softly glowing magical light that illuminates an area of 10 feet in radius. The light may radiate from the Caster himself or from an object anyone may carry. This may also be known as **Wizard's Lantern** and **Mana Globe**.

Eldritch Area Light: This illuminates an area of radius 10 feet x ML with magical light the intensity of a bright lantern. The light remains fixed and cannot be made to move with the Magus or with any object.

Eldritch Area Sunlight

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Pre-requisite: Eldritch Area Light
Casting Time: Sorcery
Range: Touch
Duration: 1 hour x ML

This illuminates an area of radius 10 feet x ML with a magical light the intensity of the noonday sun. The light is fixed and cannot be made to move. All light-hating creatures suffer a penalty of **-3% x Caster's ML** to their TSC% for any vision-dependent skills due to dazzle effects. They also need to make a morale check to remain in the light of **Willpower - Caster's PSF%**.

**Sunburst**

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Pre-requisite: Eyes of the Wizard
Casting Time: Sorcery
Range: Self
Duration: Instantaneous Effect

This creates a flaring burst of intense magical light around the Caster. Anyone within 50 feet who looks at him is blinded for **15 seconds x Crit Die** and cannot perform any vision-dependent skills. If a success with **Crit Die 10** the blindness lasts for 10 minutes. Light-hating creatures suffer actual pain and suffer **1/2D10** points of Energy damage to **Body**. They also need to make a morale check at **3/4 Willpower – Caster's PSF%**. In order to avoid dazzle blindness, it is necessary to make a successful **AGIL AR – Caster's PSF%** to avert eyes in time.

Dispel the Night

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Pre-requisite: Eldritch Area Sunlight
Casting Time: Sorcery
Range: Self
Duration: 30 minutes x ML

This creates twilight (pre-dawn) conditions to a radius of 40 feet x ML in extensive areas of natural darkness. The spell is a highly refined version of **Eldritch Area Sunlight** and the Caster can tailor the size of the area affected or the brightness as he desires. The light can be concentrated to noonday brightness by reducing the radius to 20 feet x ML. Reducing the radius to 20 feet x ML can produce a travelling "bubble" of twilight that moves with the Caster. Bright, travelling noonday light can be produced by cutting the radius to 10 feet x ML.

ARCANE DARKNESS

The following spells enable a Magus to conjure magical darkness. Anyone **naturally** possessing **Nightvision** or using the **True Sight** suffers no penalties. However, magically created **Nightvision** may be severely impaired or even negated entirely, but this is at the Gamemaster's discretion.

Darkness

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 5 minutes x ML

This creates a zone of natural darkness of radius 10 feet x ML in daylight and radius 20 feet x ML in moonlight. All light from torches, lamps, etc. is unaffected. In the absence of illumination, light-loving creatures perform vision-dependent skills at 1/4 TSC%.

Shadowcast

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Pre-requisite: Darkness
Casting Time: Hex
Range: 10 feet x ML
Duration: 5 minutes x ML

Casts a dark shadow in the targeted area, even in noonday sun. Ordinary light, as from a torch, does not penetrate **Shadowcast**, but magical light and **Nightvision** does. Any one in the radius of the shadow can hide without detection by normal visual observation. A **Shadowcast** should be naturally located and inconspicuous so not to arouse suspicion.

Cloak of Shadows (Mantle of Darkness)

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Pre-requisite: Shadowcast
Casting Time: Sorcery
Range: Touch
Duration: 10 minutes x ML

This conceals recipient in dark, impenetrable shadow that he appears to wear like a cloak. He cannot be seen by normal means when standing in dark places.

Darkness of the Pit

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Pre-requisite: Shadowcast
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 10 minutes x ML

This reduces the illumination radius from torches, lamps, etc. to 5 feet, or if Magical light or fire illumination it is reduced to 1/4 radius. Dazzle effects are negated or the Magus can spend an additional +8 FP to overcome the intense **Darkness**. Light-loving creatures perform vision-dependent skills at 1/4 TSC% and suffer a penalty of **-13 + (-3 x ML)%** when resisting fear.

Area Darkness

Magick Resistance: MR 6
Fatigue Cost: 10 FP
Pre-requisite: Darkness of the Pit
Casting Time: Ritual (1 minute)
Range: 50 feet x ML
Duration: 10 minutes x ML

This creates a region of intense darkness of radius 30 feet x ML (or 90 feet x ML if already dark). Light from ordinary torches, lamps, and flames is completely absorbed. Magical light and fire pales to the intensity of dim moonlight and their illumination radius is reduced to 1/4. Dazzle and blinding effects are negated unless the Magus expends +11 FP to overcome the Darkness. If they enjoy dim illumination, light-loving creatures have 1/2 TSC% in vision-dependent skills. In complete darkness, they suffer all the penalties described for **Darkness of the Pit**.

Dispel Darkness

Magick Resistance: MR 3
Fatigue Cost: Varies
Casting Time: Sorcery
Range: 100 feet x ML
Duration: Disperses darkness in 30 seconds

This negates any magical **Darkness** spells known to the Magus and is resisted as **Caster's TSC% – PSF% of Darkness Magus**. **Dispel Darkness** cost the appropriate **Darkness** spell cost + (1 FP x ML) of the opposing Mage. To negate one's own **Darkness** spells before the duration elapses costs the Magus nothing.

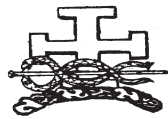
PORTALS TO THE SHADOW WORLD

The following spells enable the Magus to pass between this plane of existence and the Shadow World.

The Shining Paths

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Ritual (3 minutes)
Range: 50 feet
Duration: 30 minutes or until all have passed

This opens ancient Astral Gates of a permanent nature, created in the great days of magick during the First Age. The spell is common knowledge and not especially difficult to learn. However, where to find such **Gates** and how to find one's way after one enters is another matter! Locations of **Gates** may be discovered in ancient texts and inscriptions in the oldest ruins (a matter for research). They open onto the **Shining Paths**, enchanted roads that wind through the Shadow World and link the **Gates** located throughout the world. Travel on the **Shining Paths** is at 10 times the rate possible in the normal world. It is easy to become lost in the Shadow World unless one knows the road to take when a crossroads is encountered. Spirits and terrifying monsters dwell there so travellers should be prepared for the worst.



Invisibility

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Pre-requisite: The Shining Paths
Casting Time: Sorcery
Range: Self
Duration: 3 minutes x ML

This enables passage between this plane of existence and the borderline of the Shadow World. He is literally invisible to anyone in the normal world and may be detected only through magicks that detect invisible beings. He is fully visible to any being in the Shadow World and is able to see the beings who reside there. Also, as he is standing between the normal and Shadow World, he may be affected by any weapon or magick employed from either world. He may cast offensive magick into the normal world, but in doing so he becomes visible for the time required to cast the spell.

The character can remain invisible for as long as he wants, but after the duration period is exceeded, he runs a risk of being drawn completely into the Shadow World. There is a **13% + 3% per minute** over the duration time chance of this occurring. If that happens, the cost of returning to the normal world is 13 FP, and this can only be drawn from his Fatigue levels. If he has insufficient FP, he cannot return. He may also incur physical damage the longer he remains in the Shadow World and there is a **3% per minute** over the duration time chance of this. If so he incurs **-3 Body Points x Crit Die!** If the character's negative Body level is exceeded, he becomes a Wraith!

Spirit Walker (Astral Projection)

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Ritual (3 minute)
Range: Self
Duration: 1D10 hours

This enables the caster to enter a trance-like state in which his spirit is able to travel in the Shadow World to journey spiritually to a distant place in the normal world or to a place in the Shadow World. Spirit walking is used to contact supernatural beings (Shaman, in particular, use it to locate and consult with Totem Spirits, ancestral spirits, etc.), scout locations one may wish to travel to, or even spy on others. If successful the following results occur:

Crit Die 08-10: The Magus enters a visionary trance and is transported to the location he desires to see.

Crit Die 04-07: The spell succeeds, but the journey causes the complete exhaustion of the traveller for a number of hours equal to **3 x Crit Die** result once he returns.

Crit Die 01-03: The traveller meets a Spirit before he reaches his intended destination. The nature of such an encounter is determined by the Gamemaster and typically will involve a severe test of the Magus' ability to deal with the supernatural that may sometimes border on the deadly, although lethal consequences themselves are rare. If this happens it puts the Magus under increased pressure and to reflect this he suffers a loss of **+3 FP** per additional hour spent in the trance over the first one.

Phase

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Pre-requisite: Astral Projection
Casting Time: Sorcery
Range: Self
Duration: 1 minute x ML

This enables the Magus to pass entirely into the Shadow World for a short period of time. He is, of course, totally invisible to anyone in the normal world and, since his body is in the Shadow World, he cannot be detected except by magicks affecting Astral beings. Neither can any weapons or magicks cast from the normal world harm him except those that may affect Astral beings.

In the Shadow World, the Magus covers distances so that he seems to move at **3 x movement rate** in the normal world. He may move and then **Phase** back almost as if he had teleported from one place to another. While in the Shadow World, he enjoys the benefit of the high mana levels of that region and casts all magicks at **1/2 normal FP cost**. However, he cannot cast any offensive magicks against anyone in the normal world unless he returns to it. The duration **cannot** be extended but may be **cut** short by expending **3 FP** to return to the normal world before the spell wears off.

Teleport

Type:	Lesser	Greater
Magick Resistance:	MR 6	MR 8
Fatigue Cost:	9 FP	13 FP
per additional person:	+ 4 FP	+7 FP
Pre-requisite:	Phase	Lesser Teleport
Casting Time:	Ritual (1 minute)	Ritual (1 minute)
Range:	10 miles x ML	10 miles x ML
Duration:	Instantaneous Effect	Instantaneous Effect

This transports the caster plus a group of **willing companions** to a known location within range. The maximum weight that can be transported is **himself + (125 lbs x ML)** in the case of **Lesser Teleport** and **himself + (250 lbs x ML)** in case of Greater Teleport. In both cases there is an additional cost for each extra person teleported.

Teleportal

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Pre-requisite: Lesser Teleport
Casting Time: Sorcery
Range: 50 miles x ML
Duration: 1 minute up to 7 hours

This powerful travelling spell must be cast upon a vertical surface, such as a wall and a set destination **must** be chosen. To set up the spell requires 1 hour of casting time at a cost of 11 FP. If the Caster does not know the location selected well, an overshoot or undershoot of **+/-5% of the distance x Crit Die** could result each time the Portal is used. It allows **1 person x caster's ML** to travel through the Portal in any given hour. Creatures over 10 feet tall cannot use the Portal.

A **Teleportal** provides one-way access to the desired location. If he wishes to return through the Portal, the Magus must cast another **Teleportal** at the destination to form a return link. When the **Teleportal** is activated, the Magus must say how long it will operate for and he may attach a **password** to prevent unauthorised use. Each person passing through expends **3 FP** from his **own Fatigue** to use the Portal and may carry up to 250 lbs of equipment in addition to body weight. Even large animals (like horses) can pass through, but creatures over 10 feet tall cannot use the Portal.

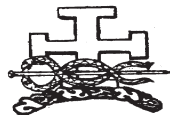
A permanent **Teleportal** can be created by casting the one hour set-up spell each day for **seven** consecutive days into a doorway or a full-length mirror that contains 7 oz of fully enchanted silver. After that, the link to the destination is permanently established, and the Portal can be **instantly** activated by using a **password** and expending only **13 - caster's ML** in Fatigue Points.

Astral Gate

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Pre-requisite: Teleportal
Casting Time: Ritual (1 hour)
Range: 500 miles x ML
Duration: 1 minute up to maximum of 7 hours

This opens an **Astral Gate** to the Shadow World or to some location in the normal world. The spell must be cast on a vertical surface, such as a wall and a set destination **must** be chosen. To set up the spell requires 1 hour of casting time at a cost of 14 FP. The Magus must have visited the dimension before, and he must have visited the location on which an **Astral Gate** will open. Otherwise, travellers may end up in very unexpected (and usually unpleasant) places in the Shadow World. **Astral Gate** works in the same way as described for **Teleportal** except there is no limit on the size of creature that may pass through.

A permanent **Astral Gate** can be set up by casting the spell once each day for 13 consecutive days into a doorway or mirror that contains 13 oz of enchanted silver. A permanent **Astral Gate** operates continuously and exacts **3 FP** from each individual passing through.



ELDRITCH SERVANTS

One of the most effective weapons in the Arcane Magus' repertoire is his ability to create Shadow monsters in the shape of any living animal or monster he has seen before. In this, his skills are paralleled by those of the Illusionist. However, Eldritch Monsters are, to all intents and purposes, **real** in every respect once they have been created. They acquire sentience and purpose all their own, and their existence is terminated only by their destruction. They remain close to their Creator and serve him so long as they are "fed". Sustenance requirements are stated in the spell descriptions.

Be forewarned: Eldritch Servants are vampiric and feed on the life energies of living, sentient creatures, literally consuming the very souls of their victims when they kill! The "feeding" costs can easily lead a Magus into the paths of Black Magick and exceedingly dark practices indeed. As Anacronus said:

"A sure way to damnation is the conjuration of Eldritch Servants, for their insatiable hunger encourages the Magus to allow them to feed upon the innocent."

Such creatures appear to be "natural" to the untrained eye, but those having **True Sight** always recognise Shadows for what they are, genuine denizens of the Shadow World. Once their magical natures become apparent, they start to radiate **Fear** at the Creator's PSF% in Arcane Magick, requiring morale checks from anyone near them (except the Mage creating them). Due to their Demonic nature, they are subject to **Exorcism** and Clerical wards.

Shadow Beast

Magick Resistance: MR 5
Fatigue Cost: 8 FP x 3
Casting Time: Ritual (1 hour) x 3
Range: -
Duration: Until Killed

Conjures into being a Shadow in the guise of any **living** animal up to **1 foot long x ML**. It has all of the appearance and capabilities of its natural counterpart. It fights with the weapons appropriate to the beast, but the damage it does is magical.

Conjured by: Three one hour Rituals at a cost of **8 FP** each cast on successive nights, starting on the Full Moon. Once created, it may be summoned with a Cantrip at a cost of 3 FP. Arcane Mages may command **one** Shadow Beast at ML 5-6; **three** at ML 7-8; **seven** at ML 9 and **thirteen** at ML 10+.

Fighting Potential: 2/3 Caster's PSF%.

Fatigue Level: The creature never tires.

Body: Natural beast's **Body + 13 + (3 x ML)** (regardless of whether a mouse or a bear!).

Damage: Suffers only 1/2 damage from ordinary weapons.

Sustenance Required: 7 FP per day from any sentient life source or it leaves the Magus' service.

Spectral Servant

Magick Resistance: MR 9
Fatigue Cost: 15 FP x 7
Pre-requisite: Phantom Beast
Casting Time: Ritual (7 hours) x 7
Range: -
Duration: Until Killed

Conjures into being a Shadow Servant in the guise of a member of the Mage's own race except that it is really a **Spectre**, with all the capabilities (and limitations) of such Shadow Beings.

Conjured by: Seven three hour Rituals at a cost of **15 FP** each cast on successive nights, starting on the dark of the New Moon. Once created, it may be summoned with a Sorcery at a cost of 5 FP. The Spectre will appear to the Magus on the night of the Full Moon. Arcane Mages may command up to **seven** Spectral Servants at any one time regardless of their ML.

Fighting Potential: Higher of Spectre's PSF% or Caster's PSF% in Arcane Magick.

Fatigue Level: 21 + Caster's Fatigue Points.

Body: 21 + (13 x ML)

Damage: Suffers only 1/2 damage from ordinary weapons.

Sustenance Required: 50 FP per day from any sentient life source or the Spectre will either leave the Magus' service or there is a 21% chance that the Spectre will turn on him.

ELDRITCH MISSILES

Eldritch missiles are created from the very essence of Metaphysical Current. A **Trigger** spell may be attached, especially useful for spells prepared beforehand because the Magus can then cast the prepared spell very quickly, in addition eldritch missiles may also be affected by the Common Basic Magick spell **Accelerate**. Such missiles inflict severe damage upon non-corporeal beings, who suffer damage as if unarmoured. They are especially effective in the Shadow World, in which such beings are more vulnerable to magical energies (suffering **one and a half times** the listed damage). The speed of such missiles is so high that **they cannot easily be dodged!** Only magical Wards versus Arcane Magicks provide an effective defence.

Shadow Arrows (Mana Darts)

Magick Resistance: MR 2
Fatigue Cost: 4 FP + 3 FP per additional arrow
Casting Time: Hex
Range: 90 feet x ML
Duration: 15 seconds

This creates one or several arrows of pure magical energy that appear to be fiery arrows. One arrow can be created per 2 ML (rounded up) and each additional arrow costing 3 FP. Several may be cast simultaneously, either at the same target or at different targets. Each arrow does **2 x ML** points of Energy damage. If a success with **Crit Die 10** the victim suffers **(2 x ML) + 13** points of Energy damage. A CON AR is also required to prevent the victim being dazed for 1 Action Phase and suffering a penalty of 1/2 TSC% to all skills.

Shadow Bolt (Mana Bolt)

Magick Resistance: MR 4
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: 60 feet x ML
Duration: 15 seconds

Creates a dense blast of pure magical energy that appears to be a multi-coloured bolt of lightning. Bolts are aimed at a location of radius 5 feet, so targeting individuals is unnecessary unless they are moving rapidly. All victims within the radius of effect suffer **2 x ML** of Energy damage. If a success with **Crit Die 09-10** victims suffer **(3 x ML) + 13** of Energy damage. A CON AR at a penalty of -13% is required to prevent the victims being dazed for 2 Action Phases and suffering a penalty of 1/4 TSC% to all skills.

Shadow Bomb (Mana Ball)

Magick Resistance: MR 6
Fatigue Cost: 11 FP
Casting Time: Sorcery
Range: 50 feet x ML
Duration: 15 seconds

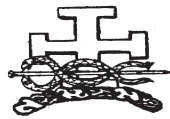
This creates a fiery blue sphere of pure magical energy that is aimed at a specific location, so making targeting individuals unnecessary unless they are moving rapidly. The **Shadow Bomb** explodes in a coruscating flare of incandescent light, affecting an area of radius 10 feet + (2 feet x ML). All victims within the radius of effect suffer **(4 x ML) + Crit Die** points of Energy damage. If a success with **Crit Die 07-09** the victims suffer **(5 x ML) + 13** points of Energy damage and a CON AR at a penalty of -13% is required to prevent the victims being dazed for 3 Action Phases and suffering a penalty of 1/4 TSC% to all skills. If a success with **Crit Die 10** the victims suffer **(6 x ML) + 13** points of Energy damage and a CON AR at a penalty of -21% is required to prevent the victims being dazed for 7 Action Phases and suffering a penalty of 1/4 TSC% to all skills.

COMMAND MAGICK

Since Command Magick acts directly upon the mind of the subject to be influenced, the power of the Magus to influence another can be significantly affected by several factors:

Natural Resistance: Subtract the natural MR of the target from the Targeting roll when a Command spell is overt in nature. Mere **Charm** and **Suggestion** will not be affected by MR unless the target has reason to be wary and offer resistance to such magicks.

Willpower: Add **+1%** to the targeting of Command Magick for every 10 PSF% the Magus possesses over the target's **Willpower** PSF%. Also, if the subject has already been charmed, his **Willpower** will be reduced by **-3%** x ML of the **charming** Magus!



Oratory: Add **+1%** to the Targeting of Command Magick for every 10 PSF% the Magus has in Oratory skill, provided he also **fluently** speaks the target's native tongue.

Illusion Magick: Add **1%** to the Targeting of Command Magick for every 10 PSF% the Magus possesses in Illusion Magick, as the ability to influence the perceptions of the subject is vital to the success of any Command Magick.

Note: The modifiers given above are also **subtracted** from the TSC% of the subject when resisting any Command Magick with **Willpower**.

Sleep Spells

Sleep-inducing spells produce either a natural sleep or a magical sleep. Sleep spells are affected by the following factors:

- 1 A **Willpower** roll – **Caster's PSF%** (in his Command Method) of the Magus casting the spell, resists all sleep spells. Other factors might affect a **Willpower** TSC%. The Gamemaster should feel free to award bonuses or penalties up to **+/-50%** to reflect the circumstances in a unique or special situation.
- 2 Victims in a deep natural sleep can usually be awakened by shaking them awake, by a particularly loud noise, etc. Deep sleepers may still not be aroused, even if a major disturbance is going on around about them.
- 3 Victims in a magical sleep require a magical awakening using the spell **Awaken** if it is desired that they awaken before the spell duration has elapsed. This is a type of **Dispel** based on knowing the corresponding sleep spell. When attempting an awakening, subtract the PSF% of the Sleep Magus from the Awakener's Willpower TSC%.
- 4 Ability to cast a given sleep spell includes the ability to cast **Awaken**, which dispels that particular enchantment by casting it in reverse.
- 5 A person cast into deep magical sleep for 3 hours or more awakens fully restored (with 100% Fatigue) unless something intervenes to prevent it.
- 6 The natural healing rate is **doubled** in any day a convalescent patient enjoys 7 hours of deep, magical sleep.
- 7 Some supernatural creatures are unaffected by sleep spells, including Spirits (including Demons), Fey, Undead, and Were-beasts in bestial form.

Sleep Individual

Type:	Sleep	Greater Sleep
Magick Resistance:	MR 1	MR 4
Fatigue Cost:	2 FP	7 FP
Casting Time:	Cantrip	Hex
Range:	10 feet x ML	25 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Sleep: This puts a living creature into a deep, **natural** sleep. A target involved in energetic activity resists with **Willpower** – **1/2 Magus' PSF%** (in Command Method). The maximum weight of living creatures that can be put to sleep is **250 lbs x ML**, i.e. a Mage of ML 10 can **Sleep** 250 x 10 = 2,500 lbs).

Greater Sleep: This induces a deep, **magical** sleep in a living target, from which a victim must be **awakened**. After the duration elapses, a victim continues in a normal deep sleep until he wakes up (this is at the Gamemaster's discretion) or is aroused. Other than this the spell is the same as above.

Area Sleep

Type:	Area Sleep	Greater Area Sleep
Magick Resistance:	MR 3	MR 5
Fatigue Cost:	5 FP	9 FP
Pre-requisite:	Sleep	Greater Sleep
Casting Time:	Sorcery	Hex
Range:	25 feet x ML to area	50 feet x ML to area
Duration:	3 minutes x ML	3 minutes x ML

Area Sleep: This affects all living targets in a radius of 10 feet + ML. The maximum weight of living creatures that can be put to sleep within the area is **250 lbs x ML**.

Greater Area Sleep: In all respects, this spell is the same as **Greater Sleep** but this affects all living targets within a radius of 25 feet + (2 x ML). The maximum weight of living creatures that can be put to sleep within the area is **250 lbs x ML**.

Enchanted Sleep

Magick Resistance:	MR 7
Fatigue Cost:	11 FP
Pre-requisite:	Greater Sleep
Casting Time:	Sorcery
Range:	50 feet x ML
Duration:	Until the victim is awakened

This puts any one living creature into a deep, **magical** sleep that continues until dispelled by the Caster or until conditions contained in an attached **Trigger** spell are fulfilled. Unlike conditions that may be attached to other forms of sleep, these cannot be discovered easily through Divination and anyone trying to will be subject to a penalty of **-3% x ML** of Sleep Caster from Divination Magick. In all other respects the spell is the same as the spell **Sleep**.

Sleep into the Ages

Magick Resistance:	MR 9
Fatigue Cost:	14 FP
Pre-requisite:	Enchanted Sleep
Casting Time:	Ritual (3 hours x 7)
Range:	Touch x 7
Duration:	Until the victim is awakened

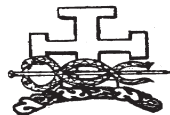
This powerful spell must be placed into food or drink that is enchanted to MR 0. It must be cast on each of seven successive days, beginning with the dark of the New Moon, each casting being a seven hour ritual costing 14 FP. The spell causes any living creature to fall into an enchanted sleep after eating or drinking. There is no resistance! In a state of suspended animation, the victim does not age nor require sustenance. Protected by the spell, heat, cold, immersion in water, even burial cannot harm the sleeper. The **Awaken** condition set by the Caster must be straightforward and achievable. Only Divination may reveal it but the Diviner suffers a penalty of **21% + Caster's PSF%** to his TSC%. Any other dispel attempt causes the sleeper sudden distress, a clear sign that the **Dispel** spell must be discontinued. If such a **Dispel** spell succeeds with **Crit Die 10** the sleeper **will** die!

CHARM SPELLS

Charms work on a subconscious level so a victim regards the Magus as worthy of trust, friendship, even steadfast loyalty or love. They render a "victim" highly susceptible to further manipulation by magick and charismatic skills but cannot directly compel obedience.

Success with Crit Die	Result
01-04	The victim is friendly and not suspicious.
06-09	The victim is very friendly and trusting. Reduce Willpower versus further Command Magick or manipulation by Charismatic skills by -13% + (-1% x ML) for the duration of the Charm.
10	The victim is completely beguiled by the Magus. Reduce Willpower versus further Command Magick or manipulation by Charismatic skills by -7% + (-2% x ML) for the duration of the Charm.
Failure with Crit Die	Result
07-10	The subject's attitude toward the Magus is unchanged.
04-06	The subject senses something that makes him wary and suspicious of the Magus. Increase Willpower versus further Command Magick or Charismatic manipulation by +7% during this encounter.
02-03	The subject is suspicious of the Magus. Increase Willpower versus further Command Magick or Charismatic manipulation by +13% during this encounter.
01	The subject is highly suspicious and feels hostile toward the Magus. Increase Willpower versus further Command Magick by an additional +21% during this encounter. Also, in subsequent encounters, the subject remains wary and enjoys +13% to Willpower versus Command Magick or Charismatic manipulation until the Magus can allay such suspicion.

TABLE 6.33 – CHARMS - EFFECTS



- Charms can be cast only in non-combat situations upon someone who is not hostile toward the Magus. If already suspicious or hostile before the Charm attempt, the target might be moved to attack the Magus or if a failure with **Crit Die 01-06** may withdraw.
- Subtracting the target's **Willpower PSF%** (if successful) from the Caster's Targeting resists charm spells.
- Anyone attempting to dispel a Charm subtracts the Charm Caster's PSF% from the TSC%.
- Only members of the natural order are subject to Charms. Charms do not affect supernatural beings such as Spirits, Demons, Fey, Undead, Werebeasts, Trolls, etc. or enchanted beasts such as Unicorns, Dragons, etc.
- Learning each Charm spell includes the ability to dispel that particular enchantment.
- Depending on the Crit Die, the effects of Charm vary and the effects are shown in **Table 6.33 – Charms – Effects**.

The following **Charms** are effective only so long as the victim remains within the Charmer's sight or earshot. They are dispelled when he is no longer in view or earshot. The Magus must gaze into a victim's eyes as he casts the Charm, except for Enchanters and Power Word Mages, who depend upon voice, and for Charms placed into potions.

Charm Animals

Type:	Small Animal	Large Animal
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	2 FP	3 FP
per additional target:	+1 FP	+2 FP
Casting Time:	Cantrip	Sorcery
Range:	25 feet x ML	25 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Charm Small Animal: This affects a small animal (mouse, rabbit, sparrow, frog, fish, etc.) that is not predatory by nature. The number of small animals that can be charmed is equal to $1/2 \times \text{ML}$ at a cost of +1 FP per additional creature. Charmed creatures do not actively resist the Charmer's Will as long as there is no threat to their welfare and safety, rendering them highly susceptible to taming/training and to Commands Magicks.

Charm Large Animal: This is the same as above but it affects a large animal (deer, horse, etc.) that is not predatory by nature. The number of large animals that can be charmed is equal to $1/2 \times \text{ML}$ at a cost of +2 FP per additional creature.

Charm Predator

Type:	Small Predator	Large Predator
Magick Resistance:	MR 2	MR 3
Fatigue Cost:	3 FP	5 FP
per additional target:	+3 FP	+4 FP
Casting Time:	Hex	Sorcery
Range:	25 feet x ML	25 feet x ML
Duration:	3 minutes x ML	3 minutes x ML

Charm Small Predator: This is the same as **Charm Small Animal** but it affects a small predator or omnivore (cat, ferret, hawk, etc.). The number of small predators that can be charmed is equal to $1/2 \times \text{ML}$ at a cost of +3 FP per additional creature.

Charm Large Predator: This is the same as **Charm Small Animal** but it affects a large predator or omnivore (dog, wolf, bear, leopard, eagle, shark, etc.). The number of large predators that can be charmed is $1/2 \times \text{ML}$ at a cost of +4 FP per additional creature.

Charm Person

Type:	Charm Person	Greater Charm Person
Magick Resistance:	MR 4	MR 5
Fatigue Cost:	6 FP	9 FP
per additional target:	+5 FP	-
Casting Time:	Ritual (3 minutes)	Ritual (7 minutes)
Range:	25 feet x ML	50 feet x ML
Duration:	3 minutes x ML	See Below

Charm Person: This affects Humans and human-like beings such as Dwarves, Elves, Orcs, etc. It may also work on some sentient enchanted "monster" races such as Trolls, Ogres, Giants, etc., but that is not always the case. The total number of persons that can be charmed is equal to $1/2 \times \text{ML}$ at a cost of +5 FP per additional person.

Greater Charm Person: This charm is effective even when the target is not in the Caster's presence. Otherwise this works in the same way as **Charm Person** but only one person may be targeted for a period of **24 hours – 1 hour per 10% of PSF%** the victim has in Willpower with a minimum duration of one hour. The Charmer also adds +1 to the Crit die per 33% of PSF% they have in Command Magick to any spells or charismatic skills he practices on the "victim". When the duration of the spell lapses, the victim makes a **Willpower – Charmer's PSF%** in Command Magick to see if he is free from the charm.

If he fails, the charm remains in effect for a full day. No additional Fatigue costs are incurred for such extensions. The victim then checks makes a **WIS AR – Charmer's PSF%**. If he fails with this, he remains charmed for **3 days** before he is able to check again! In all this time, the victim is unaware of the magical influence the Magus has over him. He does not question the Charmer's motives and regards him as a fine fellow, even if there is evidence to the contrary. However, he will not do anything that is not in accord with his own deeply held beliefs or his own self-interest. If the victim remains under the Charmer's spell for more than 39 days, he is effectively the "Mage's man".

Mass Charm

Magick Resistance:	MR 6
Fatigue Cost:	10 FP
Pre-requisite:	Greater Charm
Casting Time:	Ritual (7 minutes)
Range:	Variable
Duration:	Variable

This charm is effective even if the victim is not in the Charmer's presence. The Charmer seems to sway a crowd by the force of his arguments. Anyone who sees and hears him in a radius of **50 feet + (10 feet x ML)** may be affected. The basic cost is **10 FP** but it costs an additional **1 FP** per 25 people the crowd is over **10 x ML**. Checking large numbers for a **Willpower** response is difficult, therefore the Gamemaster decides the **Willpower** levels present in the audience and checks NPC's by groups, from highest to lowest **Willpower**. Success at any point means everyone with a lower **Willpower** is charmed as well. Player Characters make individual **Willpower** rolls. **Mass Charm** has the duration and effect of **Charm Person** except large numbers are susceptible to the Mage's Will.

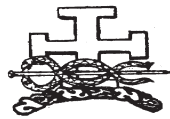
DOMINATION SPELLS

Ultimately, Command Magick aims at the domination of those the Magus seeks to bend to his will and it is fitting that a group of Command spells deal specifically with reducing others to unquestioning obedience of the Magus' commands, however much they might wish to do otherwise. Often, **Willpower** can be used to reduce the TSC% of the Command's Caster. A strong Will, after all, is the best defence against any kind of compulsion. Sometimes other factors may intrude and these will be dealt with in the appropriate spell descriptions.

Hold Spells

Hold spells cause the victim to freeze momentarily, unable to initiate action:

- The Caster must meet the eyes of his intended victim to **hold** him. He may perform other actions as long as he keeps his eyes fixed on his victim, who cannot move nor do anything so long as their gaze is locked.
- Hold** spells are resisted by subtracting the target's **Willpower PSF%** (if successful) from the Caster's Targeting chance.
- If the Caster looks away, the victim makes an unresisted **Willpower** check. A success releases him immediately so he can move, attack, casts spells, etc. If he fails, he remains held for 15 seconds before he can move.
- Hold** spells can also be broken if a victim is attacked or is obviously threatened by attack or some other danger, but he loses **3 AP** in the Action Phase because of momentary disorientation and can never gain the initiative in any combat during that phase.



There are several kinds of **Hold** spells, each specific to a kind of creature or being. See **Charm** spells for the types of creatures affected.

Hold Animals

Type:	Small Animal	Large Animal
Magick Resistance:	MR 2	MR 3
Fatigue Cost:	3 FP	5 FP
per additional animal	+1 FP	+2 FP
Casting Time:	Cantrip	Cantrip
Range:	25 feet x ML	25 feet x ML
Duration:	15 seconds x ML	15 seconds x ML

Small Animal: This holds up to 2 x ML small animals. Reduce the Caster's TSC% by -3% for each additional animal held over three and pay an extra cost of +1 FP for each additional three small animals held.

Large Animals: This holds up to 1 x ML large animals. Reduce the Caster's Targeting by -5% for each additional animal held over two and pay an extra cost of +2 FP for each additional large animal held.

Hold Predators

Type:	Small Predators	Large Predators
Magick Resistance:	MR 3	MR 4
Fatigue Cost:	5 FP	6 FP
per additional animal:	+2 FP	+3 FP
Casting Time:	Cantrip	Cantrip
Range:	25 feet x ML	25 feet x ML
Duration:	15 seconds x ML	15 seconds x ML

Hold Small Predators: This holds up to 1 x ML small predators. Reduce the Caster's Targeting by -7% for each additional animal held over two and pay an extra cost of +2 FP for each additional small predator held.

Hold Large Predators: This holds up to 1 x ML large predators. Reduce the Caster's Targeting by -9% for each additional animal held and pay an extra cost of +3 FP for each additional predator held.

Hold Person

Magick Resistance:	MR 4
Fatigue Cost:	6 FP + (3 FP per Additional Person)
Casting Time:	Cantrip
Range:	25 feet x ML
Duration:	45 seconds

This holds up to 1/2 x ML Humans or human-like individuals. Reduce the Caster's Targeting by -9% for each additional person and pay an extra cost of +3 FP for each additional person held.

Hold Enchanted Beast

Magick Resistance:	MR 4
Fatigue Cost:	7 FP + (3 FP per Additional Beast)
Casting Time:	Hex
Range:	25 feet x ML
Duration:	45 seconds

This holds **one** enchanted beast (Unicorn, Great Wolf, etc.). If the beast is quite small (under 25 lbs), a Magus of ML 7+ may hold a maximum of 1/2 x ML beasts but reduce his Targeting by -9% per additional animal and pay an extra cost of +3 FP for each additional animal held.

Hold Enchanted Being

Magick Resistance:	MR 5
Fatigue Cost:	8 FP + (5 FP per Additional Being)
Casting Time:	Cantrip
Range:	25 feet x ML
Duration:	30 seconds

This holds up to 1/2 x ML living, sentient beings such as Trolls, Ogres, Centaurs, Fey, etc. in the same way **Hold Person** does human-like beings. Reduce the Caster's Targeting by -13% for each additional being and pay an extra cost of +5 FP for each additional being held.

Hold Undead

Type:	Lesser Undead	Greater Undead
Magick Resistance:	MR 4	MR 7
Fatigue Cost:	7 FP	11 FP
per additional Undead:	+3 FP	+7 FP
Casting Time:	Hex	Hex
Range:	50 feet x ML	50 feet x ML
Duration:	45 seconds	45 seconds

Hold Lesser Undead: This holds up to 1/2 x ML Lesser Undead (Skeleton, Zombie, Ghoul). Reduce the Caster's Targeting by -7% for each additional Lesser Undead and pay an additional cost of +3 FP for each additional Lesser Undead held.

Hold Greater Undead: This holds up to 1/2 x ML Greater Undead (Mummy, Vampire, Wight, Spectre, etc.). Reduce the Caster's Targeting by -13% for each additional Greater Undead and pay an extra cost of +7 FP for each additional Greater Undead held.

Hold Lycanthrope

Magick Resistance:	MR 6
Fatigue Cost:	9 FP + (4 FP per Additional Lycanthrope)
Casting Time:	Cantrip
Range:	50 feet x ML
Duration:	45 seconds

This holds **one** Werebeast per 3 ML. Reduce the Caster's Targeting by -13% for each additional Werebeast and pay an extra cost of +4 FP for each additional Werebeast held. If the Werebeast is in Human form the spell **Hold Person** is sufficient to hold the Lycanthrope.

Compulsion Spells

The following spells involve imposing the Will of the Magus upon another so that the victim is compelled to do what the Magus desires. These spells range from mere suggestions to outright commands that must be obeyed.

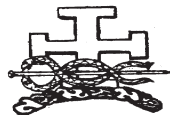
- 1 Compulsion spells are resisted by subtracting the target's **Willpower** PSF% (if successful) from the Caster's Targeting chance.
- 2 The target **might not fully resist a compulsion spell** if he is already charmed. For further details see the individual spell descriptions.
- 3 Calling for a **WIS AR - Caster's PSF%** (in Command Magick) or even a **PTY AR - Caster's PSF%** would be appropriate in instances where suggestions or commands violate the victim's deepest beliefs. The Gamemaster should exercise discretion in such matters. Some spells do not have the power to compel obedience to suggestions or orders that the victim would just not follow in his normal frame of mind.

Suggestion

Magick Resistance:	MR 2
Fatigue Cost:	4 FP
Casting Time:	Sorcery
Range:	25 feet x ML
Duration:	Up to 10 minutes maximum

This enables the Magus to make a "suggestion" to any **living** creature, including animals. If already charmed, the target can resist with only 1/2 **Willpower** PSF%. The Caster must know the victim's language or else be able to psychically project an image into the victim's mind that carries the import of what he desires. Suggestions **cannot** be used in combat or any adversarial situation. The suggestion must be stated very simply and clearly in no more than 3 words + (1 word x ML). Remember the victim will interpret it in a very literal fashion and the suggestion **must be** acted upon within 10 minutes.

Without knowing its language, this spell is useless in influencing a beast, which has enough difficulty understanding what you really want even if you do speak a Beast Tongue. Neither can a suggestion require the victim to do anything unnatural, abnormal or unreasonable. It is not unreasonable for "suggest" to a guard to let the Magus and his companions pass and then forget about it. However, to suggest he kill himself or a comrade would alarm him and bring a hostile response. **Suggestions** are instantly broken by overt attacks on the "victim."



Mesmerise

Magick Resistance: MR 3
Fatigue Cost: 6 FP
Pre-requisite: Suggestion
Casting Time: Sorcery
Range: 5 feet x ML
Duration: Varies

This enables the Magus to hypnotise any **living** creature. If already charmed, the target can resist with only **1/2 Willpower PSF%**. To be truly effective, he must know the victim in order to compel him to do his bidding. The victim falls into a trance and is given instructions of up to **7 words + (3 words x ML)**. Instructions should be clear and simple because they will always be interpreted very literally. As in **Suggestion**, the victims will not violate fundamental beliefs and values, so the Magus has to avoid such instructions or else cast **Mesmerise** in conjunction with an illusion that misleads the victim so that his perceptions blind him to what he is really doing. The trance ends when the Magus returns the victim to consciousness with a snap of the fingers, etc. Otherwise, the victim falls into a deep natural sleep for **3D10 minutes** and he remembers nothing on waking, unless specifically told to do so. He will carry out the instruction at the appointed time either upon waking or up to **3 x ML days** in the future.

The following Compulsions involve overwhelming the Will of the targeted individual to gain full control. They are all species specific:

- 1 If already charmed, the target can resist with only **1/2 Willpower PSF%**.
- 2 Resistance to a Command Magick spell is non-existent if the victim is already under the influence of the spell **Mesmerise**. The Magus merely has to succeed with his skill roll.
- 3 The victim does not have to be within sight or casting range to follow orders (including any new ones as long as he can hear his Master's voice). The compulsion applies for the spell duration.
- 4 The victim almost always does the Mage's bidding, even if his beliefs and values are violated. **Wisdom** and **Piety AR's** may be called for when such violations occur, but success only causes a victim to balk at the order and does not break the compulsion.
- 5 The victim always resists orders to commit certain suicide with an **unmodified WIS AR** but will enter into extreme danger if ordered.
- 6 The victim may try to break the compulsion halfway through the duration with a **Willpower check – Mage's PSF%** in Command Magick. If he fails, the duration is **tripled**, as are **all** extensions!

Necromantic Bindings

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Ritual (7 hours)
Range: 25 feet x ML
Duration: See Below

This spell can be learnt **only** by those who choose to follow the path of Necromancy, from which there is never a turning back! **Necromantic Bindings** enables a young Necromancer to learn **Hold** and **Command** both the Lesser and Greater Undead at **–2 MR** below the standard MR of the spells. Once a Necromancer succeeds in commanding an Undead, he has a chance of binding it to his service. At the end of the **Command** spell, he can prevent the Undead from departing, attacking him, etc., if he has first inscribed a **Binding Circle** around it. He then conducts a **Binding Ritual** and makes a roll equal to or less than his **Command Magick TSC% – Undead's Willpower PSF%** to bind it to him. A bound Undead obeys the Necromancer for **three** days. The Undead also resists attempts of another Mage to **Command** it with its **Willpower PSF% + 1/3 Necromancer's PSF%**. While under the Necromancer's spell, it will not resist **Commands** cast by its Master. Another successful casting extends the Undead's service for another **three** days. After **seven** successes in a row, a Lesser Undead will be in the Necromancer's permanent service and further Commands Magicks need not be cast in order to direct it. After **thirteen** successes in a row, a Greater Undead will be in the Necromancer's permanent service.

Be forewarned. If such attempts at permanently binding an Undead fail at any point, it becomes highly resistant to any further attempts at **Command** by that Necromancer (increase the Undead's **Willpower PSF%** by 33%). Greater Undead also tend to hold grudges and will almost certainly attempt to avenge themselves upon the hapless Necromancer who dared try to bind them.

There are several kinds of **Command** spells, each specific to a kind of creature or being. See **Charm** spells for the types of creatures affected.

Command Animal

Type:	Small Animal	Large Animal
Magick Resistance:	MR 3	MR 4
Fatigue Cost:	6 FP	7 FP
per additional animal:	+1 FP	+2 FP
Casting Time:	Cantrip	Cantrip
Range:	25 feet x ML	25 feet x ML
Duration:	5 minutes x ML	5 minutes x ML

Small Animal: This commands up to **1 x ML** small animals. Reduce the Caster's Targeting by **–3%** for each additional animal over two and pay an extra cost of **+1 FP** for each additional small animal. The cost of casting is reduced to **3 FP** if the animal is already under the influence of the spell **Mesmerise** or **4 FP** if only under a **Hold** spell.

Large Animal: This commands up to **1/2 x ML** large animals. Reduce the Caster's Targeting by **–5%** for each additional animal over two and pay an extra cost of **+2 FP** for each additional large animal. The cost of casting is reduced to **3 FP** if the animal is already under the influence of the spell **Mesmerise** or **6 FP** if only under a **Hold** spell.

Command Predator

Type:	Small Predator	Large Predator
Magick Resistance:	MR 5	MR 5
Fatigue Cost:	8 FP	9 FP
per additional animal:	+2 FP	+3 FP
Casting Time:	Cantrip	Hex
Range:	25 feet x ML	25 feet x ML
Duration:	5 minutes x ML	5 minutes x ML

Command Small Predator: Commands up to **1/2 x ML** small predators. Reduce the Caster's Targeting by **–7%** for each additional animal over two and pay an extra cost of **+2 FP** for each additional small predator. The cost of casting is reduced to **4 FP** if predator is already under the influence of the spell **Mesmerise** and **7 FP** if only under a **Hold** spell.

Command Large Predator: Commands up to **1/2 x ML** large predators. Reduce the Caster's Targeting by **–9%** for each additional animal and pay an extra cost of **+3 FP** for each additional large predator. The cost of casting is reduced to **5 FP** if predator is already under the influence of the spell **Mesmerise** and **8 FP** if only under a **Hold** spell.

Command Person

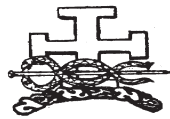
Magick Resistance: MR 5
Fatigue Cost: 9 FP + (4 FP per Additional Person)
Casting Time: Cantrip
Range: 25 feet x ML
Duration: 5 minutes x ML

This commands up to **1/2 x ML** Humans or Human-like individuals. Reduce the Caster's Targeting by **–9%** for each additional person and pay an extra cost of **+4 FP** for each additional person. The cost of casting is reduced to **7 FP** if person is already under the influence of the spell **Mesmerise** and **10 FP** if only under a **Hold** spell.

Command Enchanted Beast

Magick Resistance: MR 6
Fatigue Cost: 10 FP + (7 FP per Additional Beast)
Casting Time: Cantrip
Range: 25 feet x ML
Duration: 5 minutes x ML

This commands **one** enchanted beast (Unicorn, Great Wolf, etc.). If the beast is quite small (under 25 lbs), a Magus of ML 7+ may command a maximum of **1/2 x ML** beasts. Reduce the Caster's Targeting by **–9%** per additional animal and pay an extra cost of **+7 FP** for each additional animal. The cost of casting is reduced to **7 FP** if beast is already under the influence of the spell **Mesmerise** and **10 FP** if only under a **Hold** spell.



Command Enchanted Being

Magick Resistance: MR 7
Fatigue Cost: 11 FP + (5 FP per Additional Being)
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 5 minutes x ML

This commands up to **1/2 x ML** living, sentient beings such as Trolls, Ogres, Centaurs, Fey, etc. in the same way **Command Person** does human-like beings. Reduce the Caster's Targeting by **-13%** for each additional being and pay an extra cost of **+5 FP** for each additional being. The cost of casting is reduced to **7 FP** if being is already under the influence of the spell **Mesmerise** and **10 FP** if only under a **Hold** spell.

Command Undead

Type:	Lesser Undead	Greater Undead
Magick Resistance:	MR 6	MR 9
Fatigue Cost:	9 FP	15 FP
per additional Undead:	+5 FP	+7 FP
Casting Time:	Sorcery	Sorcery
Range:	25 feet x ML	25 feet x ML
Duration:	5 minutes x ML	5 minutes x ML

Lesser Undead: Commands up to **1 x ML Lesser Undead** (Skeleton, Zombie, Ghoul). Reduce the Caster's Targeting by **-7%** for each additional Lesser Undead and pay an extra cost of **+5 FP** for each additional Lesser Undead. The cost of casting is reduced to **10 FP** if Lesser Undead is already under a **Hold** spell.

Greater Undead: Commands up to **1/2 x ML Greater Undead** (Mummy, Vampire, Spectre, Wight, Water Wraith, etc., but **not** Wraiths). Reduce Caster's Targeting by **-13%** for each additional Greater Undead and pay an extra cost of **+7 FP** for each additional Greater Undead. The cost of casting is reduced to **13 FP** if Greater Undead is already under a **Hold** spell.

Command Lycanthrope

Magick Resistance: MR 8
Fatigue Cost: 13 FP + (4 FP per Additional Lycanthrope)
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 5 minutes x ML

This commands **one** Werebeast per 3 ML. Reduce the Caster's Targeting by **-13%** for each additional Werebeast and pay an extra cost of **+4 FP** for each additional Werebeast. A **Command Person** is sufficient to command a Lycanthrope in human form. The cost of casting is reduced to **10 FP** if Werebeast is already under the influence of the spell **Mesmerise** and **13 FP** if only under a **Hold** spell.

Geas

Magick Resistance: MR 10
Fatigue Cost: 16 FP
Casting Time: Ritual (7 hours)
Range: 10 feet x ML
Duration: Until task is satisfied

A **Geas** is one of the most powerful enchantments and compels a living person to perform a task, regardless of how long it takes. The task cannot offend the victim's deepest held beliefs and values and there is no compelling means in existence to force someone to embark on a Quest. While it takes only **seven** hours to cast, the spell must be carefully prepared beforehand, requiring **three** hours of uninterrupted time (at no FP cost) each day over **seven consecutive** days. Otherwise, the "victim" can make a daily **Willpower roll - Caster's PSF%** to escape the **Geas**. Furthermore, a seven hour ritual is too long to expect an intended victim to stand, waiting patiently, until the Magus is finished. Therefore a **Trigger** spell is invariably attached and **then** the Magus seeks his victim out.

If the victim fails his **Willpower check - Caster's PSF%**, the victim must perform the task. The task cannot be suicidal, but it can involve great dangers. If he fails to set out on the Quest immediately or deviates from his Quest, the victim loses **-3 FP** per day, which is not restored until he resumes the Quest. The only excuses for delays in a Quest are that he was too injured to continue or capture by enemies.

A **Geas** cannot be removed except by the Caster or by a Clerical **Remove Curse**. The **Remove Curse** is resisted by **Willpower - Geas** Caster's PSF%. Failure to remove the curse causes **-1D10** damage directly to the victim's **Body** that heals at **one third** the normal rate and further attempts bring a cumulative **-10%** penalty on each failure.

Commanding Emotions

A very powerful form of Command Magick involves arousing passionate responses in victims. Most effective are **Fear** spells, although Werebeasts, Undead and Spirits are unaffected by Fear and may even be "grimly amused" by any such spells directed their way!

Fright

Type:	Lesser Fright	Greater Fright
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	2 FP	4 FP
Casting Time:	Cantrip	Sorcery
Range:	Touch	10 feet x ML radius
Duration:	45 seconds x ML	45 seconds x ML

Lesser Fright: This spell Inspires **Fear** in one victim. The Caster must touch the victim or else be close enough to touch him as their eyes meet. **Lesser Fright** is resisted by subtracting the victim's **Willpower PSF%** from the Caster's Targeting. If the spell is a success with **Crit Die 01-07** the victim is utterly intimidated and reluctant to take action against the Magus and those with him.

After passing a **Willpower check - Caster's PSF%**, he may overcome his reluctance but all skills he attempts in the Magus' presence are at a penalty of **-3%** to his TSC%. If the spell is a success with **Crit Die 08-10**, the victim turns and runs in blind panic during combat. In other circumstances, he might quickly withdraw or else be so paralysed by fear that he cannot do anything except stand there, shivering in fear.

Greater Fright: Fear radiates in a radius of **10 x ML** feet around the Caster and moves with him. Only if the Magus desires it can his friends stay within that distance without being affected. Even then, they will be "nervous" and "tense." The results of a successful **Greater Fright** spell are the same as for **Lesser Fear**. The casting time of the spell is dependant on the PSF% of the Mage casting it, as **Greater Fright** is cast as Sorcery at PSF 30%, Hex at PSF 50%, and Cantrip at PSF 70%.

Fear

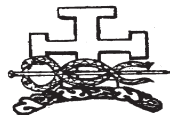
Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: 20 feet + (2 x ML) radius
Duration: 3 minutes x ML

The spell **Fear** is a more powerful form of **Greater Fright** that emanates over a radius of **20 + (2 x ML)** feet for a longer period. Each minute in a **Fear** zone requires a **Willpower roll - Caster's PSF%** unless the Caster desires otherwise. Even the Mage's friends must pass a **Willpower** check, but they do not suffer any penalties. The spell can be placed in a location and triggered when anyone passes within the effect radius.

Cowardice

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 45 seconds x ML

This inspires cowardly behaviour in **1 x ML** living creatures. For each additional living creature affected after the first, the Mage must pay an additional cost of **+3 FP**. It is resisted by subtracting the victim's **Willpower PSF%** from the Caster's Targeting. In the case of natural cowards and timid characters subtract **1/2 Willpower PSF%**! Also subtract the Caster's PSF% from all **Willpower** checks versus fears and phobias. The casting time of the spell is dependant on the PSF% of the Mage casting it, as **Cowardice** is cast as Hex at PSF 50% and a Cantrip at PSF 70%.



Confusion

Magick Resistance: MR 5
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: 20 feet + (2 x ML) radius
Duration: 45 seconds x ML

Any living creature in the effect radius of **20 + (2 x ML)** feet may come under the influence of the spell **Confusion**, even the Caster's companions. A successful **Confusion** spell is resisted by an **INT AR – Caster's PSF%** and the various results, which are shown in *Table 6.34 – Confusion – Results*.

Success with	
Crit Die	Result
01-02	Victims are disoriented and lose a penalty of -3% x ML to their TSC% in all skills.
03-05	Victims are disoriented and mill around in confusion, not knowing what to do, but will defend themselves against attack. Mages attempting to cast spells forget what they were doing. The Caster and his companions can easily disengage and will not be followed or they can attack with the initiative.
06-09	Victims attack each other. If alone, victim withdraws in haste but may return later.
10	Victims depart the area in Fear and will not return.
Failure with	
Crit Die	Result
07-10	If not hostile before, the targets are hostile now and attack the party.
02-06	Enraged targets attack. Add +4 damage to the first blow each strikes!
01	As for Crit 02-03, except that targets try to reach the Magus if they can!

TABLE 6.34 - CONFUSION - RESULTS

Bravery

Magick Resistance: MR 5
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 45 seconds + (1 x ML)

This inspires courage in **1 x ML** living creatures. For each additional living creature affected after the first, the Mage must pay an additional cost of **+3 FP**. It is resisted by subtracting **1/2 Willpower PSF%** from the Caster's Targeting (in the cast of reluctant recipients who would choose discretion as the better part of valour!). Cowardly creatures subtract **1.5x Willpower PSF%** as a matter of course! If cast before going into battle, add **1/4 of Caster's PSF%** to all **Willpower** rolls versus fears and phobias. **Bravery** may also be cast to dispel any fear that has caught hold of a character. If the fear is natural, the fear dissipates immediately. If magical **Fear**, the victim makes a **Willpower** check with **1/4 of Caster's PSF%** added to his **Willpower TSC%** in order to try to dispel the **Fear**. The casting time of the spell is dependant on the PSF% of the Mage casting it, as **Bravery** is cast as Hex at PSF 50% and a Cantrip at PSF 70%.

Infatuation and Love

Type:	Infatuation	Love
Magick Resistance:	MR 3	MR 5
Fatigue Cost:	5 FP	8 FP
Casting Time:	Sorcery	Ritual (1 hour)
Range:	Touch	Touch
Duration:	3 hours x ML	7 days x ML

Infatuation: This causes a person to fall madly in "love", some would say "lust", with someone the Caster names. The spell is resisted by a **WIS AR** at a penalty of **-3% x ML** of the Caster. While infatuated, the victim is highly susceptible of falling "in love" with the object of his desire. At the end of the spell, roll a further **WIS AR** at a penalty of **-3% x ML** of the Caster. A failure will result in the victim falling in "Love" as per the spell **Love**.

Love: The spell causes the victim to become obsessively infatuated with the person designated in the **Trigger** spell attached to the spell or, if no **Trigger** is attached, to the first person seen after the spell takes effect. Victims are capable of all kinds of foolish and desperate acts to requite their "love". If the spell **Love** is successful with a **Crit Die 10** the enchantment becomes permanent "**True Love**" that requires **Remove Curse** to dispel it. The victim will resist such attempts to remove the "curse" with **Willpower** and possibly with violence!

Note: Since Sympathetic Magick is a strong element of both the spells **Infatuation** and **Love**, a personal item belonging to the target is usually required to cast the spells effectively. Both are typically administered in food or drink but can also be cast directly by touching the victim and both are resisted by a **WIS AR – (3% x ML)** of the Caster. **Love** is only an extension of **Infatuation**, essentially still a seduction spell. Add **+1** to the Crit Die per 20% of PSF% the Caster has in Command Magick. The Crit Die result indicates the degree of affection, the higher the result the more affection exists. Under the spell, the victim suffers a penalty of **-3% x Crit Die** from their PSF% when resisting any Charismatic skills (and magicks, in the case of a Magus) applied on them by the object of their affection.

Dislike and Hate

Spell:	Dislike	Hate
Magick Resistance:	MR 3	MR 5
Fatigue Cost:	5 FP	8 FP
Casting Time:	Sorcery	Ritual (1 hour)
Range:	Touch	Touch
Duration:	3 hours x ML	7 days x ML

In most respects, these spells are the mirror images of the spells **Infatuation** and **Love**. They work in exactly the same way except the victim is filled with a passionate dislike of the object of his disaffection. The Crit Die result indicates the degree of dislike, the higher the result the more dislike exists. The victim gains a bonus of **+3% x Crit Die** to his PSF% when resisting the Charismatic skills etc., of the one he dislikes. If **Hate** spell is successfully cast with a **Crit Die 10** the enchantment becomes a permanent, utter and **unreasonable** hatred, which can lead to some exceedingly nasty consequences, especially if the character is already prone to harbouring grudges.

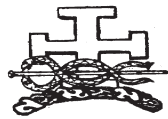
Berserker Rage

Magick Resistance: MR 6
Fatigue Cost: 10 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 45 seconds x ML

This enhances the recipient's morale to the point that he knows no fear. The Mage must pay a further **+7 FP** per additional recipient. Its duration **cannot** be extended, but a berserk character can continue in a berserk state after the spell duration if he passes a **Willpower** check. This is not a spell to be used lightly, but it serves well in desperate circumstances. If cast before battle the spell's activation can be delayed for a maximum of 30 minutes x ML and then activated when the Caster calls out the person's name, saying, "Kill them! Kill them all!" (Or something to that effect.) If cast in battle, the spell takes effect immediately.

A Berserk goes amok! Add **+2** to his Crit Die because he strikes with superhuman force. If he successfully strikes with a **Crit Die 10** then **double** the Crit Die damage. He has extra energy, reflected in **+2 Action Points** to be expended in initiative in any Action Phase. He is immune to Command Magicks while in a berserk state. He may be grievously wounded yet continue fighting, though he is literally dying on his feet. He will fight for up to 3 Action Phases following the round in which he drops **below** negative 1/2 Body! If he loses a leg, he will fight on his knees. If he loses a hand, he will fight with the other one. He may even use his teeth on an enemy in his blood rage! Nothing short of being beheaded or having his spine severed stops a mortally wounded berserk.

When the spell ends, Berserks with negative body (but not at mortal levels) collapse unconscious and may be saved by the prompt attention of a healer or physician. Those below negative 1/2 Body levels **will** die after being literally hacked to pieces. However, although Berserks fight ferociously and without fear of death, they do not fight stupidly. They still counter enemy blows with shield, weapon and dodges, using all their cunning and skill.



Forgetfulness

Magick Resistance: MR 8
Fatigue Cost: 13 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: 1 day x ML

This powerful spell is effective against any living creature. It is resisted by **INT AR – Caster's PSF%**. Intellectual capability, especially memory, is severely impaired. Make an **INT AR** at a penalty of **-3% x Crit Die** to remember the simplest of facts or how to do anything with any skill. If a success with **Crit Die 10** the victim suffers total amnesia for **1 month x ML**. **Forgetfulness** can be "cured" by a pious Cleric, reversed by the Caster or a spontaneous recovery may occur after **1D10** days if the victim succeeds with an **INT AR – Caster's PSF%**.

Commanding the Flesh

One special group of Command Magick spells acts directly against the physical being of victims rather than against their Will. They are effective against any corporeal (material) creature, even Undead.

- Commanding the Flesh** is the special province of **Power Word Mages**, who enjoy significant advantages when learning and casting this type of magick. Spell MR's, FP costs, casting times and ranges listed for each spell apply to Power Word and are modified for all other Mages.
- Other mages adept at Command Magick learn **Flesh** at +2 MR.
- Other mages adept at Command Magick increase the casting time by **+1 level**; e.g. a Cantrip becomes a Hex; Hex becomes a Sorcery; Sorcery becomes a one minute ritual.
- Other mages adept at Command Magick have their ranges **halved**.
- Other mages adept at Command Magick can cast **Flesh** spells **only** through magical devices.
- Flesh** spells are target specific when employed by anyone except a Power Word Magus. It is advised to incorporate seven elements of Sympathetic Magick in magical devices to target specific classes of victims.
 For instance, a Wand containing **Muscle Spasm** needs seven different materials belonging to the kind of creatures the Magus wishes to influence. (Use the larger classes for **Charm** spells: **Small Animal Flesh** should contain seven materials from different small animals, e.g. from a rodent, a bird, a fish, etc.) Otherwise, the FP cost of **Flesh** spells **triples**, which quickly exhausts the spell charges in a device.
- Flesh** spells are resisted as stated in the spell descriptions. If advantageous, Mages who have learnt **Flesh** and then have the spell **Flesh** cast against them always have the option of substituting **Willpower – Caster's PSF%** when resisting **Flesh** spells.

Muscle Spasm

Magick Resistance: MR 3
Fatigue Cost: 4 FP
Casting Time: Cantrip
Range: 25 feet x ML
Duration: 15 seconds

This creates muscle twitches and spasms that affect spell casting and physical skills. It is resisted by an **AGIL AR – Caster's PSF%**. In combat, **Muscle Spasm** impairs offensive capabilities and, just as **Clumsiness** impairs defensive capabilities. During combat the victim suffers a penalty of **(-2% x ML) + Crit Die** to their TSC% in all skills. In non-combat situations, **Muscle Spasm** impairs skills involving fine hand to eye co-ordination so the victim suffers a penalty of **-5% x ML** to their TSC% in all Agility dependent skills, e.g. measuring out precise quantities of something or performing Sleight of Hand, Juggling, Picking a Pocket, etc.

Clumsiness

Magick Resistance: MR 3
Fatigue Cost: 4 FP
Casting Time: Cantrip
Range: 25 feet x ML
Duration: 15 seconds x ML

This impairs general co-ordination so that a victim cannot maintain fine control over bodily movements. It is resisted by an **AGIL AR – Caster's PSF%**. In combat victims suffer a penalty of **(-2% x Crit Die) + ML** from their Dodge TSC% and Parry TSC% only (attacks are unaffected). In non-combat situations, **Clumsiness** inflicts a penalty of **(-2% x Crit Die) + ML** to their TSC% in all actions requiring sustained co-ordination of the whole body, e.g. climbing, lifting heavy weights, etc. It also may cause someone to knock an object off a table with an elbow as he passes, etc.

Deafen

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Casting Time: Sorcery
Range: 50 feet x ML
Duration: 45 seconds x ML

The spell has a radius of effect of **10 feet + ML**. Those in the target area resist with a **CON AR – Caster's PSF%**. If successful victims temporarily lose their hearing. The disorientation of sudden "deafness" affects detection capabilities and any detection skills suffer a penalty of **-5% x ML** to their TSC%. Power Word Mages are at **2/3 TSC%** at all times. Enchanters, Witches, Druids and others should not practice any magick except through a stored spell (with a **Trigger**) in a magical device because they depend too much on the precise pitch and tone of incantations to be successful with direct castings. Otherwise they are at **1/2 TSC%** to all spells cast directly. Other deafened Mages are at **3/4 TSC%** when casting spells directly instead of through a stored spell (with **Trigger**) in a device.

Blind

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Casting Time: Sorcery
Range: 50 feet x ML
Duration: 45 seconds x ML

This temporarily blinds a victim and renders him virtually incapable of performing any vision-dependent action. It is resisted by a **CON AR – Caster's PSF%**. If a success with a **Crit Die 07-10** the victim checks for possible panic using **Willpower – (7% x ML)**. Panicked victims believe they are permanently blinded and lose self-control.

Stun

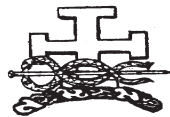
Magick Resistance: MR 8
Fatigue Cost: Minimum of 13 FP
Casting Time: Sorcery
Range: 50 feet x ML
Duration: 15 seconds x 1D10

The spell has a radius of effect of **10 feet + ML**. If successful any living, corporeal being in the target area makes a **CON AR – Caster's PSF%**. Should they fail the **CON AR** victims are instantly rendered unconscious. Size and numbers of those in the target area are irrelevant as any or all of them can be affected. The spell also exhausts **1/4** of Mage's total possible Fatigue level with a minimum of **13 FP**.

Die!

Magick Resistance: MR 10
Fatigue Cost: 21 FP
Casting Time: Sorcery
Range: 25 feet x ML
Duration: See Below

This causes cardiac arrest in any living creature. It is resisted by a **CON AR – Caster's PSF%**. Victims experience sudden and excruciating pain in his chest, as if his heart was being squeezed savagely. The duration is usually **15 seconds x Crit Die**, during which the victim can do nothing except lie on the ground in agony. He suffers a loss of **5% x Crit Die** from his current Fatigue and Body points.



If a success with **Crit Die 10** the victim suffers a loss of 50% from his current Fatigue and Body points, he is unconsciousness and faces possible Death! Make a **Stamina** roll. Success means the victim survives. Failure means certain Death, short of a miraculous intervention. Survivors are severely limited in what they can do until they recover the lost Body points. Until the Body heals the damage done, strenuous activities can cause another cardiac arrest at a chance of **percentage of Body yet to heal**, with the same damage possible as in the original attack. However, no long-term damage occurs as a magically damaged heart completely heals.

DIVINATION

Some spells are fundamental to the practice of certain methods of magick and can be learned as part of that method rather than as Divination. E.g. **Detect Magick** is something all Mages can do, so it is learned as described for Diviners. Notes are attached to spells that can be learned as part of a Magus' specialisation.

Most Divination spells are resisted by a –PSF% in the appropriate concealment skill or a –PSF% in Divination. The Gamemaster may assign penalties based on the situation as well.

Detect Hidden Door

Type:	Diviner	Other Mages	Dowsing Diviner
Magick Resistance:	MR 1	MR 2	MR 1
Fatigue Cost:	2 FP	4 FP	2 FP
Casting Time:	Hex	Sorcery	Cantrip
Range:	3 feet x ML	1 foot x ML	5 feet x ML
Duration:	60 minutes / ML	60 minutes / ML	60 minutes / ML

This detects a hidden door in the Mage's line of sight. Its outline glows with a soft blue-white hue. If hidden by magick, the Casters Targeting suffers a penalty of the **PSF% of Concealer**. When **Dowsers** reach ML 4, their search time is halved for this spell.

Detect Hidden Object

Type:	Diviner	Other Mages	Dowsing Diviner
Magick Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Hex	Cantrip	Sorcery
Range:	5 feet x ML	10 feet x ML	3 feet x ML
Duration:	60 minutes / ML	60 minutes / ML	60 minutes / ML

This detects a concealed object in the Mage's line of sight. The general area of concealment glows with a soft blue-white. If the Magus cannot stipulate exactly what he is looking for the Fatigue cost **doubles** or reduce the Caster's Targeting by **half** to find the object.

Detect Life

Type:	Diviner	Scryers	Other Mages
Magick Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Hex	Hex	Hex
Range:	30 feet x ML	60 feet x ML	20 feet x ML
Duration:	9 minutes x ML	13 minutes x ML	7 minutes x ML

This detects a concealed living creature in the Mage's line of sight. It appears shrouded in soft green-blue light. In **Chivalry & Sorcery** Dwarves, Elves and ordinary (mortal) Goblin races fall into this group, as do all beasts. Detection does not reveal the kind of creature, but a Magus knows if it is sentient or a beast and senses distance and numbers.

Detect Supernatural

Type:	Diviner	Arcane Mages	Other Mages
Magick Resistance:	MR 2	MR 1	MR 3
Fatigue Cost:	4 FP	3 FP	5 FP
Casting Time:	Hex	Cantrip	Sorcery
Range:	30 feet x ML	60 feet x ML	20 feet x ML
Duration:	13 minutes x ML	21 minutes x ML	7 minutes x ML

This detects a wide range of supernatural creatures such as Undead, Were-creatures, Trolls, Ogres, Giants, Feys, Fey Goblins, etc, which are not part of the Natural Order and have clearly supernatural origins. Enchanted Beasts are also detectable. Detection does not reveal the kind of creature, but the Magus knows whether it is a "Monster" (e.g. an Ogre) or an Enchanted Beast (e.g. a Unicorn). He also senses distance and numbers.

Detect Astral Being

Type:	Diviner	Arcane Mages	Other Mages
Magick Resistance:	MR 2	MR 1	MR 3
Fatigue Cost:	4 FP	3 FP	7 FP
Casting Time:	Hex	Cantrip	Sorcery
Range:	20 feet x ML	60 feet x ML	10 feet x ML
Duration:	13 minutes / ML	21 minutes / ML	7 minutes / ML

This detects Beings and Forces present on the Astral Plane. The spell merely indicates their presence within the Mage's detection range. It detects the general direction but not the precise location. The closer the distance, the stronger the sense of an Astral Presence!

Note: Arcane Mages can learn the spell as part of the Arcane Method of Magick at MR 2, 4 FP, and cast it as a Cantrip.

Detect Magick

Type:	Diviner	Arcane Mages	Other Mages
Magick Resistance:	MR 1	MR 1	MR 1
Fatigue Cost:	3 FP	3 FP	3 FP
Casting Time:	Cantrip	Cantrip	Cantrip
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	7 minutes x ML	13 minutes x ML	7 minutes x ML

This alerts the Magus to something magical within the Mage's line of sight by shrouding it in a violet blue glow. If cast on one specific item, it reveals how magical it is as the brighter the glow, the stronger the magick.

Note: At ML 5+ Dowsers have a range of **60 feet x ML** when dowsing for Ley Lines and they can accurately sense the amount of magical power present.

Detect Illusions

Type:	Diviner	Other Mages
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	3 FP	4 FP
Casting Time:	Cantrip	Ritual (1 minute)
Range:	10 feet x ML	10 feet x ML
Duration:	1 minute x ML	1minute x ML

This detects **Illusion** magick. Subtract Illusion Mage's PSF% from Caster's Targeting. A Magus cannot normally detect an illusion that is a MR that is higher than his own ML. If a success with **Crit Die 01-05**, he may detect Illusions that are **+1 MR** above his own ML. If a success with **Crit Die 09** he may detect Illusions that are **+2 MR** higher than his current ML, and if a success with **Crit Die 10** he may detect any Illusion that is **+3 MR** higher than his current ML.

Note: Illusionists have their own **Detect Illusion** spells.

Detect the Invisible

Type:	Diviner	Arcane Mages	Other Mages
Magick Resistance:	MR 2	MR 2	MR 3
Fatigue Cost:	4 FP	4 FP	6 FP
Casting Time:	Cantrip	Cantrip	Ritual (1 minute)
Range:	10 feet x ML	10 feet x ML	10 feet x ML
Duration:	3 minutes x ML	7 minutes x ML	1 minute x ML

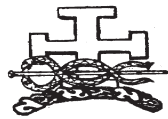
This detects anyone or anything cloaked by invisibility. It indicates direction within the Mage's range but not an actual location. The closer it is, the stronger the Mage's sense of some invisible Presence!

Note: All mages adept in the Arcane learn this spell as a part of the practice of Arcane Magick.

Detect Observation

Type:	Diviner	Scryers	Other Mages
Magick Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Cantrip	Hex	Ritual (1 minute)
Range:	20 feet x ML	30 feet x ML	20 feet x ML
Duration:	1 hour x ML	1 hour x ML	30 minutes x ML

This magically sharpens the Mage's senses and instincts so that he automatically becomes aware that 'I'm being watched!' The observer's exact location is unknown, but the Magus can sense a general direction. During game play, the Gamemaster rolls the Casters Targeting to find whether the Magus senses observation and alerts him if he does. When a Scryer reaches ML 4 their range increases to **50 feet x ML**.



Detect Evil

Type:	Diviner	Other Mages
Magick Resistance:	MR 2	MR 3
Fatigue Cost:	4 FP	5 FP
Casting Time:	Sorcery	Ritual (1 minute)
Range:	10 feet x ML	5 feet x ML
Duration:	3 minutes x ML	1 minute x ML

This detects anyone or anything of an intrinsically Evil nature. In the case of inanimate objects like weapons, a weapon is potentially dangerous but is not Evil unless Cursed or Demon possessed, just dangerous. A dark shadow cloaks an Evil person or object like an aura, the greater the Evil, the darker the shadow. If Evil and intending harm to the Magus or to those with him, the aura is tinged with blood-red hues. The greater the menace and the more likely an malevolent act may be forthcoming, the darker the red tint. The spell does not identify "enemies", it merely reflects the state of mind and soul.

Detect Enemies

Type:	Diviner	Scryers	Other Mages
Magick Resistance:	MR 2	MR 2	MR 3
Fatigue Cost:	4 FP	4 FP	5 FP
Casting Time:	Sorcery	Hex	Ritual (1 minute)
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	3 minutes x ML	3 minutes x ML	1 minute x ML

This detects actual enemies intending ill-will or harm to the Magus and/or his companions. The spell indicates direction of the enemy within the spell radius, but if they are actually in sight, each enemy is marked by a blood-red aura tinged with black. Targets make a **Willpower roll - Detector's PSF%**, which represents their ability to mask their evil intentions under the guise of innocence and harmlessness.

Detect Metal

Type:	Diviner	Dowsing Diviners	Other Mages
Magick Resistance:	MR 1	MR 1	MR 3
Fatigue Cost:	3 FP	3 FP	6 FP
Casting Time:	Ritual (7 minutes)	Hex	Ritual (7 minutes)
Range:	10 feet x ML	30 feet x ML	5 feet x ML
Duration:	1 hour	30 minutes	1 hour

This detects the presence of a specified metal nearby and also indicates the general direction and approximate distance. When cast into rock, the range is reduced to 1/5 (except for Dowsers who suffer no penalty). If successful the mage will get a general sense of the quantity of metal present in the rock. The duration indicates time needed to make a single search.

Detect Water

Type:	Diviner	Dowsing Diviners	Other Mages
Magick Resistance:	MR 1	MR 1	MR 3
Fatigue Cost:	3 FP	3 FP	6 FP
Casting Time:	Ritual (7 minutes)	Hex	Ritual (7 minutes)
Range:	10 feet x ML	30 feet x ML	5 feet x ML
Duration:	1 hour	15 minutes	1 hour

This detects the presence of surface water nearby and also indicates its approximate direction and distance. When cast into rock to find subterranean water, the range is reduced to 1/2 except for Dowsers, who are unaffected by such factors. The duration indicates time needed to make a single search.

Detect Tracks

Type:	Diviner	Scryers	Other Mages
Magick Resistance:	MR 1	MR 1	MR 2
Fatigue Cost:	3 FP	3 FP	4 FP
Casting Time:	Ritual (10 minutes)	Ritual (3 minutes)	Ritual (15 minutes)
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	60 minutes / ML	60 minutes / ML	60 minutes / ML

This detects signs or scent of the quarry. Having an item that belongs to the quarry allows the Mage the use of Sympathetic Magick to find tracks after only **one** minute with a bonus of +13% to his TSC%. The Mage's Targeting should be modified by the factors indicated for the Outdoor Skill **Tracking Prey**. If a Magus fails, he may try again in 10 minutes but will suffer a penalty of -25% to his Targeting. If the second attempt fails, he is **unable** to find any tracks!

Detect Traps

Type:	Diviner	Other Mages
Magick Resistance:	MR 2	MR 3
Fatigue Cost:	4 FP	6 FP
Casting Time:	Cantrip	Ritual (1 minute)
Range:	10 feet x ML	5 feet x ML
Duration:	10 minutes / ML	10 minutes / ML

This detects any traps within the Mage's range. Normal traps radiate a pale red glow, while magical traps radiate an intense indigo blue. The mage subtracts the trap setter's PSF% from the Targeting chance.

Note: Scryers and Dowsers require only 1 minute to search for traps.

Find the Path

Type:	Diviner	Scryers	Other Mages
Magick Resistance:	MR 2	MR 2	MR 3
Fatigue Cost:	4 FP	4 FP	5 FP
Casting Time:	Sorcery	Cantrip	Ritual (1 minute)
Range:	20 feet x ML	30 feet x ML	10 feet x ML
Duration:	30 minutes / ML	30 minutes / ML	30 minutes / ML

When lost or uncertain as to which way to go, this spell points the proper direction. If a Magus has any geographical knowledge of the area or had passed through there before he gains a bonus of +25% to the Targeting chance. A success leads to the right route to follow; a failure makes one more lost than ever but unaware of it for a period of **6 hours - (1/2 hour x Crit Die)**.

Note: When Scryers attain ML 4 they only need **10 minutes / ML** to search.

SPECIALISED DIVINATION SPELLS

Scrying spells are resisted by the **PSF%** in an appropriate **or** by the **PSF%** in Divination Magick. The Gamemaster may assign a penalty based on the situation as well. The spells **Sight of the Unicorn** and **True Sight** are special cases and are handled as described in each spell description. The spell **Prophecy** is never resisted. Such information comes from the Shadow World and the Spirits know a great many things. The question is whether the visionary can correctly interpret the information he receives.

Scry the Imminent

Magick Resistance:	MR 2
Fatigue Cost:	4 FP
Casting Time:	Ritual (3 minutes)
Range:	1 mile x ML
Duration:	10 minutes x ML

This enables a Scryer to remain in relaxed, safe surroundings to view a specified area of radius **100 feet x ML**. Any interruption breaks the spell. He must know the location he desires to view or else must spend **3D10 minutes**, to find it. The Scryer's ML determines how long he may look and how many times he may shift his viewpoint. The spell **Prophecy** may "intrude" **13%** of the time, with a vision of something in the recent past, the present or the near future (within a time range of up to +/- 1 to 3 weeks).

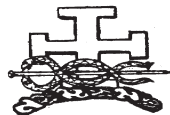
Scry - Distance

Type:	From Afar	The Land	Ends of the Earth
Magick Resistance:	MR 4	MR 6	MR 7
Fatigue Cost:	7 FP	9 FP	12 FP
Casting Time:	Ritual (7 minutes)	Ritual (13 minutes)	Ritual (21 minutes)
Range:	10 miles x ML	100 miles x ML	1,000 miles x ML
Duration:	10 minutes x ML	20 minutes x ML	30 minutes x ML

These spells are the same as **Scry the Imminent** except for the following:

Scry from Afar: The scryer can view an area of radius of **10 miles** at a time to find any unfamiliar location. To scan any radius of 10 miles he requires a period of 10 minutes. The spell **Prophecy** may "intrude" **13%** of the time, with a vision of an event or person up to +/- 3 months away.

Scry the Land: The scryer can view an area of radius of **100 miles** at a time to find an unfamiliar location. To scan any radius of 100 miles he requires a period of 20 minutes. The spell **Prophecy** may "intrude" **13%** of the time, with a vision of something up to +/- 3 years away.



Scry the Ends of the Earth: The scerer can view an area of radius **1,000 miles** at a time to find an unfamiliar location. To scan any radius of 1,000 miles, he requires a period of 30 minutes. The spell **Prophecy** may "intrude" **13%** of the time, with a vision of something up to +/- 3 decades away.

Prophecy

Magick Resistance: MR 1
Fatigue Cost: 3 FP + (3 FP per 30 minutes in trance)
Casting Time: Ritual (1 minutes)
Range: 1,000 miles x 1D10
Duration: 30 minutes x ML

The Magus falls into a deep trance or a very deep sleep, in which he has prophetic visions or dreams which might concern the distant or near past, the present, or the near or distant future. The Gamemaster decides what kind of information has been revealed about the desired subject. However, if a success with **Crit Die 01-03**, the vision or dream might be of something the Magus did not ask to see. The Fatigue costs vary with the Mage having to spend an additional **3 FP** for every 30 minutes that the prophetic trance or sleep lasts. Also, the longer the prophetic experience, the more profound it is and the more detailed the information will be.

Prophecy is always hard to interpret, reduce the Mage's TSC% in **Interpret the Omens** by **-3%** per 30 minutes he has spent in the trance, reflecting the depth of the experience.

Note: A failed spell still results in a trance or deep sleep and still expends Fatigue. Only this time the visions are false and the Magus has to determine that by using the skill **Interpret the Omens**, once he has done this successfully he **must** then make a successful **WIS AR**. Otherwise, he will misread the omens badly.

The Sight of the Unicorn

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Hex
Range: 5 feet x ML
Duration: 1 minute x ML

This detects poison or drugs in food, drink, smeared on a weapon, etc. The Magus senses a toxin or sporic on a weapon up to 10 feet away. He must touch food or drink or their container to detect hidden poison or drugs. If a poison or drug was placed by magical means then Mage must subtract the Poisoner's PSF% from the Targeting chance. If a non-Mage administered the poison or drug, no penalties apply to detection.

True Sight

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Casting Time: Hex
Range: 10 feet x ML
Duration: 1 minute x ML

This penetrates any disguise, camouflage, transmutation, illusion, etc., to reveal the true nature of what lies under the mask. The Caster's Targeting chance is reduced by **-1/2** the PSF% of Magus whose magicks may be unmasked. If a non-Mage, the Caster's Targeting chance is reduced by the PSF% of the person disguised if the target's skill check is successful. When the Magus attains ML 10, he always sees past appearances to the truth and no resistance is possible to his **True Sight**.

ILLUSION SPELLS

When an item has its nature fully concealed, or when an area is made to appear like something else entirely, illusions appear to be **real** to the beholder. After all, as Anacronus points out, most creatures almost unquestioningly trust their senses. A character must have a good reason to suspect things are not as they seem. Only then would he make a resisting roll to find out if he becomes aware of the illusory nature of what he perceives.

We suggest the Gamemaster handle Illusions by making secret rolls to disguise the situation as much as possible. Remember, an illusion is, to all intents, **real** only **until** one has **reason to disbelieve** it. If the players suspect an illusion, they may start adjusting their play accordingly, even though their characters are quite unaware of the situation, and that could spoil the moment. Illusions are always tricky things in role-playing.

Suspicion might be raised in a character's mind by some inconsistency in the illusory situation. After all, no illusion is perfect, and the observant individual might become aware of some flaw or of something that just does not feel quite right. This suspicion could arise out of the action itself and the Gamemaster might give subtle clues the players might spot. Alternatively, the Gamemaster could institute some "House Rule" to govern when random determinations are made. I.e. he might rate the quality of any illusion based upon the Intellect of the Caster by using his INT AR as the chance of doing everything right. He can secretly roll 1D100 and, if the result is higher than the Caster's INT AR, a flaw exists. The Gamemaster might then secretly roll the WIS AR of the character with the highest Wisdom to see if he spots something amiss. If he does, allow that character a resisting roll as prescribed for the illusion. This is one approach to the problem, the Gamemaster should decide on what suits him the best.

A player must declare that his character is resisting an **Illusion** to get his resisting roll since a character does not automatically get a resisting roll. He must actively disbelieve and expends **-3 FP** to make his resisting roll to see if he uncovers the truth of the **Illusion**. Mages adept at Illusion Magick are exempted from the **-3 FP** rule, if they are already using the spell **Detect Illusions** because they have already paid the price by casting the spell.

Even when disbelief occurs, the full effects of an illusion may not necessarily disappear. Often, the character will see the misty outlines of the illusion superimposed on the reality, in effect seeing what is really there and also what is purely illusory at the same time. Characters with high intelligence will not be terribly confused or upset by this. However, those with low intelligence may be upset, even frightened by the experience. In some circumstances, the character's Wisdom rather than his Intellect might be the deciding factor. It is suggested that **INT 13** is the cut-off point. Those with lower intelligence run a risk of becoming confused or disoriented. An INT AR might be called for, with failure bringing some kind of penalty on the character's abilities for a brief time until he can adjust. It is recommended reducing the TSC% for all skills requiring any kind of serious thought by **-4%** for each Intellect point under INT 13 and all skills of an essentially physical nature by **-2%** per Intellect point under INT 13. The Gamemaster can come up with other penalties, as befit the particular situation. For instance, circumstances that might cause the character to experience outright fear might lead to his becoming frightened, requiring the player to role-play accordingly. Such matters require insight and finesse on the part of the Gamemaster.

Detect Illusions

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Casting Time: Cantrip
Range: 10 feet x ML
Duration: 3 minutes x ML

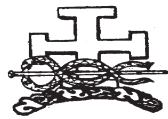
This detects Illusion Magick. The Caster's Targeting chance is reduced by the PSF% of the Illusionist. If successful, mages adepts at Illusion Magick always detect an illusion regardless of how powerful the enchantment or the caster. They will also know the nature of the spell if they have themselves learnt it.

Dispel Illusions

Magick Resistance: MR 1
Fatigue Cost: See Below
Casting Time: See Below
Range: 10 feet x ML
Duration: Instantaneous Effect

Used to dispel an illusion cast over any object or creature, or over a small area that is under a radius of 100 feet. If cast as a **Cantrip** at a cost of **3 FP** it will dispel most illusions cast by a Mage with a PSF% equal to or lower than the Dispellor's PSF%. If cast as a **Hex** at a cost of **7 FP** it will dispel any illusions cast by a Mage with a PSF% up to 10% higher than the Dispellor's PSF%. If cast as a **one minute Ritual** at a cost of **13 FP** it will dispel any illusions cast by a Mage with a PSF% between 11-20% higher than the Dispellor's PSF%. If cast as a **three minute Ritual** at a cost of **21 FP** it will dispel any illusions cast by a Mage with a PSF% between 21-30% higher than the Dispellor's PSF%.

Note: Spells cast by a Mage with a PSF% that is more than +30% higher than the Dispellor's PSF% require the use of the spell **Dispel Phantasms**.



Dispel Phantasmal

Magick Resistance: MR 7
Fatigue Cost: See Below
Pre-requisite: Dispel Illusion
Casting Time: See Below
Range: 10 feet x ML
Duration: Instantaneous Effect

This is a more powerful than **Dispel Illusion** which enables the caster to dispel illusions of a particularly powerful nature. Essentially, it is a dispel spell based on his knowing the magick used and being able to **reverse the spell**. The time needed and the cost is the same as is needed to cast such a spell. The Targeting chance is reduced by the Illusionist's PSF%. However, the Dispellor can gain +1% per day he spends meditating on the problem. The degree of success with depend on the Crit Die rolled as follows:

Crit Die 01-05: The spell will dispel work of a Magus whose PSF% is equal to or lower than the Dispellor's PSF%.

Crit Die 06-07: The spell will dispel the work of a Magus whose PSF% is up to 10% higher than the Dispellor's PSF%.

Crit Die 08: The spell will dispel the work of Magus whose PSF% is between 11-20% higher than the Dispellor's PSF%.

Crit Die 09: The spell will dispel the work of a Magus whose PSF% is between 21-30% higher than the Dispellor's PSF%.

Crit Die 10: The spell will dispel the work of a Magus whose PSF% is between 31-50% higher than the Dispellor's PSF%.

If the Dispel fails, all is not lost. The Dispellor can attempt the process again, gaining +13% to his TSC% because of what he has learned about the enchantment. If he is persistent, he will break the most powerful of illusions given time.

Illusionary True Sight

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Casting Time: Sorcery
Range: Touch / Self
Duration: 1 minute x ML

The Illusion Magick spell **True Sight** is the same as the MR 9 Divination Magick spell, except that it is available at the lower level of MR 7 to Mages who have selected Illusion Magick for Mastery. The spell enables the recipient to see through any illusion. He sees the illusion as a misty form superimposed on reality, as the spell does not dispel illusions, merely renders them transparent for a short time and gives one a chance to decide how to deal with the illusion at hand.

Blurred Image

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Casting Time: Hex
Range: Touch / Self
Duration: 45 seconds x ML

The Magus is able to blur his own appearance or that of another person. Any attackers suffer a penalty of -3% x ML to their TSC% in all appropriate skills. Spirits and the spell **True Sight** are unaffected by **Blurred Image**. Illusionists can negate the spell with **Willpower - Caster's PSF%**, whilst non-Illusionists can negate the spell using **3/4 Willpower - Caster's PSF%**.

Blurred Script

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Ritual (1 minute)
Range: Touch
Duration: Permanent

A page must first be enchanted to MR 0 to ensure that the spell is permanent, otherwise the page is only affected for **1 day x ML**. The spell completely garbles written text so only those persons it is intended for are able to read it. Others must make an **INT AR - Illusionist's PSF%** or become confused resulting in the victim being unable to think clearly with all INT and WIS AR's at **1/2 AR%** and all skills at **1/2 TSC%** for **1 hour x ML**. Those succeeding with the INT AR are not confused but the text remains unreadable. Only a **Dispel** by a Magus of equal or higher ML to that of the Caster renders it readable. If it fails, another attempt to dispel the illusion and decipher the writing can not be made for **12 months - ML**.

Projected Image

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Hex
Range: Self
Duration: 1 minute x ML

This projects the Illusionist's image to a point that is within a radius of 100 ft per ML of the Caster. The image moves, talks, etc., and all spells seem to emanate from it. To discover that the image is a deception a successful **Willpower - Caster's PSF%** is required. If touched, the image disappears.

Faerie Gold

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Hex
Range: Touch
Duration: 1 day x ML

This spell can be placed on anything to give it the appearance of a gold coin. An Illusionist can create **10 gold coins x ML x Crit Die** result. Faerie Gold is unstable when it comes in contact with cold iron and has a **99%** chance of reverting to original form - Caster's PSF% (minimum of 13%).

Illusion

Type:	Lesser Illusion	Greater Illusion
Magick Resistance:	MR 2	MR 5
Fatigue Cost:	4 FP	9 FP
Casting Time:	Hex	Sorcery
Range:	10 feet x ML	10 feet x ML
Duration:	1 minutes x ML	3 minutes x ML

Lesser Illusion: This creates a believable illusion of an object/creature the Illusionist has seen before. Images of living creatures seem to move naturally, etc., if the Caster concentrates on maintaining the illusion, to the exclusion of anything else. If he has the skill **Acting: Ventriloquism**, he can make an illusory person seem to "speak." If the image is touched, the illusion is dispelled. It is resisted by **WIS AR - Caster's PSF%**. Spirits and anyone using **True Sight** see through these illusions.

Greater Illusion: This creates an illusion that is so realistic and precisely accurate in detail that it is nearly impossible to distinguish it from the actual object or person. The image acts normally and persists without the Caster concentrating on maintaining it. The image disappears if touched. Only if suspicion is aroused can observers make a **Willpower roll - Caster's PSF%** to realise that the image is unreal. Even Spirits may be fooled, but those using **True Sight** will still see through the illusion. The image disappears if touched.

Faerie Glamour

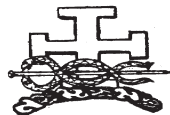
Magick Resistance: MR 8
Fatigue Cost: 13 FP
Casting Time: Sorcery
Range: Touch
Duration: 12 hours x ML

This enhances the recipient's outward Appearance by **+1 APP x ML**. Only **True Sight** and several magical charms, known only to a few, reveal the true appearance of anyone masked by the enchantment. Only an Mage adept at Illusions with a **higher ML** than the Caster can dispel **Faerie Glamour** or see through it with a **Willpower roll - Caster's PSF%**. Such spells have no effect on Spirits and Feys who see straight through them.

Sleight of Hand

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Casting Time: Cantrip
Range: Self
Duration: 1 "trick"

This enables the Caster to use actual magick to perform **Sleight of Hand** tricks as per the Arts & Entertainment skill. If he fails at the magick but knows the **Sleight of Hand** skill, he may still roll the skill to "save" the situation and accomplish the "trick" anyway!



Disguise

Type:	Disguise	Greater Disguise
Magick Resistance:	MR 2	4
Fatigue Cost:	4 FP	6 FP
Casting Time:	Hex	Sorcery
Range:	Self or Touch	Self or Touch
Duration:	10 minutes x ML	1 hour x ML

Disguise: This enables the Caster to change his or another's appearance. The disguise persona must be of someone roughly the same mass and size +/- 1 inch in height and/or +/-10 lbs in weight per ML. Anyone suspecting a disguise can attempt to penetrate the illusion by passing a **WIS AR – Caster's PSF%**. Spirits and anyone using **True Sight** will see through the disguise. Illusionists who are +20 PSF% higher will spot the illusion immediately but do not see through it without a **WIS AR – Caster's PSF%**.

Greater Disguise: This is similar to **Disguise** but even more detailed and perfect. Those who know the individual being impersonated will not think to check with a **WIS AR – Caster's PSF%** unless given very good reason. Even Spirits will be fooled, but anyone using **True Sight** will still see through the illusion. At ML 6, the duration is 1 day x ML.

Cloak Self

Type:	Cloak Self	Greater Cloak Self
Magick Resistance:	MR 3	4
Fatigue Cost:	6 FP	7 FP
Casting Time:	Sorcery	Sorcery
Range:	Self	10 feet x ML
Duration:	10 minutes x ML	30 minutes x ML

Cloak Self: Cloaks the Illusionist and anything he is wearing, holding, etc., from the sight of all living creatures. He may move (walk, ride, etc.) as the spell moves with him. If he wishes to attack or cast spells, he immediately becomes visible. A **Willpower roll – Caster's PSF%** resists the spell but cannot be applied unless the person has a good reason to suspect his presence. The spell **Detect Invisible** does not reveal a cloaked person (the illusion is not a true invisibility spell). Anyone using **True Sight** along with Spirits and Undead see a cloaked individual at all times.

Greater Cloak Self: This is the same as above except for a greater duration. When cast by an Illusionist of ML 7+, a suspected illusion is resisted by **Willpower – Caster's PSF% - (3% x ML)**!

Delusion

Magick Resistance:	MR 2
Fatigue Cost:	4 FP
Casting Time:	Hex
Range:	10 feet x ML
Duration:	45 seconds x ML

The Target is deluded into an inflated sense of his abilities and worth. Thus he can easily be pushed into doing things he would not do in his "right mind". He tends to act in a daring manner with +21% to his resistance versus Fear of any kind. He likely will not retreat nor surrender unless outnumbered at least 3 to 1, and he tends to throw caution to the winds. This is resisted by **Willpower – Caster's PSF%**.

Diminish and Grow

Type:	Diminish	Grow
Magick Resistance:	MR 2	MR 2
Fatigue Cost:	4 FP	4 FP
Casting Time:	Hex	Hex
Range:	10 feet x ML	10 feet x ML
Duration:	45 seconds x ML	45 seconds x ML

Diminish: This creates the illusion that a figure/object is as little as 1/20th of normal size. It seems able to do any thing someone/something that small could do. This is all illusory. Attempting what would be impossible in reality will result in problems, but the victim will be unaware of that fact. Also, for double FP cost, **Diminish** can be cast as an area spell on everyone within and area of effect of radius 10-feet so that they perceive someone to **Diminish** in size, etc. It is resisted by **Willpower – Caster's PSF%**.

Grow: This creates the illusion that a figure or object is up to 10 times larger than normal. It seems able to do anything someone/something that large could do. It possesses the same effects a **Diminish** except in reverse.

Places of Mystery (Hallucinatory Landscape)

Magick Resistance:	MR 5
Fatigue Cost:	9 FP
Casting Time:	Sorcery
Range:	10 feet x ML
Duration:	1 day x ML

Conceals or alters terrain features with the altered scene appearing real to the beholder. E.g. a footbridge appears to cross a creek when there is really no bridge. Anyone crossing the "bridge" believes he is high and dry when he is actually up to the hips and soaking wet! It is resisted by **Willpower – Caster's PSF%**, but this only reveals an illusion is present. To see through it requires a **WIS AR – 1/2 Caster's PSF%**. Anyone making a successful **Willpower** roll can attempt a **WIS AR – PSF% of Caster**. Success enables him to see through the illusion from that time forward. The illusion will still be seen as a misty form over the real landscape, as if seen by **True Sight**.

Note: Spirits and Higher Undead will not be affected by any form of illusory landscape, for they are used to the changing nature of the Shadow World, while **True Sight** always penetrates the illusion and enables the Magus to attempt a **WIS AR** immediately.

Illusionary Terrain

Type:	Illusionary Landscape	Phantasmal Landscape	Shadow Lands
Magick Resistance:	MR 7	MR 8	MR 9
Fatigue Cost:	12 FP	13 FP x 3	15 FP x 7
Casting Time:	Ritual (13 minutes)	Ritual (21 min x 3)	Ritual (3 hours x 7)
Range:	100 feet x ML	1,000 feet x ML	2,000 feet x ML
Duration:	1 days x ML	1 day x ML	3 days x ML

Essentially each of these is the spell **Places of Mystery** on a larger scale. See the spell **Places of Mystery** for details on resisting the illusion. In the case of **Phantasmal Landscape** the ritual must be cast 3 times before it becomes operational, and in the case of **Shadow Lands** the ritual must be cast 7 times before it becomes operational.

Phantasmal Weather

Magick Resistance:	MR 6
Fatigue Cost:	10 FP
Casting Time:	Ritual (13 minutes)
Range:	1,000 feet x ML
Duration:	10 minutes x ML

This creates the illusion of real weather conditions, rain feels wet; snow is cold; etc. See the spell **Places of Mystery** for details on resisting the illusion.

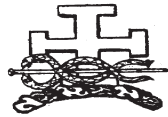
Djinn Creation

Magick Resistance:	MR 10
Fatigue Cost:	15 FP x 7
Casting Time:	Ritual (7 hours x 7)
Range:	100 feet
Duration:	Until dispelled

This exceedingly powerful illusion permits the caster to create material objects such as palaces, castles, bridges, roads, forests, etc. by using his ability to shape Arcane forces into quasi-real objects, the ultimate refinement of creating illusory landscapes. Once created the objects are quite **real** unless dispelled by a Magus of equal or greater power who knows the spell **Djinn Creation** at the Dispell's TSC% - Creator's PSF% and also – 1% x months the enchanted object has existed in the real world. (Eventually, it becomes completely real and permanent.) The Magus can fill a volume of 10,000 feet³ with **Djinn Creation** after casting the spell 7 times.

Shadow Missiles

Shadow Missiles are a series of spells which recreate the Basic Magick - Elemental missiles from a quasi-real force from the Shadow World that simulates magical missiles. They are resisted resisted by a **Willpower roll – Caster's PSF%** and if failed the missiles are seen as if real and damage is suffered as if hit by a real missile. A successful resisted roll results 1 x ML Energy damage but a success with a **Crit Die 10** indicates that no damage is suffered. The MR, Fatigue costs etc. for each **Shadow Missile** spell are the same as the elemental missile spell. To learn a **Shadow Missile** spell requires the witnessing or knowledge of the Elemental spell. For further information on the Basic Magick Elemental missile spell see the appropriate Basic Magick spell section.



Shadow Monster

Magick Resistance: MR 6
Fatigue Cost: 10 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: Engagement

This creates a quasi-real monster, any living animal or monster he has seen before that is **1 foot long or tall x ML**. If a Shadow monster is of a type that could cast magick the Magus can project the illusion that it is casting spells that are really emanating from him (at his full PSF%, of course). Those passing a **Willpower roll – Caster's PSF%** realise the nature of the foe and suffer only **1/2** damage when struck by it. Even then, they are terrifying foes because they fight ferociously until their Body levels are exhausted, whereupon they vanish. Those having **True Sight**, Spirits, and Higher Undead always recognise Shadow Monsters for what they are.

Fighting Potential: 1/2 Caster's PSF% and fights with the weapons appropriate to the creature and the damage it does is magical.

Fatigue Level: 3 x ML (damage only); creature never tires.

Body: 4 x ML

Damage: Suffers only 1/2 damage from ordinary weapons.

Phantom Monster

Magick Resistance: MR 8
Fatigue Cost: 13 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: Engagement

This is essentially the same as **Shadow Monster** except that the creature is **2 feet long or tall x ML** with the following:

Fighting Potential: 2/3 Caster's PSF% and fights with the weapons appropriate to the creature and the damage it does is magical.

Fatigue Level: 3 x ML (damage only); creature never tires.

Body: 8 x ML

Damage: Suffers only 1/2 damage from ordinary weapons.

Spectral Monster

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: Engagement

This is essentially the same as **Shadow Monster** except that the creature is **3 feet long or tall x ML** with the following:

Fighting Potential: Caster's PSF% and fights with the weapons appropriate to the creature and the damage it does is magical.

Fatigue Level: 3 x ML (damage only); creature never tires.

Body: 12 x ML

PLANT MAGICK

"The Plant Kingdom is a rich source of magical materials and few things more useful to the Wizard can be found than the lush abundance of herbs, mosses, grasses, bushes, and trees that are often so conveniently near to hand and so easy to gather for use in enchantments. But beyond this are magicks that can enlist the co-operation and aid of the vegetative world, magicks that draw forth the innate properties of plants to sustain life, to heal, and to protect."

- Anacronus, *De Rerum Natura*, Bk. XV

Plant Magicks are the province of Mages with a close affinity to Nature such as Shamans, Hedge Witches, etc. Most Plant spells need to be cast in a natural environment, for instance a **Tangleweed** spell requires undergrowth and would not work on a bare stone floor. The Fatigue costs for Plant spells are also higher due to their closeness to Natures energy.

Psychic Powers: A Magus who is naturally "psychic" enjoys an affinity for the Unseen. A Magus has a **33%** chance of being "psychic". If so, add **3% +Crit Die** to his TSC% for all Plant spells having healing properties

Enchanted Mistletoe gives Plant Magick spells a bonus of **+7%** to the TSC%.

Unless otherwise stated, all Plant spells can be reversed or dispelled by another Magus who has learned the spell in question.

All Plant spells **must** included the common spells of **Trigger** and **Dispel**, which a Magus may place in the basic spell at no added FP cost.

FERTILITY SPELLS

Demeter's Touch (Blessing of the Goddess)

Magick Resistance: MR 1
Fatigue Cost: 13 FP
Casting Time: Ritual (1 day)
Range: 3 acres x ML minimum
Duration: 1 season

Known by various other local names, this fertility spell affects a minimum of **3 acres x ML** and plants in the area **double** their yield. The spell can be cast on a particular group of plants only **once** per season. The cost increases by **4 FP + 1 FP** per acre over 3 acres.

Restore Plants

Magick Resistance: MR 2
Fatigue Cost: 7 FP
Casting Time: Ritual (1 day)
Range: 1 acre x ML
Duration: 7 Days

This causes rapid healing of damage done to a plant by the elements or by physical or magical attack. By casting the spell as a **1-day** ritual, the Magus can restore **1 acre of plant life x ML**, a valuable talent when crops are flattened by storms, etc.

Blight/Wither

Magick Resistance: MR 2
Fatigue Cost: 13 FP
Casting Time: Ritual (7 hours)
Range: 1 acre x ML
Duration: 3 Days

This affects vegetation (not trees) in an area of **1 acre x ML** by quickly stunting plant size and reducing crop yield to **one half**. The spell can be cast on a particular group of plants only **once** per season.

Cure Blight

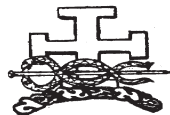
Magick Resistance: MR 3
Fatigue Cost: 13 FP
Casting Time: Ritual (7 hours)
Range: 1 acre x ML
Duration: 7 Days

This spell cures blight in a tree or plant and restores it to health. However, if cast as a **30 minute** ritual at **triple FP** cost, the spell restores **1 acre x ML** back to health.

Grow in Haste

Magick Resistance: MR 3
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: Touch
Duration: 1 week

This causes a single plant (including trees) to grow very rapidly to its mature size. If fruit or nut bearing, as it visibly grows, it flowers and the fruits form and ripen. The spell can be placed in a seed, berry, nut, etc., and activates when planted. The number of plants effected can be extended to 1 acre's worth of grain seed or vegetables, 7 bushes, or 1 tree x ML at cost of **3 FP per ML** of plants affected. It can also be made an "instantaneous" effect by **doubling** the FP cost if a single plant is involved.



Speak with Plants

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Sorcery
Range: Touch
Duration: 1 question per 3 ML

This enables communication with plants on a very simple level. The Magus must know **Herbalism** and successfully identify the plant before he can speak with it. He may ask **one question per 3 ML**. The plant will answer to the best of its knowledge and in literal, factual terms. (Plants are not noted for their intellects!) The questions must be stated simply and directly in **seven** words.

Insect Pests

Type:	Insect Pests	Animal Pests
Magick Resistance:	MR 4	MR 4
Fatigue Cost:	13 FP	13 FP
Casting Time:	Sorcery	Sorcery
Range:	1 acre x ML	1 acre x ML
Duration:	1 week x ML	1 week x ML

This either attracts or drives off insect pests or animal pests that could damage or destroy crops or trees. The area affected is **1 acre x ML** but the area can be extended by **+1 acre** at a cost of **1 FP** with no upper limit except for the FP of Mage. Pests will not return for the duration of the spell.

PROTECTIVE SPELLS

Rowan Grove

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Pre-requisite: Speak with Plants
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 11 minutes - ML

This enables the Magus to find a stand of Rowan trees, which provide a bonus of **+21%** to any protection spells used against Faerie attacks and Faerie-cast magick so long as one stays within the bounds of the grove.

The Open Way

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Pre-requisite: Speak with Plants
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 1 phase x ML

This opens a path **three** feet wide through any natural and most magical plant barriers (except for **Faerie Ring**).

Faerie Ring

Magick Resistance: MR 3
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: 3 feet x ML
Duration: 7 minutes x ML

This creates an enchanted ring of toadstools that protects those inside it from magick and all magical beings. Neither can any magick be cast outside the ring. It must be cast in wooded areas. Those inside see through **Faerie Glamour** and most illusions as if they had **True Sight**. No magical creature can pass the bounds, especially Faeries, but also Undead, Demons, Spirits, etc., without passing a **Willpower** roll at **1/3 TSC%**. Crossing it inflicts **7 x Crit Die** in Energy damage, with a minimum of **13** points of damage. Living creatures may enter and leave freely. Goblins, Trolls, etc., must succeed with a **Willpower** roll – **Caster's PSF%** to enter the charmed circle but suffer no damage.

Overgrown Path

Magick Resistance: MR 3
Fatigue Cost: 7 FP
Pre-requisite: Grow in Haste
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 5 minutes

This causes plants in the area to all but obliterate any signs of passage. A tracker must proceed at **1/2** walking speed. He must succeed with a **Tracking roll** – **Caster's PSF%** and also roll **Crit Die 08-10** to find the trail. Check every 50 feet and if he loses the trail, he must spend **6 minutes x ML** searching before he can check again. After three hours, such a trail is too cold to follow.

Glade of Dreams

Magick Resistance: MR 3
Fatigue Cost: 4 FP
Pre-requisite: Grow in Haste
Casting Time: Sorcery
Range: 20 feet radius
Duration: Dusk to Dawn

This spell opens a small clearing in the forest to provide a secure campsite for the night. For 100 feet round about beyond the clearing, dry twigs, leaves, etc., act as sentinels and make noises that alert those in the **Glade of Dreams** to the presence of intruders. Make a **Forester's Stealth roll** – **Caster's PSF%** every 20 feet to avoid making noises. Anyone not using **Forester's Stealth** always sets off the magical alarm system. If certain trees are present in the area, bonuses apply:

Rowan (mountain ash) trees guard against stealthy approach by Faeries (see **Rowan Grove**) giving a **-21%** to the person trying to approach.

Oak trees warn against the stealthy approach of Demons, Undead and other Spirits by rustling their leaves giving a **-21%** to the person trying to approach.

Mistletoe growing on oak trees enhances a Druid's magick by **+7%** when casting from within the glade.

Yews warn against stealthy approach of deadly forces and foes with deadly intentions by creaking their branches loudly giving a **-21%** to the person trying to approach.

Elders enhance a witch's magick by **+7%** when casting from within the glade.

Hedge of Thorns

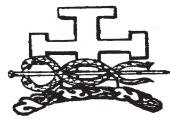
Magick Resistance: MR 3
Fatigue Cost: 9 FP
Pre-requisite: Grow in Haste
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 1 minutes per section

A **Hedge of Thorns** can be cast wherever there are bushes. The plants become a thick, intertwined hedge of sharp thorns which do **Crit Die + ML** damage to any living creature of small dog-size or larger attempting to force through and also to corporeal Undead. The Mage creates a 5 feet thick, 8 feet high and 10 feet long section of Hedge per ML. He can bend and shape the thorn barrier any way he desires. Breaking through needs a **STR AR + 5% per 100 lbs of Body weight** minus **13% per foot** of Hedge thickness. Chopping through is possible but each foot of Hedge thickness can sustain 21 points of damage.

Wooden Bridge

Magick Resistance: MR 3
Fatigue Cost: 6 FP
Pre-requisite: Speak with Plants
Casting Time: Sorcery
Range: 5 feet x ML
Duration: 3 minutes x ML

This enables the Magus to bridge a gap with a wooden span **three feet wide** for the length of his spell range. There must be trees nearby, which literally lean their trunks horizontally over the gap. If oak is used, the bridge becomes permanent unless the Magus dispels his magick **before** the spell ends. Other trees spring back vertically at the end of the spell.



The Greenway

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Pre-requisite: Grow in Haste
Casting Time: Sorcery
Range: 100 feet x ML
Duration: 10 minutes x ML

Opens a grassy path before the Caster and enables him to pass through dense vegetation as if walking on a good road! The vegetation closes in behind to impede any pursuit and to conceal the trail.

The Greenwood

Magick Resistance: MR 7
Fatigue Cost: 13 FP
Pre-requisite: The Blessing of Danu
Casting Time: 3 hour Ritual
Range: 100 feet x ML
Duration: 10 minutes x ML

A potent, protective spell that guards trees and plants from the ravages of fire. Vegetation within the protected radius of **100 feet x ML** resists ignition and cannot be set ablaze unless a success with **Crit Die 10** is rolled when starting a fire or casting Fire spells. Even if a fire is kindled, it burns fitfully and has a chance of going out equal to **7% x ML** of the Caster, checked every 3 minutes.

The New Forest

Magick Resistance: MR 10
Fatigue Cost: 39 FP
Pre-requisite: Grow in Haste
Casting Time: 3 day Ritual
Range: 3 mile radius
Duration: Permanent

Literally alters the layout of a large area of woodlands so that it is no longer familiar to those who knew it before the spell was cast. Trees and plants move to different locations, ground cover obscures outcroppings of rock, grows over paths, roads, etc., that might have been landmarks and so on. Other formerly overgrown features might be exposed, again altering the appearance of the landscape. Only vegetation shifts, but that is usually enough to completely mask physical features or so alter their appearance so they are not recognisable. This powerful defensive spell creates a natural maze in which it is easy to become disoriented and lost. Only a Magus knowing **The New Forest** can determine the outlines of the new landscape quickly by Divining what the spell caster had done.

ATTACK SPELLS

Thorn Darts

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Casting Time: Cantrip
Range: 5 feet x ML
Duration: Instantaneous

This creates a dart for every 2 ML the caster possesses. The caster can gather thorns beforehand and must have the right number of thorns **in hand** to throw them at the target(s). The darts may be fired at one or more targets during the action phase and each dart does **1 x Crit Die** piercing damage. Non-magical armour is at **half** strength versus such missiles.

Tangle Weeds

Magick Resistance: MR 2
Fatigue Cost: 5 FP
Pre-requisite: Grow in Haste
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 10 minutes x ML

This causes undergrowth to hinder movement. Cut movement speed in **half**. In combat, **double** the AP cost of moving. Those moving faster than a walk must succeed with an **AGIL AR - 1/2 Caster's PSF%** or fall to the ground. Fast movement is at the normal AP cost but expends **1 FP** per **10 feet** in combat and per **100 feet** in travel mode.

Warp Wood

Magick Resistance: MR 3
Fatigue Cost: 7 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 15 seconds x ML

This warps **3 lbs of wood x ML** of caster. Once warped, the wood becomes brittle and bent. Subtract **-13%** from the TSC% of any weapon with a wooden shaft for both attack and defence.

On any successful hit or parry with **Crit 06-10**, the weapon shaft shatters! Warped missiles have a penalty of **-25%** to hit. Warped bows and crossbows **shatter** when fired and a **Crit Die 06-10** is rolled. Wooden shields shatter when a Critical Hit is scored against them. A Magus knowing this spell may dispel the effects. Wooden magical armaments resist the spell at **5% x the "+" rating of the weapon + PSF% of Creator - PSF% of Warp Wood Caster**.

Old Man Willow

Magick Resistance: MR 7
Fatigue Cost: 13 FP
Casting Time: Ritual
Range: Touch
Duration: Permanent

In every forest, growing beside a stream or pool, there are a few ancient willows that can be "awakened". The spirit of such a tree is sentient and also highly malevolent towards intruders in the forest. "Old Man Willow" casts a continual **Summoning** for **1 mile** round about it at TSC 90%. Those attracted by its call will be unconsciously attracted to the tree and will lie down to rest under its shade. The tree casts a powerful **Sleep** spell over them at TSC 90% and, when they drift off, it *embraces* them. Only those knowing this spell are immune to the call and to the **Sleep** spell.

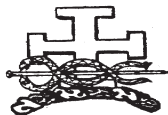
HEALING SPELLS

Healing and restorative medications can be prepared for both people and animals. A character may receive the benefit of **any** healing Salve or Balm **once** every three days but the Salve or Balm must be injury specific; e.g. for wounds, bruises, burns or magical energy damage, for broken bones, etc. Herbs used in healing Salves or Balms must be enchanted to MR 0 and then mixed with fat or oil to make the salve. The spell is then cast into the medication to prepare **seven** applications. After three days, it is effective and can be used.

A character may receive the benefit of **any** restorative Cordial or Elixir no more than **once** per day without ill effects. If a restorative is overused, make a **CON AR -1% x FP** restored to reflect the strain on one's heart. Failure results in direct damage to the Body of **1 x Crit Die** points. Herbs used in restorative Cordials or Elixirs must be enchanted to MR 0 and then steeped in honey mead or fine wine for three days. The spell is then cast into the restorative liquid to prepare **7 + 1/2 ML** doses, which become effective instantly.

Healing

Type:	Lesser Salve	Greater Salve	Great Balm
Magick Resistance:	MR 2	MR 6	MR 10
Fatigue Cost:	5 FP	9 FP	13 FP
Casting Time:	Ritual (13 minutes)	Ritual (1 hour)	Ritual (3 hours)
Range:	Touch	Touch	Touch
Duration:	Instantaneous Effect	3 Days	3 Days
These spells restore lost Body points by being cast on specially prepared herbs and then used in the appropriate way. The herbs needed and the effects are shown below:			
	Lesser Salve	Greater Salve	Great Balm
No of Herbs:	3	7	13
Body Points Restored:	3	5	7
Natural Healing:	Doubled	Doubled	Tripled
Critical Roll:	Crit Die 10	Crit Die 08-10	Crit Die 07-10
Critical Healing:	5 Body	5 + 1/2 ML Body	7 + 1/2 ML Body



Restorative Cordial

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Ritual (13 minutes)
Range: Drink
Duration: 1 Day

This fatigue-restoring spell must be cast on **three** quantities of different, specially prepared herbs. Cordial instantly restores **3 FP**. A success with **Crit Die 06-10** means the Cordial instantly restores **3 FP + 1/2 Crit Die**.

Elixir of Renewed Vigour

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Casting Time: Ritual (1 hour)
Range: Drink
Duration: 1 Day

This powerful fatigue-restoring spell must be cast on **seven** quantities of different, specially prepared herbs. Cordial instantly restores **7 FP**. A success with **Crit 06-10** means the Cordial instantly restores **7 FP + 1/2 Crit Die**.

The Great Elixir

Magick Resistance: MR 9
Fatigue Cost: 9 FP
Casting Time: Ritual (3 minutes)
Range: Drink
Duration: 1 Day

This puissant fatigue-restoring spell must be cast on **thirteen** quantities of different, specially prepared herbs. Cordial instantly restores **13 FP**. A success with **Crit 06-10** means the Cordial instantly and completely restores Fatigue levels.

Potion versus Illness

Magick Resistance: MR 5
Fatigue Cost: 9 FP
Casting Time: Ritual (1 hour)
Range: Drink
Duration: 1 Day

This curative spell must be cast on **thirteen** quantities of different, specially prepared herbs and formulated as a Cordial. The Potion must be administered once per day for 3 successive days and grants a bonus **+3% x ML** to survival/recovery chances. A success with **Crit Die 09-10** means the Potion cures disease in **four** days and cuts recuperation time to **1/4**.

Antidote

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Casting Time: Ritual (3 minutes)
Range: Drink
Duration: 1 Poisoning

This puissant anti-toxin must be cast on **thirteen** quantities of different, specially prepared herbs steeped for seven days in red wine. It instantly **arrests** the damaging effects of any poison administered through food or drink or on the point or edge of a weapon.

Anti-Venom

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Casting Time: Ritual (3 minute)
Range: Drink
Duration: 1 Poisoning

This puissant anti-venom must be cast on **thirteen** quantities of different, specially prepared herbs stepped for seven days in white wine. It instantly **arrests** the damaging effects of any venom administered by fangs, etc.

SUMMONING

A magical **Summons** carries with it a powerful element of Authority, the capacity to **compel** the desired creature or being into the presence of the Magus. **Summoning** is therefore capable of far more than merely "calling" or "attracting" some creature or being, although that is the most common use of such magick.

Whether a summoned being appears will depend on whether one is near enough to heed the call. When a **radius** is given for a **Summoning**, the Gamemaster decides if it is close enough to heed the call. The more common the creature and the more likely it is in a given environment, the more likely it will appear.

It requires time to answer the summons, indicated by the entry: **Appearance**. The Gamemaster sets the time according to the situation. Supernatural beings **will** hear the call through an Astral linkage, **must** respond if they fail their **Willpower** rolls and **must** stay for the duration of the spell.

Living creatures (people or beasts) must appear when summoned. However, unless willing to help the Summoner, they do not perform services for him. Nor will they do anything strongly against their natures. Some form of **Command** magick may be needed to bend them to the Magus' will.

Unless **created** by the Summoner as personal servants (Necromancy), summoned Undead never will be completely under his control, especially Higher Undead, who are fully sentient and resent attempts to control them. Demons, Spirits and Undead, especially Higher Undead, are difficult to deal with at the best of times. Remember always to cast a **Circle of Binding** or such beings are free to roam at will and, as if often their wont, to attack the Summoner. As a rule, they always resist a **Summons**, then resist every attempt to make them answer questions or perform services. Notwithstanding the previous comments, Demons and Spirits do understand the concept of reciprocity. While they all bitterly resent and resist compulsion, they are often amenable to striking a bargain with the Summoner. After all, the beings inhabiting the Shadow World have their own agendas. The mortals who can assist them receive their assistance in return.

Shamans, in particular, enter into mutually advantageous relationships with ancestral spirits and Totems, each performing service for services received. Other Mages also strike bargains with the denizens of the Shadow World but, as Anacronus would say, be forewarned! If they do not begin with an ancestral relationship to Spirit Beings they summon, there are clear and present dangers that cannot be ignored.

Dealing with Demonic Forces, in particular, is always fraught with great peril. Demons are malevolent, treacherous, and tricky. A Summoner must be very careful in the bargains he strikes with such beings, who will cling to the literal letter of any agreement and find any loopholes they can to thwart and subvert the meaning of the Summoner's requests, orders and wishes.

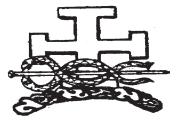
Circles of Binding

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Ritual (7 minutes per Circle)
Range: -
Duration: -

Summoning always begins with the casting of several protective Circles. Even then, a Summoning is never safe, particularly when the presence of a Spirit, Demon or Undead is evoked. The duration of the spell is the length of the Summoning.

Note: Any present may "lend" the Summoner FP to share the cost equally between them.

The spell casts **Circles of Protection versus the Supernatural**. One of these is necessary for the Summoner. A second is needed for his Familiar, if he has one. A third is needed for any others present. Circles always defend against the Being summoned, even if the Summoner does not know how to cast a specialised protective Circle against it. The very presence of the summoned Being is itself supernatural, so a Circle of Protection versus Supernatural suffices.



Cast a **Circle of Binding** to hold fast that which is Summoned. The duration will be for the length of the summoning. A summoned being may attempt **one Willpower roll – Summoner's PSF%** to escape. If it fails, it is securely held within the bounds of the Circle for the duration and may not leave it or perform any magick or other direct act against those in protective Circles.

If it succeeds in its **Willpower** roll and escapes, what a summoned Being will do next depends on the circumstances. Most simply leave. A Demon or Higher Undead may choose to remain and "punish" the impudent mortal who dared summon them, if it succeeds in a **second Willpower roll – Summoner's PSF%**. However, it suffers a penalty of **-3% x ML** to its attacks, spell castings, etc., against those in a protective Circle. If it fails, it departs immediately.

Should anyone present be so foolish enough to leave the protection of his Circle, or should someone enter the room accidentally during a Summoning, the summoned Being is free to leave the confines of the Binding Circle to attack them. Those insane enough to enter the **Circle of Binding** itself will find the summoned Being enjoys a bonus of **+21%** to the TSC% of actions performed against them, while those entering suffer a penalty of **-13%** to their TSC%!

A summoned being may require "punishment" to force it to obey. However, if a spell is cast to "punish" or "chastise" the reluctant Being before it is "bound", it can try to escape the Binding Circle with **Willpower - Summoner's PSF%**.

Shamans often dispense with a **Circle of Binding** to hold an ancestral Spirit or Totem because they hold such beings in reverence as spiritual allies. Shamans perform summonings as part of their religious practices. Their intent is to obtain the **willing co-operation** of the summoned Spirit. It is always treated with the deepest courtesy and respect, and it is always free to leave at any time. Any interaction between them is at the choice of the Spirit. Only Enemy Ghosts and other hostile Spirits will be subjected to the compulsion of a Shaman's Circle of Binding. This is the essential difference between Shamanic summonings and those practised by other Magick Users, who all too often regard the Spirits they summon as potential "servants".

Another essential difference between Shamanic practice and the summonings performed by other Mages is that a Shaman sometimes desires possession by the Totem he summons. Typically, this Totem is his Spirit Brother, his guardian and guide, with whom he enjoys a close and very special relationship. In such instances, all protections are dispensed with entirely and the Shaman stands open to receive the Spirit he has evoked.

Binding a Summoned Supernatural Being

Supernatural Beings, Spirits and Demons, can be bound to the Summoner's Will. The precise number of summonings required to bind a particular type of supernatural being is given in the appropriate spell descriptions.

Once a supernatural being has been successfully summoned the required number of times, it must obey the Summoner, who is now its Master.

A Bound Being may be summoned quickly with a Sorcery.

The Master should always guard himself with a **Protective Circle**. As long as he stands in the Circle, a Bound Being cannot attack him. Nor may it use more than **1/3 TSC%** to resist its Master's demands (as in making **Willpower** resisted rolls, etc.) Remember a Bound Being bears no love for the one who has enslaved it and will take hideous revenge if given an opportunity.

ANIMATION BY SUMMONING

Mages may **animate** objects by summoning a spirit and conjuring it to enter an object, so giving it powers of movement, etc. This can be done to man-made objects (i.e. as statues and images), or be a Necromantic re-animation of skeletons etc. The attributes for Simulacrum are detailed in the Bestiary section of **The Gamemaster's Companion (Vol. III - Core Rules)**.

Animate Stone Simulacrum

Magick Resistance: MR 6
Fatigue Cost: 10 FP x 7 castings
Casting Time: Ritual (7 hours x 7)
Range: -
Duration: 1 hour x ML

This summons a spirit to inhabit and animate a stone statue. With a high armour value and capacity to absorb damage (except when attacked by maces), **Stone Simulacra** are fearsome adversaries.

The simulacrum must contain 1 lb of enchanted rock (typically at MR 7 to begin with) per 50 lbs of material in the statue. He must also anoint the statue with **13** enchanted materials. The eyes must each be at least 20 carats of enchanted semi-precious gemstones. To summon the Simulacra, the Magus must cast the ritual **seven** times and once the Magus has summoned the same spirit **three** times, he may activate the simulacra by conjuring the animating spirit into the statue. He may place one **specific** triggering order in it per 2 ML. Once created, casting a Cantrip can activate a **Stone Simulacrum**.

Animate Metal Simulacrum

Magick Resistance: MR 7
Fatigue Cost: 12 FP x 7 castings
Casting Time: Ritual (7 hours x 7)
Range: -
Duration: 1 hour x ML

Animates a metal statue in much the same way as a **Stone Simulacrum** is animated. These are truly fearsome adversaries and are ideal guardians, but move slowly and ponderously due to their mass. The simulacrum must contain 1 lb of enchanted metal (typically iron at MR 9, although bronze is used in Eastern lands) per 50 lbs of material in the statue. He must anoint the statue with **21** enchanted materials. The eyes must each be at least 30 carats of enchanted semi-precious or precious gemstones. To summon the **Metal Simulacrum** the Magus must cast the Ritual **seven** times and once the Magus has summoned the same spirit **three** times, he may activate the simulacra by conjuring the spirit into the statue. He may place one **specific** triggering order in it per 2 ML. Once created, casting a Cantrip can activate a **Metal Simulacrum**.

NECROMANTIC SUMMONING

Any Magus who chooses to learn Summoning may learn the following spells at **+3 MR** and cast them at **1.5 times** the stated FP cost. However, once one starts down this path, it is hard to retrace one's steps. Each time a Magus who is not a Necromancer by vocation casts such a spell, he faces a cumulative **5%** chance of changing his magical vocation and pursuing Necromancy full time! Working with the Undead has an unholy way of becoming addictive in the extreme.

Animate the Dead

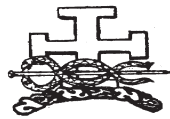
Magick Resistance: MR 3
Fatigue Cost: 6 FP
Casting Time: Ritual (13 hours)
Range: See Below
Duration: 30 minutes x ML

This summons a spirit to possess and animate a skeleton or corpse. **Necromancers** learn the spell at **MR 2** and cast it at **3 FP**. The animating spirit is sometimes that of a deceased person unable to "pass over" (there is a 13% chance of this) and is not necessarily the spirit of the former inhabitant of the skeleton or corpse. However, more commonly, it is a low-level demon. The Dead remains under the Summoner's command so long as it is within range. The range depends of the Summoner's ML and is shown in **Table 6.35 – Animate the Dead – Range** and if it is exceeded, the spirit is released and the body collapses.

ML	Range	ML	Range	ML	Range
1	100 feet	5	500 feet	8	1/2 mile
2	200 feet	6	750 feet	9	1 mile
3	300 feet	7	1/4 mile	10	3 miles
4	400 feet				

TABLE 6.35 – ANIMATE THE DEAD - RANGE

Note: Animated Undead do **not** think for themselves at all and need close direction, which can be given in simple orders up to seven words.



Awaken the Dead

Magick Resistance: MR 4
Fatigue Cost: 7 FP + (7 FP per Additional Animation)
Casting Time: Ritual (30 minutes)
Range: -
Duration: 3 hours x ML

Necromancers learn this spell. This animates **one** Skeleton or Zombie x ML, essentially an extended **Animate the Dead**. By expending **7 FP** per additional Dead, a Summoner can animate and give up to **1 x ML** skeletons or zombies simple orders of 21 words or less. Range no longer matters to keep them animated. They also evidence a minimum of intelligence when carrying out orders independent of direct control.

By conducting the ritual each night for **three** nights, a Necromancer has a **3% chance x ML** of summoning the spirit of the person who once inhabited a corpse (if it has not "passed over") to re-animate it. Such a Zombie exhibits slightly greater intelligence than the others and may remember fragments of its past life.

Necromancers know how to **permanently** animate a Skeleton or Zombie by anointing each skeleton or corpse with **seven** different enchanted materials before conjuring a spirit into it. This holds a **bound spirit** in the Undead body and prevents it from escaping. A Necromancer can command the service of up to **2 x ML** Skeletons and Zombies if bound spirits animates them.

Summon Ghoul

Magick Resistance: MR 5
Fatigue Cost: 9 FP
Casting Time: Ritual (30 minutes)
Range: 1/4 miles x ML
Duration: 1 hour x ML

Necromancers learn this spell. A Ghoul will resist it with **Willpower – Caster's PSF%**. Ghouls are frightful enchanted creatures who feed upon the rotting flesh of corpses. They are likely found near graveyards and battlefields and can be summoned only at night. Once a Ghoul has been summoned **three** times, the Necromancer may bind it to his service. Thereafter, he may summon it to his presence with a Sorcery. He may bind one Ghoul to his service per ML. Once bound, the Ghoul does not prove treacherous and follows orders. Being intelligent in a low, cunning way, it can exercise a limited degree of initiative to deal with situations not specifically covered by orders it has received.

Summon Greater Undead

Magick Resistance: MR 6
Fatigue Cost: 10 FP
Casting Time: Ritual (30 minutes)
Range: 1/4 miles x ML
Duration: 1 hour x ML

Necromancers learn this spell. This summons one of the Greater Undead, i.e. a mummy or vampire, and only at night. The Necromancer has to have a good idea of the general location of the Undead's tomb or crypt. Also, if the Necromancer does not know its **name**, he is at **half TSC%**! Greater Undead resist it with **Willpower – Caster's PSF%**. Once a Greater Undead has been summoned **three** times, the Necromancer may bind it to his service. Thereafter, he may summon it to his presence with a Sorcery. He may bind one to his service per 3 ML.

Note: Greater Undead are generally very malevolent, often quite intelligent, and usually possess strong magical powers. Be especially careful of the **Vampire**, who constantly seeks to turn the tables and become Master.

The "Great Work"

Magick Resistance: MR 9
Fatigue Cost: 13 FP x 13 castings
Casting Time: Ritual (7 hours x 14)
Range: 30 feet x ML
Duration: Until released

The "Great Work" is the Necromancer's magnus opus, the animation of a **Flesh Simulacrum** assembled from the bodily parts of a number of different corpses. Such dark practice is regarded with universal horror and revulsion in most cultures, whether Christian, Islamic, or pagan. A Magus involved in such abomination faces burning at the stake or some similarly unpleasant end if he is discovered.

The body parts must be from freshly dead corpses (less than 24 hours deceased) and **13** different corpses must be robbed of parts. One quantity of each body part must be fully enchanted to fashion a **Flesh Simulacrum**. The parts are joined together during a 7 hour ritual. Once attached, the new body part stops decaying because the body is itself packed in **13** enchanted preservative herbs and liquids each of which is included in the **Flesh Simulacrum** during a 7 hour ritual, which magically ward off rotting. Once the simulacrum is complete, the Necromancer can animate it **permanently** by summoning the spirit of a dead **person** (not a demon, as is almost typical in the animation of skeletons and zombies).

A **Flesh Simulacrum** is very powerful, immensely strong, hard to kill, and yet possessed of genuine intelligence (unlike stone and metal simulacra). Indeed, it has all the knowledge and skills of the dead person whose spirit animates it (save the ability to cast magick). It is entirely the obedient servant of its Master, who exerts direct control so long as he is within **30 feet x ML** of it. A simulacrum acts with considerable intelligence and can be left alone. It can be given **one order x M**, however, it is literal-minded when carrying out orders. If the Master dies, it wanders off on its own and **cannot** be bound to the service of anyone else. For details on the statistic of a **Flesh Simulacrum** refer to the Bestiary section of **The Gamemaster's Companion (Vol. III - Core Rules)**.

COMMON SUMMONINGS

These spells summon a wide variety of creatures and beings. All will resist the call with **Willpower – Summoner's PSF%** and need not appear if they succeed.

Call Familiar

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Casting Time: Ritual (3hours)
Range: -
Duration: Familiar appears in 13 hours – ML (1 hour minimum)

This summons a creature willing to become the Summoner's **Familiar** to the success that a willing creature **appears** as shown in *Table 6.36 – Call Familiar*. The Summoner may reject the "applicant" if he is unhappy or uncomfortable with the creature. The spell may be cast only on the Dark of the New Moon.

Note: *Table 6.36 - Call Familiar* is only an example, a Gamemaster may easily design his own.

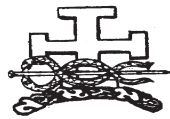
Crit Die	Creature Appearing	Crit Die	Creature Appearing
01	Frog, toad, salamander	06	Medium dog, bird of prey, monkey
02	Reptile, viper	07	Large dog or weasel type, hyena
03	Mouse, rat	08	Wolf, wolverine, chimp, baboon
04	Small game animal or bird	09	Bear, large hunting cat
05	Cat, small dog, weasel, ferret	10	Sprite, Imp

TABLE 6.36 – CALL FAMILIAR

A Familiar's mind links with its Master and the linkage is permanent and ongoing. Should the Familiar die, the Magus must make a Discipline AR - 2% x Familiar's maximum Body. If he fails, he loses all his FP and is stunned for **10 – Crit Die** rounds (minimum of 1 round) because the shock of the death is transmitted through the **Mind Link**. Success resisting this shock results in loss of **1/2** his current Fatigue Level.

Familiars exhibit the general nature and many behaviours of their kind of creature. However, animal Familiars have intelligence that is remarkably "human". They also have highly modified Fatigue and Body Levels, which do not reflect their size or nature. Small Familiars have **+1 x ML** Body and **+3 x ML** FP. Large Familiars (50 lbs and up) have **+3 x ML** Body and **+3 x ML** FP. **Willpower** and fighting capabilities are either those of natural animals or at their Master's PSF% in Summoning. The damage they do is magically enhanced by **+1 x ML** points, even in the case of small creatures that have seemingly minimal fighting assets. The Familiar may "lend" up to **half** his FP to the Master for spell casting, provided it is within **10 feet** of the Magus.

Spirit Familiars, Sprites and Imps, are quite another matter and the Magus who accepts them had better be given to Demonology as a career specialisation.



Summon Birds

Type:	Small Birds	Birds of Prey
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	3 FP	4 FP
Casting Time:	Sorcery	Sorcery
Range:	1 mile x ML	1 mile x ML
Duration:	Birds appear in 100 minutes – (10 minutes x ML) (10 minutes minimum) and stay for 1/2 hour x ML	

Summon Small Birds: Summons songbirds and upland game birds, but not birds of prey. The number that may be summoned is equal to **1 per 2 ML**. The Summons includes the ability to **command** the bird within reason. That is, it cannot be compelled to do anything violently against its nature. Without knowing the bird's language, the Magus is limited in what he can order the bird to do. Possession of a feather, claw, beak, bone, etc. from the type of bird summoned extends the spell radius to **3 miles x ML** and also **doubles** the number that might be summoned.

Summon Birds of Prey: Summons birds of prey like owls, falcons, hawks, eagles, etc. Otherwise spell is as above.

Summon Animals

Type:	Small Animals	Large Animals
Magick Resistance:	MR 1	MR 2
Fatigue Cost:	3 FP	4 FP
Casting Time:	Sorcery	Sorcery
Range:	1 mile x ML	1 mile x ML
Duration:	Animals appear in 100 minutes – 10 minutes x ML (10 minutes minimum), and stay for 1/2 hour x ML	

Summon Small Animals: Summons small wild creatures like rabbits, squirrels, chipmunks, insects, snakes, small reptiles, and amphibians, as well as small domesticated animals like cats or small dogs. Otherwise the spell is like **Summon Birds**.

Summon Large Animals: Summons larger wild animals of the wilderlands like deer, antelope, aurochs, etc., or domestic animals like horses, cattle, sheep, pigs, goats, etc. Otherwise like the spell is above.

Speak with the Dead

Magick Resistance:	MR 3
Fatigue Cost:	5 FP
Casting Time:	Ritual (13 minutes)
Range:	-
Duration:	Spirit appears in 10 minutes – ML minutes (2 minute minimum), and stays for 3 questions

Calls back the spirit of a corpse or a dead ancestor. The former identity of the spirit **must** be known, otherwise the spell may summon the spirit of anyone deceased, with a wide range of possible consequences. The spirit will be most upset and, while it must answer truthfully, it tries to give the quickest answer possible, and in the most equivocal, literal manner, too. Avoid asking questions that can be answered with a simple "yes" or "no" if you want details. Short of outright lying, the spirit does everything it can to fog its answer and can provide only knowledge it would have had while alive. If it cannot answer, it says, "I know it not!" and the question is lost.

Once the spell is spent, the spirit cannot be made to appear again for one month. If summoned again within a month by other Mages, it becomes truculent, then stubbornly uncooperative and ultimately hostile the more it is "bothered". However, a spirit will rarely be angered if a relative is present who wants to communicate with it, and in such situations it may be quite amenable to being summoned on a more frequent basis, perhaps once each week.

Summon Least Spirit

Magick Resistance:	MR 6
Fatigue Cost:	9 FP
Casting Time:	Ritual (21 minutes)
Range:	-
Duration:	Spirit appears in 60 minutes – 10 minutes x ML minutes (10 minute minimum), and stays for 1 hour

Summons from the Shadow World one of the lower ranks of Demons or one of the large variety of Least Spirits, not all of which can be considered evil. If the Spirit's "true" name is unknown, the Caster's TSC% is reduced to **1/3** normal values. A Least Spirit must be summoned **seven** times before it can be bound. After that it can be summoned to the Master with a Sorcery.

Summon Imp

Magick Resistance:	MR 4
Fatigue Cost:	7 FP
Casting Time:	Ritual (3 minutes)
Range:	-
Duration:	Imp appears in 10 minutes – ML minutes (2 minute minimum), and stays for 1/2 day x ML

Calls an Imp, the lowest level of "Demon". Imps are small supernatural beings with limited but useful magical powers. Rather weak, an Imp may be safely summoned without a **Protective Circle**, merely a **Circle of Binding**, but protection is still advised. Once a particular Imp is summoned **three** times, it may be permanently bound to the Summoner's service. Thereafter, the Imp can be summoned with a Sorcery. A Magus can control **one** Imp servant per 3 ML until he reaches ML 7, at which time the number is increased to **1 per 2 ML**. At ML 10, he can control up to **13** Imps, however, only **one** may be present in the same location at any one time. The others must be performing some service elsewhere or back in their own plane of existence.

Summon Lesser Totem

Magick Resistance:	MR 6
Fatigue Cost:	10 FP
Casting Time:	Ritual (21 minutes)
Range:	-
Duration:	Totem appears in 60 minutes – 10 minutes x ML minutes (10 minute minimum), and stays for 1 hour

Summons one of the Totem Spirits of the Lesser Animals such as birds, rodents, small predators, etc. They are too powerful to be bound and must be treated with respect to gain their co-operation and assistance. Shamans may learn the ritual at **MR 3**. The Totem: Will answer up to **three** questions on factual matters concerning the past or present, with a 75% chance of knowing the answer. The Gamemaster can set modifiers reflecting the degree of difficulty posed by the questions. May "lend" one or a number of its creatures to assist in some **reasonable** task, especially if it serves the broad interests of Wild Creatures. The Summoner then can call the appropriate creature(s), who will do his bidding. Depending on the circumstances, up to **3 x ML** creatures may appear. If very small, like mice, up to **13 x ML** creatures may appear. Will require a service in return.

Summon Greater Spirit

Magick Resistance:	MR 8
Fatigue Cost:	13 FP
Casting Time:	Ritual (3 hours)
Range:	-
Duration:	Spirit appears in 60 minutes – 10 minutes x ML minutes (10 minute minimum), and stays for 1 hour

Summons a powerful Demon or Spirit. The "true" name of the Spirit **must** be known to compel its attendance. A very powerful spirit on its own plane of existence, it will bitterly resent such a blatant indignity. Only the greatest care will prevent it from escaping the binding circle to destroy the presumptuous mortal in a hideous fashion. Be forewarned! Those consorting with such beings had better be prepared for treachery, for the spirit will do its very best to thwart the Summoner's desires. Once a particular Greater Spirit has been summoned **13** times, it can be bound and summoned thereafter in a 7 minute Ritual.

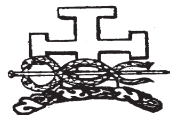
Summon Greater Totem

Magick Resistance:	MR 10
Fatigue Cost:	16 FP
Casting Time:	Ritual (3 hours)
Range:	-
Duration:	Totem appears immediately, and stays for 1 hour

Summons one of the Totem Spirits of the Great Animals, such as deer, bison, aurochs, bears, wolves, great hunting cats, eagles, etc. An offering should be made as part of the ritual ceremony. Shamans may learn this ritual at **MR 5** and conduct it in **one hour**. Such beings are far too powerful to be bound and must be treated with the deepest respect to gain their co-operation and assistance. The Totem:

Will answer up to **three** questions on factual matters concerning the past or present and has a 90% chance of knowing the correct answer. The Gamemaster may impose modifiers reflecting the degree difficulty posed by the questions.

May prophesy by answering a question concerning the future, but it will be suitably vague and cryptic, requiring the Summoner to interpret the answer.



May "lend" one or a number of its creatures to assist the Summoner in some **reasonable** task that serves the broad interests of Wild Creatures. The Magus may then summon **1 x ML** appropriate creature(s), who will do his bidding without any need to compel them to do so. When they have completed the task, he will "reward" the animals in an appropriate manner. Remember that the relationship is not one of Master and servant here, but rather one of friends and allies assisting each other and showing due respect for one another. Failure in this can earn the displeasure of the Totem Spirits.

May assist a Shaman in learning a skill that lies within the Totem's general area of competence.

May possess a Shaman and imbue him with some of its powers in order to accomplish some task, especially if it is of mutual interest and concern. Almost always this will require a service or sacrificial offering in return for any requests it is prepared to grant the Summoner.

Summon Greater Spirit

Magick Resistance: MR 10
Fatigue Cost: 15 FP
Casting Time: Ritual (3 hours)
Range: -
Duration: Spirit appears immediately, and stays for 1 hour

The "true" name of the Greater Spirit **must** be known to evoke its presence. It appears instantly upon completion of the ritual, and it is unlikely it will be in a good mood. These are exceedingly powerful Beings (Djinn, Efreet, Demonic Powers and Principalities, demi-Gods, and Gods) and to summon them is to take one's life and future quite literally into one's hands. They are exceedingly proud and regard mortals as a nuisance at best. To summon one is bad enough; to attempt to compel it to do one's bidding should earn its implacable hatred.

A Greater Spirit has to be summoned **21** times before it can be bound. It will then do the Summoner's bidding, but will also be literal-minded, legalistic, devious, scheming, conniving, cunning, treacherous and plain nasty as it tries to find the tiniest loophole in the Summoner's orders and instructions.

A less dangerous approach (and danger is only relative here) is to make a suitable offering during the ritual and to **request** some aid or assistance once the summoned Being appears. Invariably, reciprocity prevails and, if it is willing to help, the Greater Spirit will invariably strike a hard bargain in return for its service. Those summoning a Being from their religion's pantheon have the best chance of obtaining a reasonably fair deal. The deity's response being based on their Piety and also their demeanour during the course of the transaction. (Role playing skill is vital here!)

TRANSCENDENTAL MAGICK

Transcendentalism is the Magick of choice for the true Mystic, for it focuses on the exploration of the inner self and enables one to gain entry to the Shadow World.

Some Transcendental spells may be cast by the Magus only on himself.

Psychic Powers: A Magus who is naturally "psychic" enjoys an affinity for the Unseen. A Magus has a **33%** chance of being "psychic". If so he gains a bonus of **3% + Crit Die** to his TSC% for all Transcendental spells.

If the Magus has selected both Transcendentalism and Arcane Magick for Mastery he gains a bonus of **+7%** to his TSC% for all Transcendental spells.

Unless otherwise stated, all Transcendental spells can be reversed or dispelled by another Magus who has learned the spell in question.

All Transcendental spells **must** included the common spells of **Trigger** and **Dispel**, which a Magus may place in the basic spell at no added FP cost.

Clairaudience

Magick Resistance: MR 1
Fatigue Cost: 3 FP + (1 FP per 3 minutes in trance)
Casting Time: Hex
Range: 10 feet x ML
Duration: Unbroken Concentration

Clairaudience enables a Magus to magically overhear targeted subjects as if he were present. Barriers (thick walls, etc.) present no problem, but a very thin layer of lead is sufficient to block the spell. The Magus must devote all his attention to "listening" and

enters a trance-like state. Any loud noises, etc. will jar his concentration and break the spell. The spell is unresisted unless a targeted Magus becomes aware of his being magically overheard, whereupon he opposes it with **Willpower – Listener's PSF%**. The range is greatly extended when **Clairaudience** is cast in combination with some divinatory methods of **Scrying** and in such instances the additional cost of 1 FP cost per 3 minutes spend in the trance no longer applies.

Clairvoyance

Magick Resistance: MR 1
Fatigue Cost: 3 FP + (1 FP per 3 minutes in trance)
Casting Time: Hex
Range: 10 feet x ML
Duration: Unbroken Concentration

Clairvoyance enables a Magus to magically **see** within the range of the spell. It is the ability literally to look through walls as if they were not there. In all other aspects the spell is the same as **Clairvoyance**.

Levitation

Magick Resistance: MR 1
Fatigue Cost: 3 FP
Casting Time: Hex
Range: Self
Duration: 15 seconds x ML

Enables the Magus to ascend or descend in the air to a maximum of **1 foot x ML per AP** expended, hover, etc. Horizontal movement is limited to **10 feet** in any direction from the start point.

Mind Speak

Type:	Lesser Mind Speak	Greater Mind Speak
Magick Resistance:	MR 1	MR 3
Fatigue Cost:	3 FP	5 FP
Casting Time:	Hex	Hex
Range:	10 feet x ML	1/4 mile x ML
Duration:	10 minutes x ML	10 minutes x ML

Enables the Magus to "speak" telepathically to **1 person x ML** anywhere within the spell's radius. He may speak to each of them singly or as a group. The linkage is telepathic and cannot be overheard. At ML 5, others may speak to him in reply, but they can not communicate with the others. He alone can do that and acts as a "go-between" to pass messages between them.

Move with the Mind

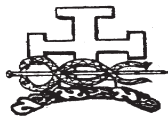
Magick Resistance: MR 1
Fatigue Cost: 3+ FP
Casting Time: Sorcery
Range: 5 feet x ML
Duration: 15 seconds

Enables the Magus to move objects and living creatures telekenetically by thinking that movement in his mind. This focuses and directs arcane forces to shift the target's location up to **5 feet x ML**. A living creature may avoid being moved by succeeding with a **Dodge – Caster's PSF%**. Inanimate objects subtract their **MR** from the Magus' TSC%. The Magus may lift and move an object **1 foot x ML x AP** expended from initiative. The weight moved depends on the Caster's ML and costs an additional **+1 FP** per 25 lbs moved.

The spell can be used to manipulate small objects (weighing 1 lb or less) at a distance. The Magus could, for instance, cause a pen to write, open the lid of a small chest, etc. He can also hurl a small object weighing up to 5 lbs as an impromptu missile. A blunt object does **ML + Crit Die** crushing damage; a sharp object does **ML + Crit Die** piercing damage. If seen hurled, the missile can be **Dodged** at a penalty of the Caster's PSF%.

ML	Range	ML	Range	ML	Range
1	1 lb	5	50 lbs	8	300 lbs
2	5 lbs	6	100 lbs	9	400 lbs
3	10 lbs	7	200 lbs	10	500 lbs
4	25 lbs				

TABLE 6.37 – WEIGHT MOVED



Sleep of the Dead

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Sorcery
Range: Self
Duration: 1 day x ML

Enables the Magus to enter a very deep trance that outwardly resembles death for **1 day x ML**. However, if cast at **triple** FP cost the trance lasts indefinitely until the Mage wished to return to "life". It is really suspended animation in which all life functions nearly cease. In such a state, he is magically undetectable even by the strongest divinatory magicks.

Trance

Magick Resistance: MR 2
Fatigue Cost: 3 FP
Casting Time: Sorcery
Range: Self
Duration: 15 seconds x ML

Enables the Magus to enter a deep trance in which he is aware of his surroundings but is so detached from them that he can concentrate and focus his mind on a task without distraction. While in the trance add **3% + ML** to his TSC% in all Arcane, Transcendental and Wards Magicks. If the Magus moves or attempts to perform any action except to cast magick, the trance state is immediately broken and all its benefits are lost.

Deflect Missile

Magick Resistance: MR 3
Fatigue Cost: 4 FP
Casting Time: Hex
Range: 3 feet x ML
Duration: 45 seconds

A telekenetic effect that wards off missiles (arrows, axes, javelins, rocks, etc. but not magical missiles like lightning or fireballs) by a mere wave of the hand. On a successful deflection with **Crit Die 10** the missile is caught and deflected back at the one who fired it, with a chance of hitting him equal to his **own** success chances! After 15 seconds any additional missiles deflected cost of **1 FP** per missile.

Fly

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Hex
Range: Self
Duration: 6 minutes x ML

Enables the Magus to fly at **3 mph x ML** (travel modes) or at **triple** the human movement in combat (any movement costs **1/3 AP**). Witches can learn this spell at **MR 3** and **4 FP** cost even if they do not learn Transcendental Magick, and they can place it in their brooms at **triple** the cost during **seven** 30 minutes rituals cast on **seven** successive nights, beginning with the Dark of the Moon. The spell can also be cast into potions to create "Flying Ointments" etc.

Projected Image

Magick Resistance: MR 5
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: 25 miles x ML
Duration: 15 seconds x ML

Enables the Magus to project his image across a great distance to deliver a pre-planned message in a one-way communication. If the Magus does not know the precise location of the intended recipients, apply the following modifiers:

Caster has a personal article of recipient:	TSC% +10%
Caster knows the recipient well:	TSC% + 5%
Caster is acquainted with the recipient:	TSC% -25%
Caster does not know the recipient personally:	TSC% -50%

Otherworldly

Magick Resistance: MR 7
Fatigue Cost: 12 FP
Casting Time: Ritual (3 hours)
Range: Self
Duration: 1month

The true adept at Transcendental Magick is a mystic and cultivates personal detachment from the mundane world. Only those with **DISC16 +** may attempt this spell and, once it is learned and cast for the first time, it must be cast every month thereafter. If he fails to perform his monthly ritual, he loses all benefits and must spend **1 month x D10** to regain his detachment so he can again become Otherworldly.

Otherworldliness enhances the Magus' ability to withstand privation. He can exist quite comfortably and without loss of energy on half-rations. Almost weatherproof, he can stand cold to -27°C without need of heavy clothing, and heat to 52°C without need of shade, extra water, etc. He is largely indifferent to bad weather, rain, sleet, snow, etc. Such resistance is represented by a bonus of **+21%** to **Stamina** PSF%, and the benefits apply when he succeeds with a **Stamina** roll to deal with such conditions. The detachment that Otherworldliness confers also strengthens his ability to deal with threatening situations or to resist attempts to influence him and he gains a permanent enhancement to his **Will-power** PSF% of +13% when resisting fears of various kinds, Command spells, Charismatic skills, etc.

Grand Audience

Magick Resistance: MR 8
Fatigue Cost: 13 FP
Casting Time: Sorcery
Range: 100 miles x ML
Duration: 1 minute x ML

A two-way telepathic communication spell with a greatly augmented range. If cast through a crystal, it has a 500 mile range per ML of the caster. He must know the person he is contacting and also know his approximate location or be at **1/3 TSC%**.

Crush the Defiant

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Casting Time: Sorcery
Range: 5 feet x ML
Duration: 15 seconds x ML

Exerts constricting force on a living target's internal organs. No armour can prevent damage from occurring. A successful **CON AR - Caster's** PSF% results in **1D10** damage, **half** of which is always taken directly from Body. If the **CON AR** fails, the victim crumples to the ground, totally incapacitated by excruciating pain, with initial damage of **(1 x ML) + Crit Die**, then an additional **1D10** damage per 15 seconds until the spell expires. Damage is equally portioned out to Fatigue and Body levels.

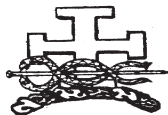
Kinship

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Casting Time: Sorcery
Range: 5 feet x ML
Duration: 15 minutes x ML

In learning this spell, the Magus enters into a close and mystical relationship with the entire Animal Kingdom. On casting the spell and quietly saying, "We are brothers, you and I," he is able to approach even the most ferocious beasts, walk among them, etc., without their becoming alarmed and fleeing or attacking him. While the spell is in effect, he enjoys a bonus of **+21%** to his TSC% in any spells or skills that command or train animals of all kinds. Shamans may learn this spell without learning Transcendental Magick because it is an essential part of their calling. Necromancers and Mages given to Black Magick **cannot** learn nor **cast** the spell.

TRANSMUTATION MAGIC

Transformation involves change, and the changes effected can dramatically alter the targeted individual or object. Not only appearance, but even size and weight can be altered so that the target literally becomes something else.



Transmutations are always passively resisted by the target's MR. When the target actively resists the transmutation, the Targeting is reduced by the check prescribed for a particular spell. Some Transmutations may be cast by the Magus only on himself. Most Transformations must be cast at close range (i.e. 5 feet or less) but may be extended. When the Magus physically touches the target with his hand or a magical device, the Law of Contagion operates to eliminate its MR. Unless otherwise stated, all Transformations can be reversed or dispelled by another Magus who has learned the spell in question. All Transcendental spells **must** included the common spells of **Trigger** and **Dispel**, which a Magus may place in the basic spell at no added FP cost.

PROTECTIVE TRANSFORMATIONS

Armoured Skin (Armour of ..)

Type	Stout Leather	Guard	Preservation
Magick Resistance:	MR 1	MR 4	MR 7
Fatigue Cost:	3 FP	6 FP	10 FP
Casting Time:	Cantrip	Hex	Sorcery
Range:	Touch	Touch	Touch
Duration:	-- 45 seconds x ML --		
Armour Protection	+3	+7	+13

Magically toughens the recipient's skin against attack so armour protection increases by the amount specified.

Cool Cloak (Mantle of Borealis)

Magick Resistance:	MR 2
Fatigue Cost:	4 FP
Casting Time:	Hex
Range:	Touch
Duration:	15 minutes x ML

This spell protects the Mage from hot temperatures up to **5°C x ML** (base 35°C). A Mage of ML 6 can create a Mantle which can withstand $+35^{\circ}\text{C} + 30^{\circ}\text{C} = 65^{\circ}\text{C}$ so that a recipient in ordinary clothing is as comfortable as if it were a mild summer's day. It resists intense heat and flame, absorbing **1 x ML** Energy damage.

Warm Cloak (Mantle of Helios)

Magick Resistance:	MR 2
Fatigue Cost:	4 FP
Casting Time:	Hex
Range:	Touch
Duration:	15 minutes x ML

This spell protects the Mage from cold temperatures up to **-5°C x ML** (base 35°C). A Mage of ML 6 can create a Cloak which can withstand $35^{\circ}\text{C} - 30^{\circ}\text{C} = 5^{\circ}\text{C}$ so that a recipient in ordinary clothing is as comfortable as if it were an early spring day. It resists intense heat and flame and cold magicks, absorbing **1 x ML** Energy damage.

SENSORY TRANSFORMATIONS

Keen Sight

Magick Resistance:	MR 1
Fatigue Cost:	3 FP
Casting Time:	Cantrip
Range:	Touch
Duration:	30 minutes x ML

Magically enhances vision. Increase **Alertness: Sight** TSC% by **+3% x ML**. Increase accuracy with missile weapons by adding **+1% x ML** to TSC%. If recipient already has naturally keen sight, any bonuses from that special ability also apply.

Keen Hearing

Magick Resistance:	MR 1
Fatigue Cost:	3 FP
Casting Time:	Cantrip
Range:	Touch
Duration:	30 minutes x ML

Enhances hearing. Increase **Alertness: Sound** TSC% by **+3% x ML**. If recipient already has naturally keen hearing, any bonuses from that special ability also apply.

Nightvision

Type	Cats Eyes	Dark Sight
Magick Resistance:	MR 2	MR 5
Fatigue Cost:	4 FP	8 FP
Casting Time:	Cantrip	Cantrip
Range:	Touch	Touch
Duration:	30 minutes x ML	10 minutes x ML

Magically enhances ability to see in the dark like an owl. In moonlight or starlight, it seems to be a dull, overcast day. In very dark conditions, where no light is present, vision is limited to **5 feet x ML** and objects appear as they do in bright moonlight. If bright light suddenly shines on someone with **Cats Eyes** while in a dark environment, make a **AGIL AR** or be dazed and lose **1/2 AP** for one Action Phase, in addition to any effects that may be caused from a spell, etc.

Dark Sight acts as for **Cats Eyes** except no diminishment of vision occurs in the presence of even the most powerful Darkness spells.

Far Sight

Magick Resistance:	MR 2
Fatigue Cost:	3 FP
Casting Time:	Cantrip
Range:	Touch
Duration:	10 minutes x ML

Magically enhances sight so that the recipient has the eyesight of an eagle! He can see objects clearly **1/2 mile x ML** away, as if he were only a few yards distant! Increase **Alertness: Sight** TSC% by **+5% x ML**. Increase accuracy with missile weapons by adding **+1% x ML** to TSC%. When firing/hurling missiles, anything between medium and extreme range is targeted at medium range SC%. If recipient already has naturally keen sight, any bonuses from that special ability also apply.

PHYSICAL TRANSFORMATIONS

Breathe Water

Magick Resistance:	MR 3
Fatigue Cost:	4 FP
Casting Time:	Cantrip
Range:	Touch
Duration:	10 minutes x ML

The recipient can breath underwater as if he were on dry land.

Pain

Magick Resistance:	MR 3
Fatigue Cost:	5 FP
Casting Time:	Sorcery
Range:	Touch
Duration:	1 hour x ML

The spell affects any **living** being the Magus touches. It is resisted by **Stamina - Caster's PSF%**. If the **Stamina** roll fails, the victim feels severe pain and suffers a penalty of **1/2 TSC%** in all skills. Failure with **Crit Die 01** means the victim is unconscious from pain.

Calm Pain

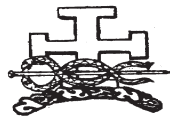
Magick Resistance:	MR 3
Fatigue Cost:	7 FP
Casting Time:	Sorcery
Range:	Touch
Duration:	1 hour x ML

This spell immediately relieves pain. If magically induced, the spell is resisted by **Willpower - 1/2 Pain Caster PSF%**.

Agony of the Damned

Magick Resistance:	MR 4
Fatigue Cost:	6 FP
Casting Time:	Hex
Range:	Touch
Duration:	2 minutes + 15 seconds x ML

The Mage's touch totally incapacitates any living being with agony. If the target makes a successful **Stamina - Caster's PSF%**, he is still in severe pain and loses **1/2 PSF%** until the spell fades.



Release from Agony

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Hex
Range: Touch
Duration: Instantaneous Effect
Resistance: - PSF% of Pain caster

This spell immediately relieves **Pain** or **Agony of the Damned** and restores the victim of such magic back to his normal levels of performance. The spell may also be used to block all ordinary pain for a period of **1 hour x ML** of spell caster.

Shape Shift

Magick Resistance: MR 4
Fatigue Cost: 7 FP + (1 FP per 1,000 lbs of Creature's Weight)
Casting Time: Sorcery
Range: Touch
Duration: 10 minutes x ML

The recipient is transformed into some creature. The caster's ML determines the creature that may be chosen for transformation and *Table 6.38 – Shape Shift* shows the type and size of animal that the Mage can transformed in to. While in this form, the subject gains all the abilities and characteristics of the creature. If cast as a **15 minute** ritual the duration is **1 hour x ML**. Add +1 FP to transformation cost per 1000 lbs of the creature's weight.

ML	Animal
1-2	Small animal, bird, etc., under 5 lbs.
3-4	Animal up to 50 lbs.
5	Animal up to 125 lbs.
6	Animal up to 500 lbs or enchanted beast up to 5 lbs.
7	Animal up to 2,000 lbs or enchanted beast up to 50 lbs.
8	Animal over 2,000 lbs or enchanted beast up to 500 lbs.
9	Enchanted beast up to 2,000 lbs.
10	Enchanted beast up to 10,000 lbs.

TABLE 6.38 – SHAPE SHIFT

If killed while in animal form (i.e. the Fatigue and Body of the animal is exceeded), the recipient must make a **Stamina roll – 2% x damage** suffered. If he succeeds, he survives but loses all FP and is stunned for **15 seconds x Crit Die**.

If he fails, he is knocked unconscious for **11 minutes - Crit Die**. If the "killed" animal cannot suffer the damage limits of the recipient, he instantly changes back to his normal form, with damage assessed against his own Fatigue and Body levels.

If in an "enhanced" animal form, one may be able to take far more damage than in his true form. When he changes back, any damage suffered is **proportionate** to damage suffered in his transformed shape (rounded up). For instance, if his shifted form is able to take 695 points of damage to Fatigue + Body and he actually suffers 31 points of damage, while his true form has Fatigue + Body of 55, damage = $31 \times (55 / 95) = 17.9 = 18$ points (rounded up).

A Magus in animal form cannot cast any magick except Detection spells. If he is wearing an amulet containing a protective Ward, he may also cast that spell.

Speed

Magick Resistance: MR 4
Fatigue Cost: 6 FP
Casting Time: Cantrip
Range: Touch
Duration: 15 seconds x ML
 The recipient adds **+1 AP per 2 ML** when in combat.

Slow

Magick Resistance: MR 3
Fatigue Cost: 5 FP
Casting Time: Cantrip
Range: Touch
Duration: 15 seconds x ML
 The victim subtracts **-1 AP per 2 ML** when in combat.

Journey in Haste

Magick Resistance: MR 5
Fatigue Cost: 9 FP
Casting Time: Sorcery
Range: Touch
Duration: 24 hours

This powerful travelling spell enables a person to move at **3 mph on foot** or a horse and rider to move at **7 mph** for 24 hours straight, taking only brief rest stops. That amounts to 72 miles on foot or 168 miles on horseback while staying fresh the whole time! The effort cannot be repeated for **three** days without risk of severe physical impairment. The recipient must pass a **CON AR** at **1/2 TSC%** or have his Fatigue reduced to **1/2** normal levels and be able to perform physical skills at only **1/2 TSC%**. A failure with **Crit Die 01** means the person becomes completely incapacitated for **8 hours** during which he falls into a deep, comatose sleep.

Circe's Touch

Magick Resistance: MR 5
Fatigue Cost: 9 FP
Casting Time: Sorcery
Range: Touch
Duration: 24 hours

The Mage transforms another into some creature. An unwilling individual makes a **Stamina roll – Caster's PSF%** to resist it. The ML of the spellcaster determines the creature that may be chosen for transformation and its size and weight as shown in *Table 6.38 – Shape Shift*. While in this form, the recipient of the spell possesses only the abilities and characteristics of the creature. He must also make a **Willpower** roll at **1/2 TSC%** to avoid losing his own personal awareness and being lost in that of the beast.

The transformed person has the Fatigue and Body levels of the animal. If killed while in animal form, he dies. If transformed back to his original form, he will carry with him any damage and Fatigue suffered while in animal form in proportion to his own Fatigue and Body. The transformed person may make a **Stamina roll – Caster's PSF%** if he is to resume his true shape. First, he tries at the end of the spell's duration. If he fails, he lingers in animal for another 24 hours and he may then try again. If he fails the second time, he lingers for a further 24 hours, then he tries one last time. If he fails, he remains in animal form until released by a Dispel performed by the Caster or a **Remove Curse** occurs. The caster may remove the spell from the category of a **Curse** by imposing a reasonable condition that must be fulfilled to restore the victim, thus a Dispel (except by the Caster) or a **Remove Curse** will be insufficient to reverse the spell.

Wither

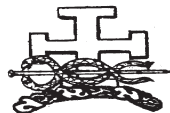
Magick Resistance: MR 6
Fatigue Cost: 10 FP
Casting Time: Sorcery
Range: Touch
Duration: 24 hours

This rather vicious spell causes living flesh to **Wither**. A hand, arm or leg loses all capability and strength for the spell duration. When the spell fades, the victim must succeed with a **Stamina roll – Caster's PSF%** or the effects linger a second 24 hour period. Another **Stamina** check is made at the end of the second 24 hour period. If it fails, a third attempt can be made in another 24 hours. If that fails also, only a **Remove Curse** or a **reversed Wither** (by the caster) may restore use of the affected hand, limb, etc.

Gaseous Form

Magick Resistance: MR 6
Fatigue Cost: 9 FP
Casting Time: Sorcery
Range: Touch
Duration: 45 seconds x ML

The recipient assumes **Gaseous Form**. This renders him immune to all magick except Arcane, Fire and Air Magicks. Fire spells do **1/2** damage. If a wind is blown up, the person in **Gaseous Form** must expend **-1 FP per 10 mph** of wind to maintain the spell (i.e. to hold himself together!). If he cannot, he must immediately materialise or be destroyed. Offensive Arcane and Air spells do **full** damage. A Magus can cast only defensive and non-offensive spells while in **Gaseous Form**. Not having tangible form himself, he is incapable of combat. However, he can carry his material possessions with him to a maximum of **5 lbs x ML**. His movement rate is **2 feet per ML** and his **Dodge** is at **1/4 TSC%**.



Turn to Stone

Magick Resistance: MR 6
Fatigue Cost: 10 FP
Casting Time: Sorcery
Range: Touch
Duration: Up to 3 victims in 15 seconds

This spell empowers the Magus to touch up to 3 victims in the spell duration. He turns anyone he touches into stone. After **1 minute x Crit Die**, the victim must succeed with a **Stamina roll – Caster's PSF%** or the effects linger on another **10 minutes x Crit Die**. A check is made at the end of the allotted time. If the spell's effects are not dissipated by the third attempt, the victim is permanently turned into a stone statue. Only a **Remove Curse** or a **reversed Turn to Stone** may restore the victim to life.

Gaze of the Basilisk

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Casting Time: Hex
Range: 5 feet x ML
Duration: 15 seconds

The Magus' eyes are transformed into those of the Basilisk. Anyone within range who meets his gaze is instantly paralysed and cannot move for **15 seconds x ML**. A **DEX AR** less the **Caster's PSF%** enables a victim to avert his eyes before the spell does more than start to numb him slightly. Whenever he looks in the Mage's direction, he must make another resisted roll. Success with **Crit Die 10** means the victim is paralysed for **1 hour x ML**. One may gaze in a mirror to look at the Magus with safety.

Breath of the Basilisk

Magick Resistance: MR 7
Fatigue Cost: 12 FP
Casting Time: Hex
Range: 5 feet
Duration: Permanent

The Magus' breath is transformed into that of the Basilisk. He may blow on **one** victim and turn him to stone (which is permanent unless dispelled). A **CON AR – Caster's PSF%** saves a victim, but, if he has less than **CON 15**, he loses **1 AP x Crit Die** in the next Action Phase due to the paralysing effects.

Eyes of Medusa

Magick Resistance: MR 8
Fatigue Cost: 12 FP
Casting Time: Sorcery
Range: 5 feet x ML
Duration: Permanent

The Magus' eyes are transformed into those of the Gorgon. Anyone within range who meets his gaze is instantly turned into stone (which is permanent unless dispelled.) An **AGIL AR – Caster's PSF%** enables one to avert his eyes in time, but he is numbed and loses **1 AP x Crit Die** in the next Action Phase if he has less than **CON 16**. Whenever he looks in the Magus' direction, he must make another resisted roll. He may gaze into a mirror to look at the Magus in safety.

Grow Aged

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Casting Time: Sorcery
Range: Touch
Duration: Permanent

This causes the victim to age (**one year x ML**) + **1/2 Crit Die**. It is resisted by **Stamina – Caster's PSF%** or **2/3 CON AR – Caster's PSF%**. A Magus may control the exact aging rate within his limits; e.g. ML 9 can age someone from 1 to 14 years, depending on the Crit Die result (which could produce aging of 1/2 year up to 5 years). To reverse the effects requires the spell **Bloom of Youth**. The enchantment can be put into food or drink and administered discreetly. The aging effects start to show within a day.

Regenerate

Magick Resistance: MR 10
Fatigue Cost: 16 FP
Casting Time: Ritual (1 hour)
Range: Touch
Duration: 24 hours

At ML 10, a Mage can literally regenerate a severed finger, toe, hand, foot or limb or he can remove a scar, disfigurement, etc., in **21** days by casting this spell **three** times per week for **three** weeks. He may do research at this time, learn spells, etc., but cannot cast magic on the days he casts the regenerative spell. If circumstances require him to cast any other spells on regenerative spell days, the regeneration ends at that moment.

Become Another

Magick Resistance: MR 10
Fatigue Cost: 15 FP x 3
Casting Time: Ritual (1 hour x 3)
Range: Touch
Duration: 3 days

This very powerful **Transmutation** spell changes the form of the recipient into that of another person, the transformation being perfect in every way. The recipient becomes a precise physical duplicate of the person whose form he has assumed. Indeed, so perfect is the guise that he cannot be told apart from the original even by those who have known the person all their lives. The spell must be cast **once** a week for **three** weeks. The success of the spell depends on using **seven** personal items belonging to the individual whose form is desired, **three** of which must be from his body (hairs, nail clippings, etc.).

Once the Magus has succeeded with this ritual spell, he may cast it on himself or another at any time as a **Hex** at a cost of **7 FP**. The Hex should be considered as the spell used in the field to transform himself or another into the desired individual. He needs to re-cast it every **three** days to maintain the impersonation.

The recipient looks and sounds exactly like the one he is impersonating but does not have that person's knowledge, memories, and skills. His **physical capabilities** are those of the other, i.e. Body, Fatigue, CCAP, LCAP, STR, CON, AGIL, etc.

Once a Mage has fully learnt this spell he is able to cast **Shape Shift** and **Circe's Touch** as Cantrips and the transformations are permanent unless dispelled.

The Bloom of Youth

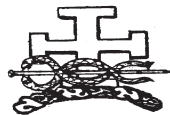
Magick Resistance: MR 10
Fatigue Cost: See Below
Casting Time: Ritual (1 hour)
Range: Touch
Duration: Permanent

This causes the recipient to grow younger by (**1 year x ML**) + **1/2 Crit Die**. The Magus can control the exact amount of growing younger within his limits. For example, an ML 9 Magus could restore 1 to 9 years of youth. The benefits of the spell can be received only **once** per month. During his entire lifetime, the recipient can receive the benefit **once per 2 CON** levels without ill effects. After that, he may still receive the benefit, but at a cost of **-1 STR, -1 CON** and **-1 DISC** point each time he has the spell cast on him. There are limits on what even magick can accomplish, and the body and mind will eventually suffer from prolonged longevity. The lower limit of this spell is an age of one year!

The spell benefits are, needless to say, such that aging people are desperate to receive, and they will pay dearly to gain its benefits. The Magus himself must pay a price to cast such powerful magick. He suffers a severe **-1 FP** reduction from his Fatigue levels times the number of years he removes from someone's age. Worst of all, **his Fatigue level remains reduced by that amount from 7 to 48 days!** This time of reduced Fatigue level is determined by the Crit Die result and is as shown in *Table 6.39 – Fatigue Reduction – Number of Day*. Obviously, most Mages are reluctant to cast such a spell unless the need (or the reward) is great.

Crit Die	Days	Crit Die	Days	Crit Die	Days
01	48 days	05	28 days	08	18 days
02	42 days	06	24 days	09	14 days
03	36 days	07	21 days	10	7 days
04	32 days				

TABLE 6.39 – FATIGUE REDUCTION - NUMBER OF DAYS



MAGICAL WARDS

A **Warding** spell is a magical protection against something. There are two types, one is a stationary defence and the other a defence that moves with a person.

Circle of Protection: An area inscribed on the ground, either with the tip of a staff, a piece of chalk or any other material that delineates the enchanted protective area. The protective spell itself is cast as a **Cantrip**, but the **Circle** must be drawn first at a cost of **1 AP per 3 feet of radius**. Its magick protects those inside its boundaries against some form of conventional or magical attack. The magical laws governing **Circles of Protection** are very specific:

- 1 The boundary line must be unbroken. If erased (broken) by anyone inside the **Circle**, all protections vanish.
- 3 No act by anyone outside the **Circle** can mar the integrity of the boundary line and so break the spell.

Wards: A short-term, portable **personal** protective spell placed on some item to protect against conventional or magical attack. **Wards** of a permanent nature can be placed in an enchanted device, typically an amulet.

The chief virtue of a **Ward** is that it moves along with a person, whereas a **Circle** is a stationary defence able to shield a number of individuals in a form of magical redoubt. Until a Magus attains a high level of proficiency in protective magick, most **Circles** and **Wards** are quite specific in what they defend against. In fact, they are divided into **Lesser Circles** and **Wards**, with restricted protective capability, and **Greater Circles** and **Wards**, with comprehensive defensive capabilities.

Lesser Circle of Protection

Magick Resistance: See Below
Fatigue Cost: See Below
Casting Time: Cantrip
Range: 5 feet + (1 foot x ML)
Duration: 3 minutes x ML

Lesser Circles of Protection are specific to a particular kind of peril. They prevent the specified foe from crossing the enchanted boundary. They also provide protection against any spells cast by such foes, resisting the spell by reducing the spell's Targeting by **half** the Circle Caster's PSF%.

Type	MR	Cost	Chance to Enter Circle ¹
Vs Evil	1	3 FP	No resistance
Vs Good	1	3 FP	No resistance
Vs Beasts	1	3 FP	75% - 1/2 Casters PSF%
Vs Magick Methods ²	2	4 FP	Reduces Targeting as detailed above
Vs Lycanthropes	2	4 FP	75% - 1/2 Casters PSF%
Vs Undead	2	4 FP	75% - 1/2 Casters PSF%
Vs Supernatural ³	3	5 FP	75% - 1/2 Casters PSF%

¹ Anyone who manages to cross into a circle receives a negative modifier of 1/4 Casters PSF% to their Skill TSC%

² Must be learnt for each specific Method of Magick with the exception of **Summoning** because one must know the appropriate protective and binding spells based on what is being summoned.

³ Creatures of the Shadow World

TABLE 6.40 - CIRCLES OF PROTECTION

Lesser Wards

Magick Resistance: See Table 6.40 - Circles of Protection
Fatigue Cost: See Table 6.40 - Circles of Protection
Casting Time: Cantrip
Range: 5 feet
Duration: 45 seconds + (3 x ML)

Lesser Wards are protective enchantments that a Magus automatically learns when he learns the equivalent **Lesser Circle of Protection**. **Lesser Wards** can be placed into fully enchanted objects, typically amulets, but also in any magical device of power.

The amulet will have a number of magical charges which are devoted to the protection placed within it. Lesser Wards all operate as described for the various Lesser Circles of protection except that they keep specified foes only **5 feet distant** from the wearer and protect him only. Warded Amulets instantly come to full defensive status the moment the wearer is threatened.

Circle of Protection

Magick Resistance: MR 4
Fatigue Cost: 7 FP
Casting Time: Cantrip
Range: 5 feet + (1 foot x ML)
Duration: 3 minutes x ML

Circles of Protection are more powerful versions of **Lesser Circles of Protection**. Essentially, learning this spell "promotes" all **Lesser Circles** and **Wards** to this higher level of defence. When cast, a **Circle** includes **all** the protections provided by **Lesser Circles** the Magus has learned! That is, all the protections are on when the **Circle** is cast. The **Circle** provides the following protection:

vs all Foes: 75% - 2/3 Caster's PSF% chance from entering the Circle. Those crossing the boundary have their TSC% reduced by - 2/3 Caster's PSF% in all actions.

vs Methods of Magick: Protects against **all** Methods the caster has learned to cast a **Lesser Circle** against by reducing their TSC% by -2/3 Caster's PSF%.

Wards

Although **Wards** remain specific to a particular foe or magical method, their power is promoted to **Circle of Protection** levels once the Magus learns the Circle spell.

Greater Circle of Protection

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Casting Time: Cantrip
Range: 5 feet + (1 foot x ML)
Duration: 3 minutes x ML

Greater Circles of Protection are more powerful versions of **Circles**. Essentially, learning this spell "promotes" all **Circles** and **Wards** to this higher level of defence. When cast, a **Greater Circle** includes **all** the protections provided by **Circles**, with all the protections on when the **Greater Circle** is cast. The **Greater Circle** will provide the following protection:

vs all Foes: 75% - 3/4 Caster's PSF% chance of entering the Circle. Those crossing the boundary have their TSC% reduced by -2/3 Caster's PSF% in all actions.

vs Methods of Magick: Protects against **all** Methods the caster has learned to cast a **Lesser Circle** against by reducing their TSC% by -3/4 Caster's PSF%.

Greater Wards

Although **Greater Wards** remain specific to a particular foe or magical method, their power is promoted to **Greater Circle of Protection** levels once the Magus learns the Greater Circle spell.

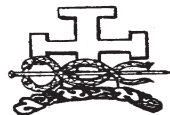
Great Circle of Protection

Magick Resistance: MR 9
Fatigue Cost: 14 FP
Casting Time: Cantrip
Range: 5 feet + (1 foot x ML)
Duration: 3 minutes x ML

Great Circles of Protection are more powerful versions of **Greater Circles**. Essentially, learning this spell "promotes" all **Greater Circles** and **Wards** to this higher level of defence. When cast, a **Greater Circle** includes **all** the protections provided by **Greater Circles**, with all the protections on when the **Great Circle** is cast. The **Great Circle** will provide the following protection:

vs all Foes: 75% - Caster's PSF% chance of entering the Circle. Those crossing the boundary have their TSC% reduced by - Caster's PSF% in all actions.

vs Methods of Magick: Protects against **all** Methods the caster has learned to cast a **Lesser Circle** against by reducing their TSC% by - Caster's PSF%.



MIRACLES

Just as magick was real to the medieval mind, so too were miracles, the very embodiment of the Deity's power on the physical world. As such they form an essential part of the **Chivalry & Sorcery** game and are presented here in a manner that applies to any religious group that is being portrayed in the **Chivalry & Sorcery** universe.

"Metaphysical Current" binds existence together and maintains the Natural Order of Things. Divine Power flows from the positive, creative impulse that ordered the universe. It has a polar opposite in the form of the Magick that pervades all created things, especially living things. Magick empowers them, gives them form and shape and capability. Sentient beings, in particular, can draw upon Magick and bend it to their wills. Unfortunately, though essential for material existence, Magick can be used in ways that will unbalance the harmony of the universe. In effect, Magick is always a potentially chaotic force, at once essential and yet unruly and requiring restraint by an overall Ordering principle.

Laws similar to those that govern Magick apply to the ways in which deities act particularly deities in polytheistic religions. They are vastly more powerful and know more than mere mortals and they are very long-lived. Yet they are not all-powerful. They are not infallible. They have weaknesses and flaws and faults like mortals do. They are typically presented as subject to some mysterious and unknown force called "Fate", just as humanity and all other creatures are. Above all, there are invariably limits to what they can do and can know.

Some may try to twist the "laws," but they rarely seek to break them. To do so would not only unbalance and threaten the whole fragile framework of existence, but also deprives them of their own powers and endanger their individual existences. For instance, **all** of the greater and lesser gods and goddesses of the Greco-Roman pantheon are utterly bound by an oath sworn on the River Styx and lose all of their powers if they break such an oath. Even Zeus/Jupiter is not immune and he is the king of all the gods.

Such "gods" and "goddesses" are really personifications of various aspects of physical Nature and human Nature. As such, they are not the Creators of the universe. Rather, they are a product of the universe. They exist **within** the universe as **part** of it. In essence, they are more **magical** in nature than they are truly "divine". Consequently, they must obey the etiquette that governs the metaphysical, and their "miracles" are akin to magick done at a very high level. **Something** stands above even the "gods" and restrains them when they are moved to excess.

Believers in monotheistic religions like Christianity, Islam, and Judaism would say that God is that ultimate limiting power, the Fate or Divine Providence that governs such gods as well as men. All monotheistic religions deal with a single Supreme Being who has no limits on His power, knowledge or anything else. Such a Being is the Creator, the ordering power and principle upon which the universe rests. As such, he has built into his creation, the universe, all of the means by which His Will can be expressed at any time without upsetting the balance and harmony of the Natural Order of Things. In short, any "miracles" ordained by the Supreme Being do not really set aside the Natural Laws governing the universe because God, being all-knowing, has provided for such "interventions."

In short, "gods" really do a special kind of magick, but God does no magick. Rather, he is a consummate artist who can play the universe like a musical instrument, making use of everything he has built into it to obtain the tune he desires. Unlike "the gods," he stands outside his creation, independent of it and untouchable by any force or power. On the other hand, "the gods" are not independent of the universe. They can be influenced by powerful magicks, deceived by mortal guile, even defeated and cast down and sometimes destroyed.

Miracles are just one of three ways that a deity manifests their power in the physical world within a **Chivalry & Sorcery** fantasy universe. For game purposes we call such manifestations collectively as **Acts of Faith**. However, in game terms, we distinguish between the power of "gods" and the power of God.

Nevertheless, the manner in which mortals call upon these effects is all centred upon the metaphysical **Law of Invocation**. Essentially, a Priest, Priest-Magus or a lay believer invokes the name of his deity and implores him for aid.

In many instances, a Priest or Priest-Magus acts as an intermediary between the recipient of the aid and the deity. In this role, he is only the conduit through which the divine his bends the Metaphysical Current to do what the divinity wills. The Priest or Priest-Magus wields no power here as he is merely empowered by virtue of his office to do certain things. For example, when dealing with deities, priests always follow strict rituals to invoke the deity. In effect, they are specially trained and empowered to "make contact" with the divine. Some of the rituals are virtually "guaranteed" to bring divine benefits, such as in the case of sacraments. Others merely present a possibility that a prayerful request might be granted.

Lay believers also can make requests on their own behalf or the behalf of others. Sometimes, intense belief may even bring more dramatic results than a Priest or Priest-Magus can obtain.

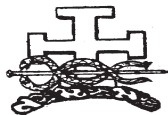
A deity does not automatically act on any request. Far more knowledgeable than mere mortals, a deity comprehends most (and in the case of a Supreme Being, He comprehends **all**) possible consequences of granting (or refusing) a request upon the whole order of existence. Typically, the outcome does not violate the essential harmonious order of the universe.

FAITH

Perhaps the most difficult thing to simulate in a role-playing game is the operation of those supernatural forces might be termed as "divine" in nature. Theologically speaking, such simulation is impossible because one cannot know the will of God. It is all a "mystery". However, **Chivalry & Sorcery** is medieval **fantasy** simulation, a mixture of both historical and fantasy elements. Actual tradition and the fantasy genre both are clear on the idea that religious belief often is the most powerful opponent to the unbridled use of magick. Consequently, to provide any kind of balanced depiction of fantasy for role-playing, we have to address the place of religion in RPG.

There is no set of statistical probabilities that can begin to explain the mystery of Divine Power and its place in human experience. Yet a **game** requires some kind of a system to depict the operations of the Divine so that its application is not arbitrary and inauthentic. We could, of course, ignore it completely. Only that leaves magick all by itself, and that is not the answer. Besides, magick does have a spiritual component and while Divine Power is not magical, there are elements that **appear** similar to magick in effect. So there is no escaping the fact that any balanced view requires religion to be in the picture.

Therefore, we have the gaming element, which we call **Faith**. **Faith** has, somewhat loosely, been based upon a medieval Christian model. There cannot be any argument that religion occupied a major place in medieval life and events. On a broader perspective, organised religions tend to follow similar lines. Thus **Faith** should not be regarded as exclusively Christian, as it can be adapted to Islam, Judaism, etc.



The following rules should be used to simulate a medieval Christian context **only** if gamers are mature enough to deal with religion without giving offence to the beliefs of any present. However, they have broader application than that. A Gamemaster may have created a fantasy world in which there is no such thing as Christendom. He may have created entirely fictional religions or may have borrowed from pagan faiths like those of the Ancient Romans or the Nordics. He might easily develop new Faith rules specifically for that religion, but there are elements present in the rules presented here that can serve as models. Thus the Faith rules should not be regarded as limiting. New Acts of Faith may be created and new religions established with relative ease.

THE GIFT OF FAITH

Although the game mechanics treat its use like a skill, **Faith** should be understood as being a "gift" which one must then develop to call upon divine power and guidance. As **Chivalry & Sorcery** is based on medieval Europe, the **Faith** "skill" is based on Christianity. However, if your campaign uses the **Faith** rules, players should declare their PC's religion from the start. **Faith** does not measure belief in God. That is represented by **Piety**. **Faith** is the ability to invoke divine favour. In most religions, such requests tend to be more successful when asked on behalf of others and when they are reasonable, it is one thing to ask for a blessing and quite another to part the Red Sea!

WHO MAY PRACTICE THE GIFT OF FAITH?

As noted in the introduction to these rules for magick and miracles, **Faith** becomes a **core skill**. Everyone possesses **Faith** as a divine gift. Whether one chooses to develop it or not is a matter for personal choice, just as it is in the real world. All characters possess **Faith** as a **core skill** and start the game at least with "basic knowledge" of their religion. However, **only clerical characters** may choose **Faith** for Mastery at -1 DF (not -2 DF since **Faith** is never easy!)

PERSONAL FAITH FACTOR

Personal Faith Factor (PFF) is the bonus or penalty arising from **Piety** + 3 per level of **Faith** skill acquired by a character. The PFF corresponds to the Personal Magick Factor (PMF) of a mage.

Piety	PFF	Piety	PFF	Piety	PFF
01	-22	09	-4	16	+10
02-03	-19	10	-2	17	+12
04	-16	11	+0	18	+14
05	-13	12	+2	19	+16
06	-10	13	+4	20	+18
07	-8	14	+6	21	+20
08	-6	15	+8	22+	20 + 3 ¹

¹+3 per level above Piety 21.

TABLE 7.1 – PERSONAL FAITH FACTOR (PFF)

- PFF** determines the point at which a character may access certain Act of Faith.
- PFF** determines the percentage a character subtracts if he wishes to resist having an **Act of Faith** applied to him.
- PFF** may be used by a believer to resist certain kinds of magick directed against him. This is especially true of clerics.

DIVINE POWER

Divine Power is the "life force" emanating from divinity, its personal "aura". The energies a divinity manifests in the world we shall call the "**belief pool**" because it is representative of the belief of worshippers in that divinity's powers.

Although it is actually ordered to a high degree, Divine Power appears extremely unpredictable and uncertain to human beings because they cannot comprehend Divine Will. Unlike magical forces, one cannot "control" Divine Power and bend it to one's own will. To invoke it requires the believer to **submit** to the Divine Will and accept whatever the Divinity wills to happen (or not happen). This submission is based on **Piety** and is called **Belief**.

Piety is an Attribute. It determines **how devout a character is** towards any Divinity. **Piety** itself will never change unless it is modified by experience, typically, religious experience. **Piety** also affects vocational bonuses, Attribute bonuses, etc., associated with religion and a religious vocation.

Belief determines how **much the character believes in a given religion**. Like Body or Fatigue, **Belief** is a derived quality that can and will change.

- At the point the character is first created his **Belief** is equal to his **Piety** Attribute.
- The newly created character selects a religion (or, more likely, automatically follows the religion suggested by his background). This is what his **Belief** is in.
- It is possible for a character to have **Belief** stats in more than one religion. In Feudal Japan, for instance, one could believe in both Shinto and Buddhism.
- Any modifiers to **Acts of Faith** checks are based on a character's **Belief** in his **primary** religion. Alternatively, a Gamemaster may decide, if his world has multiple religions that co-operate, to allow a character to have a **Secondary Belief Stat** for the "friendly faith". Secondary Belief usually starts at a base equal to **1/2 Piety**.

For game purposes, a **Religion** is defined as a belief system about one or more closely related divine beings, i.e. the Norse religion, the Greek religion, the Catholic religion, etc.

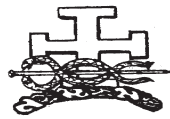
APPLYING THE FAITH SKILL

If the character develops **Faith** skill in his current religion, he may raise his base **Belief Points (BP)** by **+1 for every 5% PFF** (rounded up). This bonus applies only to his **current** religion.

If the character "converts" to another religion, his **Faith PFF** stays the same for the old religion. However, **he must start over in the new religion** and develop a **new Faith** skill from scratch. His **Belief** in the new religion does not include the old Religion's **Belief** bonus. He must learn how to practice his new religion.

Example:

Bjorn the Viking has **PTY** 12 and has attained **Faith (Nordic)** PFF 27. This gives him $12 + 6 (27/5 = 5.4 = 6) = 18$ Belief Points in the Norse gods. He converts to Christianity. His **Faith (Nordic)** PFF remains at PFF 27, but his **Christian Belief** Points = 12, equal to his **Piety** because he is starting over. As he advances his **Faith (Christian)** skill, he adds +1 to his Christian Belief for every 5% he increases his PFF in the new religion. He will have to advance his **Faith (Christian)** to at least PFF 26 to have the +6 bonus and 18 Belief Points that he enjoyed while a follower of the Norse gods. In these circumstances Bjorn may call upon Christ for aid, or he may revert to the older gods for aid depending on the circumstances. In history it can be seen that the populace may have worshipped one deity openly but also worshipped other gods secretly.



If the Gamemaster allows Secondary Belief Stats, a character could study several Faiths and have Secondary Faith skills as well. These would remain inactive except to provide the character with information and understanding about the other religion(s). However, should the character “convert” to a Secondary Belief, he can use his current PFF in the Secondary Faith skill to compute a new bonus for his Belief in that religion.

Example:

Brother Arbutus is a Christian monk and an ordained priest with **Piety 17**; **Faith (Christian)** at PFF 59 and a Christian Belief Points of $17 + 12 (59/5 = 11.8 = 12) = 29$, to which various religious experiences have added a further +7, for a base Belief Points of 36! He also has studied Islam intensively and has **Faith (Islam)** at PFF 42. That enables him to access knowledge and understanding about the Islamic religion. He is not, however, a practising Muslim. Unlikely though it is, should he undergo a conversion, he would have strong **Faith (Islam)** and an initial Muslim Belief of $17 + 9 = 26$!

The level of Belief Points determines the class of believer and this is shown in *Table 7.2 – Type of Believer*.

Belief Points	Kind of Believer	Description
0	Atheist or Apostate	Character either does not believe in any god or gods at all or else has lost all his belief in his old religion.
1 - 3	Sceptical	Character has little belief in his religion.
4 - 6	Transgressor	Character has little regard for his religion and its teachings, though he may make an outward show of belief to mollify the true believers around him.
7 - 10	Marginal/Lapsed	Character is a believer but largely pays lip service to his religion.
11 - 20	True	Character truly believes in his religion and makes an effort to live up to its teachings and requirements of him as a follower.
21 - 35	Devout	Character has a strong belief in his religion and makes a determined, consistent effort to live up to its teachings and requirements.
36 - 49	Fervent	Character is passionate about his religion and he steadfastly observes its teachings and devotional requirements.
50+	Sainted	Character is a model believer and evidences the best his religion stands for. The character is not a Saint, but is definitely saint-like in many ways.

TABLE 7.2 – TYPE OF BELIEVER

Example:

Mark's character, Duncan, has **Piety 10**. A second son, he has been trained from childhood in the ways of the Church. His **Faith** PFF is 25. His starting Belief is Catholic (Apostolic) at a base of 10, modified +3 by his **Faith** PFF ($25/10 = 2.5 = 3$ rounded up) his current Belief Points = 13. He is a “True Believer”.

BELIEF

Belief affects how well or how poorly a character draws upon the Divine Power. Belief can change. If Belief is “injured” by experiences that shake it, a character may start to believe in something else. On the other hand, if religion provides balm and solace, Belief grows or heals. Unlike Body and Fatigue levels, Belief can greatly exceed a character's original starting base or it can lapse into total non-existence. Belief is affected by religious experiences.

When an intercessor (person praying) performs an Act of Faith he expends Belief Points equal to the Fatigue cost of the Act of Faith. If the Act of Faith is successful he regains all of the expended Belief Points and gains a bonus of +1 Belief Points if a **Crit Die** is a **10**. However, if the Act of Faith fails, he only regains **half** of the expended Belief Points to reflect the fact that he believes his Deity may have forsaken him. If a Critical Failure (**Crit Die 01**) then the cleric loses **all** of the expended Belief Points.

When a Believer is exposed to a “miracle” of his **current** religion, he makes a **Faith** roll. If he succeeds, his Belief is increased and the amount his Belief Points increase is shown in *Table 7.3 – Miracles – Believer's Bonus*

Note: Clerics are affected by “miracles” and yet are “resistant” because some play balance is required. By virtue of their office, such characters are often more exposed to miraculous events and could otherwise reach high levels of Belief far too easily.

Type	Invoking Cleric Crit 1-9	Critic 10	Recipient Believer Crit 1-9	Critic 10	Believer Witness
Minor Miracle	+0	+1	+1	+2	+1
Miracle	+1	+1	+1	+3	+1
Greater Miracle	+1	+3	+2	+4	+2

TABLE 7.3 – MIRACLES – BELIEVER'S BONUS

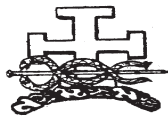
A person exposed to another religion's “miracles” must make a **Faith** roll to test his own Faith. If he succeeds, his Belief in his **current** religion is secure. If he fails, his Belief is shaken. *Table 7.4 – Miracles – Unbeliever's Bonus* shows what happens to the person's Belief Points in such cases, he will gain the bonus in the “other” religion but at the same time any belief he has in his own religion will suffer the negative penalty.

Type	Recipient Unbeliever Crit 1-9	Critic 10	Unbeliever Witness Crit 1-9	Critic 10
Minor Miracle	+0	+1/-1	+0	+1/-1
Miracle	+1	+2/-2	+1/-1	+1/-1
Greater Miracle	+3/-3	+5/-6	+2/-2	+1/-3

TABLE 7.4 – MIRACLES – UNBELIEVER'S BONUS

Once Belief in the other religion is equal to a character's **Piety** and his original Belief has not fallen below “Lapsed” (BP 6), he is **respectful** and **tolerant** of the other Faith and does not persecute its followers. He may even attend their services at times but this is dependent upon the level of Belief.

- 1 If Belief in the other religion reaches “True Believer” (BP 10), **and** his original Belief has “Lapsed”, a character is **confused** and suffers a penalty of **-1D10%** (a minimum of -5%) to **any** religious skill roll he/she makes (**Faith**, etc).
- 2 If Belief in one's **current** religion is at BP 0 and belief in the **new** religion is at “True Believer” (BP 10) or higher, the character **converts** to the new Faith and abandons his old Faith.
- 3 At 50 Belief Points, one's Faith is such that Belief cannot be shaken by miracles of other religions etc. A “sainted” person is completely immune to conversion to another religion.



- 4 If a Believer rolls a Faith test successfully with **01%** on the 1D100 and a Crit Die result of **10**, a major **Conversion** experience occurs. The character experiences a profound and lasting religious experience such that he instantly becomes deeply spiritual. If the character's Piety is less than **PTY 16**, immediately increase it to **PTY 16**! If he has **PTY 16+**, increase his Piety by **+3**. Also add **+1D10** to Belief in his Faith (a minimum of +3). Such an experience can occur only **once** in a Believer's lifetime and renders the Believer immune to conversion to any other religion.
- 5 If an Unbeliever fails a Belief Test with **100%** on the 1D100 and a Crit Die result of **1**, a major **Conversion** experience occurs. The character adds **+1D10** to his Belief in the new religion in addition to the increase in his Piety and subtracts the same value from Belief in his current Faith.

ATTENDING RELIGIOUS SERVICES

At every religious service a Believer "sacrifices" a small amount of his Fatigue, but a Blessing is conferred upon him, for he is "touched by the Spirit". Blessing applies to everyone in the congregation unless specifically excluded. Blessing is a Divine gift and, in some religions like Christianity, may be granted as a "grace" even to those who are not of the Faith. Unbelievers receiving such a benefit therefore make a **Faith** roll in their own religion as if exposed to a "miracle". Avowed clerics of other faiths (priests, monks, etc.) do not make a **Faith** roll if they are merely observing and are not participating in the actual ceremony.

Belief Category	FP Cost	Divine Benefit ¹	% of the Congregation ²
Sainted Believer	-4 FP	Blessing: +7%	0.01%
Fervent Believer	-3 FP	Blessing: +6%	3%
Devout Believer	-2 FP	Blessing: +6%	7%
True Believer	-1 FP	Blessing: +5%	48%
Marginal / Lapsed Believer	-1 FP	Blessing: +4%	33%
Transgressor	-1 FP	Blessing: +3%	6%
Sceptical Believer	-1 FP	Blessing: +3%	2%
Atheist / Apostate / Unbeliever	-0 FP	Blessing: +3%	1%

¹The bonus may be added to attempts to perform lawful or just tasks in the next 24 hours and applies to a number of success rolls equal to the **Recipient's Piety / 3**.
²This shows the percentage of the congregation are within each Belief Category.

TABLE 7.5 – ATTENDING RELIGIOUS SERVICES

Special benefits may accrue as well:

Receiving the Holy Eucharist: Medieval Christians who have gone to confession enjoy an additional **+5%** benefit for receiving the Eucharist during the service. Such benefits last 24 hours and apply to all tasks considered lawful and good by the **Faith**.

Greatly Blessed: If a worshipper with Belief Points 10+ succeeds in a **Faith** roll with a **Crit Die 10** he believes he has been touched by the Deity or Saint who was the subject of his devotions. To acknowledge this he gains **twice** the usual **Benefit %** to his TSC% and also **+3** to the Crit Die for **one** crucial skill roll within the next 24 hours. This "blessing" requires a special penance or sacrifice to the Saint or Deity. He also gains **2** Belief points.

Personal Devotions: Instead of attending Mass, if a character performs personal devotions lasting a total of **three** hours over the course of a day (private prayer, etc.), then in the **following** day he will be gain the benefit to his TSC% as shown in *Table 7.5 – Attending Religious Services*. Again, he has a chance of being **Greatly Blessed**.

CLERICAL TAPPING OF THE CONGREGATION'S BELIEF POOL

By virtue of his office as an ordained priest, the celebrant of a Mass can tap a portion of the Belief Pool offered up by his congregation during the weekly ceremonies to assist him in performing certain Acts of Faith over the course of a given week. Some Acts of Faith can be extremely exhausting, so much so that a priest might will have insufficient Fatigue of his own to channel the divine life forces made available to him to perform certain rites.

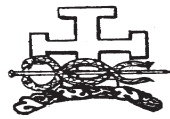
- 1 Each week, the priest may draw on the indicated Fatigue (as shown in *Table 7.6 - Belief Pool*) for every **10%** of PSF% he has in **Faith**. He may also draw upon **+1 FP** per **Piety** level he possesses. These FP may be used on behalf of his "flock" and in the general service of the Faith. When away from his congregation, their prayers go with him, so a priest can still draw on **1/3** of the FP he normally could were he in the parish.
 - 2 Determine the FP available to the priest from the Belief Pool and record it separately from his personal Fatigue. He may draw upon **-2 FP** from the Belief Pool for every **-1 FP** he expends from his personal FP until he has exhausted his weekly allotment from the Belief Pool.
- Note:** Unused FP from the Belief Pool cannot be carried over into the next week.
- 3 A **lay monk sent on a special errand** by his Order may draw upon the Belief Pool of his monastery as if he were an ordained priest away from his congregation, since his brothers will devote special prayers to his safety and success while he is absent.

Clearly the size of the congregation is important and that will be determined by the circumstances in which the priest finds himself in the campaign. The Gamemaster can establish the type of congregation and use *Table 7.6 – Belief Pool* to determine the portion of the weekly Belief Pool the priest(s) can tap in order to augment their own FP levels when performing Acts of Faith on behalf of others needing who need them.

Type of Congregation	FP a Priest may call upon for Priestly Duties
Small rural congregation	1.0 x 1D10 FP
Typical rural congregation	1.5 x 1D10 FP
Large rural congregation	2.0 x 1D10 FP
Very large rural congregation	3.0 x 1D10 FP
Small town congregation	1.0 x 1D10 FP
Typical town congregation	1.5 x 1D10 FP
Large town congregation	2.5 x 1D10 FP
Very large town congregation	3.5 x 1D10 FP
Bonuses for Buildings & Shrines ¹	
Cathedral Church	+4.0 x 1D10 FP
Small Priory	+2.5 x 1D10 FP ²
Typical Priory	+3.5 x 1D10 FP ²
Large Priory	+4.5 x 1D10 FP ²
Major Monastic House	+6.0 x 1D10 FP ²
Local Saint's Shrine	+3.0 x 1D10 FP ³
Regional Saint's Shrine	+6.0 x 1D10 FP ³
National Saint's Shrine	+12.0 x 1D10 FP ³

¹These bonuses are added to the basic Belief Pool gained for the appropriate size of congregation. This reflects the added benefit of being in a sacred location.
²Monastic orders spend a great deal of time in congregational and personal worship. Consequently, ordained priests in such congregations can draw upon a significant Belief Pool even when the numbers of monks or nuns present is not overly large. If the chapel or church also happens to have a large lay congregation attending it, the FP can be increased to reflect that fact. If a cathedral has a monastic chapter attached, its Belief Pool similarly can be increased to reflect the type of monastic institution associated with it.
³These are additional bonuses to the Belief Pool if the location is also a Shrine and are cumulative with those for building which exist there.

TABLE 7.6 – BELIEF POOL



CALLING UPON DIVINE POWER

Acts of Faith involve a believer's calling upon Divine Power through **Prayers** to the Divinity or a Saint. The person praying has no "power" to do anything himself. This is the essential difference in the way **Faith** operates as compared to Magick.

Prayers are means of contacting the Divinity. Simple prayer is available to all believers of a religion.

Sacramental Rites are Sacred Rituals that **always** work and **always** bestow the divine benefits they are intended to bestow. They are totally independent of the **Piety** and Belief of the celebrant because they flow directly from a divine source when called forth by the ritual acts performed by an authorised celebrant such as an ordained priest of an organised religion.

Special Prayers require specialised knowledge of the Faith to be successful. In a sense, they are not unlike magical spells in some of their effects, but they operate on quite a different plane and cannot be employed wilfully.

Lay believers and unordained Clerics have access to Prayer which are simple Acts of Faith. Ordained Priests and Priestly Mages also pray and routinely turn to Sacred Ritual and Special Prayers, as well, to fulfil many of their religious duties. *Table 7.7 – Requests for Divine Aid* shows who a character is able to pray for in this manner.

Laymen	May Request Divine Aid
Anyone	For himself.
True Believer	For himself or for someone instead of himself.
Devout Believer	For someone in addition to himself.
Fervent Believer	For a number of people equal to 1/2 Piety in addition to himself.
Sainted Believers	For a number of people equal to his Piety in addition to himself.
Clergy	May Request Divine Aid
Clerics ¹	For a number of people equal to 5 x Piety in addition to himself.
Ordained Priest	For a number of people equal to 10 x Piety in addition to himself.
Priestly Mages	For a number of people equal to 3 x Piety in addition to himself.
¹ Clerics includes all lay brothers in monastic orders, including fighting orders.	

TABLE 7.7 – REQUESTS FOR DIVINE AID

There are a number of special modifiers to the Clergy's ability to call upon the benefits of Acts of Faith for others and these are shown in *Table 7.8 – Acts of Faith*.

Clergyman's Belief	No. of People
If a Devout Believer	3 x usual number
If a Fervent Believer	7 x usual number
If a Sainted Believer	12 x usual number

TABLE 7.8 – ACTS OF FAITH

COMMON TERMS

AoF: Act of Faith.

SR: Sacred Ritual.

SP: Special Prayers.

†: Acts of Faith that are solely within the competence of **ordained** priests.

‡: Acts of Faith that may only invoked by ordained Priests, Monastics (monks, nuns) and members of Holy Fighting Orders.

Auto: **Automatically takes effect** (i.e. no Piety AR% roll, etc. is required).

SC: Success Chance that the benefit flows to the recipient.

Supplicant: The person requesting the divine benefit.

Recipient: The person receiving the divine benefit. In some instances this may be the same person as the Supplicant.

Piety: Make an Attribute Roll based on Piety to successfully invoke or to receive divine benefits.

Cost: A Fatigue Point cost is typically associated with an Act of Faith and will be assessed against the person(s) named.

Crit Die Result: A certain result on the Piety AR Crit Die is needed for Act of Faith to be successful or else there is an enhancement to the benefit received.

Time: This is the time needed to perform an Act of Faith, Sacred Ritual or Special Power.

Duration: The length of time the effects of the Acts of Faith, Sacred Ritual or Special Power last.

Designer's Note:

To simulate religious experiences, some game-system consistency has been sacrificed in order to give them a proper "feel". Some Acts of Faith require Piety AR's or Faith Rolls; others do not. Some require small Fatigue costs to the invoker; others carry massive Fatigue costs; and some have no Fatigue cost at all. Some can be invoked by anyone with **Faith** "skill"; others are reserved for ordained priests. Some affect everyone. Others have special, even exclusive, effects on believers alone. Some have no Crit Die rolls and outcomes, while others do. Please read each Act of Faith **carefully** to see how the rules are applied.

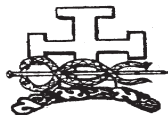
"LEARNING" ACTS OF FAITH

Acts of Faith are not learnt like other skills. Some are **core** skills and improve as **Faith** and Belief improves, whereas others are part of the vocation of a priest or monk. The PFF at the beginning of any AoF refers to the point at which one may call upon that AoF.

- 1 Certain **Acts of Faith** cannot be accessed until a believer attains the indicated PFF minimum for the AoF.
- 2 **Ordained Acts of Faith** marked † are reserved to ordained priests only.
- 3 **Acts of Faith** marked ‡ are reserved for ordained priests, monastics and members of Holy Fighting Orders only.

CORE ACTS OF FAITH: PRAYERS

The following AoF are known by all members of a religious Faith. The "costs" of requesting such divine interventions vary considerably. Usually, costs are in the form of a FP assessment, sometimes against the person(s) invoking the Divine, sometimes against the recipient of a divine benefit and sometimes against both. Sometimes, a "cost" is paid as some penance or service to the divinity or to the Church or to humanity as a whole.



Some costs are stated precisely. However, if the cost is in the form of **Cost: Crit Die FP**, Fatigue points are deducted from the person(s) indicated and it is the Crit Die rolled when checking to see the outcome of the AoF that determines the FP paid. *Table 7.9 – Act of Faith – Fatigue Cost* shows the Fatigue expended at each Crit Die level.

Prayer Granted				Prayer Denied			
Crit	Cost	Crit	Cost	Crit	Cost	Crit	Cost
10	+3 FP ¹	5	-3 FP	10	-7 FP	5	-9 FP
9	+2 FP ¹	4	-4 FP	9	-7 FP	4	-10 FP
8	+1 FP ¹	3	-5 FP	8	-8 FP	3	-11 FP
7	-1 FP	2	-6 FP	7	-8 FP	2	-12 FP
6	-2 FP	1	-7 FP	6	-8 FP	1	-13 FP

¹FP bestowed by the Deity as an added benefit!

TABLE 7.9 – ACT OF FAITH – FATIGUE COST

These Fatigue costs are a reminder to Believers that it is not wise to make serious requests for the Deity's aid without good cause!

In addition, when one's Prayers are answered, it is customary to make appropriate penance or sacrifice as a thanksgiving. See **Miracles** (qv) for more details on these "Holy Debts".

Blessing

PFF: 5
SC: Recipient's Piety AR
Cost: -1 FP from Supplicant

Any **believer** may Bless others. In effect, this is a prayer for good fortune. The AoF costs **3 Action Points** to perform and lasts for a period of **3 minutes x Piety** of the recipient, except for a Blessing at a Mass which lasts for 24 hours). It is only possible to receive the benefit of **one** Blessing at a time.

- 1 A **priest** may bestow **Blessing** on a believer **or** a non-believer. A Priest's **Blessing** bestows a bonus of **3% + 1% per 3 Piety** of the recipient, regardless of his religious convictions! An entire congregation can be blessed for **-1 FP!**
- 2 A **monk** may bestow **Blessing** as described for a Priest.
- 3 A **lay believer's Blessing** bestows a bonus of **+1% per 4 Piety** of the recipient. He can do this for **one** particular **believer** once each 24 hour period.
- 4 The bonus applies to the chance the recipient has to accomplish any task that is deemed lawful and proper. This includes offensive combat against evil, legitimate self-defence and resistance to magical spells.
- 5 If one enjoys the benefits of a Mass, he cannot benefit further from any other kind of **Blessing** over the next 24 hours. The Mass provides all he needs for that period.

Common Prayer

PFF: 5
SC: Supplicant's Piety AR
Cost: -1 FP from Supplicant per hour

Devoting a portion of each day to prayer was a common practice by many in feudal times. Prayer does not require total peace and quiet, either. A person can pray while doing other things. For instance, one might say one's Rosary while riding along a road or might meditate and pray while hoeing one's garden.

- 1 Each full hour of successful prayer per day at a cost of -1 FP per hour enhances all of a lay character's religious checks by **+1%** for the next 24 hours.
- 2 All clerics above Piety 12 are automatically assumed to pray a number of hours per day equal to **1/3 Piety** (rounded up), using every opportunity that arises to perform his devotions. Reduce the cleric's total FP level **at the end** of his day when he goes to sleep. A cleric can spend more time in Prayer than the amount assumed for him but will almost never spend less than that time in his devotions.
- 3 If Prayer has lasted at least 15 minutes and then is interrupted by an event that could break one's concentration, roll the Supplicant's **Piety AR** again. If he succeeds, his hour of prayer is completed even if the full time has not elapsed. He has successfully performed his devotions despite interruption because of his pious attention to them in the time he had!

Prayer for Forgiveness

PFF: 5
SC: Supplicant's Piety AR
Cost: -1 FP from Supplicant

This is a request to a Divine Being to forgive some sort of transgression that has been committed, the first step in doing penance and atoning for wrong-doings. The answer to such prayers often comes in the form of an insight into what penance is required to restore one to grace.

Prayer for Guidance

PFF: 5
SC: 1/2 Faith TSC%
Cost: -Crit Die FP from Supplicant

This is actually a request to a Divine Being in which the believer asks to be led to an objective by some means. The Clerical AoF **Find the Open Way** (qv) is a specific example of this.

Prayer for Insight

PFF: 5
SC: Faith TSC%
Cost: -Crit Die FP from Supplicant

This is a request from the believer to a Divine Being to provide some sort of insight into a matter which deeply troubles or perplexes the believer. Ultimately, this could take the form of a Clerical AoF **Vision** (qv) but this tends to require a high Piety.

Prayer for Luck

PFF: 5
SC: Faith TSC%
Cost: -3 FP from Supplicant

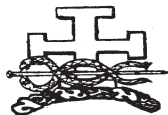
This is a request for the Divine Being to improve the believer's luck in a specific instance. A general "good thing" is requested, but exactly how the good luck manifests itself is not stated and will be decided by the Gamemaster. The Prayer is **reversible** in that a believer can ask for the deity to bring bad luck to an enemy of the Faith instead. A success requires the enemy to succeed in a **Piety AR** (or Willpower TSC%, in the case of Supernatural foes) to negate the effects of the Prayer. In this instance, the Prayer is akin to a Curse and carries a cost of **-Crit Die FP** from the supplicant! It cannot be used to wish bad luck on just anyone, only on Evil foes.

Prayer for Protection

PFF: 5
SC: Faith TSC%
Cost: Variable from Supplicant

This is a request for the Divine Being to shield the believer from some sort of harm. Spirits, Demons, extra-dimensional beings, Undead and Fairies or Fey (but not Elves) must make a **Willpower** roll reduced by the PFF of the person praying. If they fail, they cannot approach within reach and cannot **harm** him with weapons or magick or by any other means. They must leave him alone so long as he continues praying.

- 1 The character prays hurriedly while performing other actions (including combat), expending **1/4** of his AP for initiative purposes. To approach him, Supernatural beings must succeed with a **Willpower** check reduced by **1/2 the character's PFF**. This costs the supplicant **-1 FP per 3 minutes** spent in prayer.
- 2 The character prays reverently while performing other actions, expending **1/2** of his AP for initiative purposes. To approach him, Supernatural beings must succeed with a **Willpower** check reduced by **the character's PFF**. This costs the supplicant **-1 FP per 3 minutes** spent in prayer.
- 3 The character drops to his knees and prays intensely, **doing nothing else**, in effect placing his fate in the hands of his Deity. Supernatural beings must succeed with a **Willpower** check reduced by **1.5 x the character's PFF**. If they fail, they must check again. A second failure means they will leave the area and go on their way. A successful Prayer will effectively drive off the threat so that one's companions may also be saved. This costs the supplicant **-Crit Die FP**.



- 4 If the character has a **Blessed Item**, add **+5%** to his TSC% and to his PFF versus the supernatural being's **Willpower** roll.
- 5 If the character has a **Sacred Relic**, add **5% + (1% x Piety)** to his TSC% and to his PFF versus the supernatural being's **Willpower** roll.

Prayer for Skill or Craft

PFF: 5
SC: Faith TSC%
Cost: -Crit Die FP from Supplicant

This is a request for the Divine Being to improve the believer's skill in a specific case. Unlike Luck, where a general "good thing" is requested, this is a detailed request, e.g. "Guide my arrow to its target swiftly and surely!" It confers **+1% x Piety** to TSC% and also **+1** to the Crit Die per **5 Piety** points over Piety 12. The Prayer is **reversible** in that a believer can ask for the deity to **reduce** the skill of a foe instead of enhancing his own. A success requires the foe to succeed in a Piety AR (or **Willpower** TSC% in the case of Supernatural Evil) to negate the effects of the Prayer.

Prayer for "Strength"

PFF: 5
SC: 2/3 Faith TSC%
Cost: -3 FP from Supplicant

This is a request for the Divine Being to endow the believer with some sort of gift to enable him to withstand some imminent event which will sorely try the believer's own capabilities, e.g. "God, give me the strength to make it through this night!" The believer should specify type of strength requested, i.e. mental, physical, spiritual, or emotional. Success will bring a modest bonus of **2% x Crit Die** to any related skills.

Courage of the Righteous

PFF: 10
SC: Believer's Faith TSC% + PFF
Cost: -Crit Die FP from recipient

Arises from belief that the forces of Justice and Light protect those opposing Evil and Darkness. If exhorted by a priest to "take heart", believers receive a bonus of **+7%** to **Willpower** rolls. The AoF takes **15 seconds** to perform and lasts for **5 minutes x recipient's Piety**. The Recipient of the AoF **must** have a minimum level of Piety 12. A successful AoF will add a bonus of **1/2 PFF + 1% per 2 Piety** of the character to his **Willpower** TSC%. A Critical Success with **Crit Die 10** adds a bonus of **PFF + 1% per 2 Piety** of the character to his **Willpower** TSC%.

CLERICAL ACTS OF FAITH

The following Acts of Faith can be practised by ordained priests and sometimes by members of monastic and Fighting Orders. Those marked **Auto** always succeed. The cleric has already learnt how to perform such rites correctly by the time he enters the game. PFF refers to the **Faith** skill the cleric needs to access a given AoF.

Bless Item †

PFF: 10
Auto: Item always receives benefit
Cost: -3 FP from Priest

This empowers a **priest** to **Bless** on a religious object (a cross, amulet, etc.). The AoF takes 1 minute to perform and gives the following benefits:

- 1 A supernatural being requires a **Willpower roll - PFF** of the priest to pick up a Blessed Item.
- 2 Increases one's PFF by **+5%** when performing an AoF. Only one Blessed Item at a time may bestow its benefits on the possessor.

Bury the Dead †

PFF: 10
Auto: Recipient always receives benefit
Cost: -4 FP from Priest

This empowers a **priest** to bury dead in hallowed ground. The AoF takes between 15 minutes to 1 hour to perform and provides the benefit that the dead are divinely protected against sacrileges like reanimation through the Black Arts. Reduce the TSC% of any attempt at reanimation by **-30% + (-3% x Piety)** of deceased.

Sanctification †

PFF: 20
SC: Faith TSC% + Priest's PFF
Cost: -3 FP from Priest

This enables a **priest** to sanctify the following:

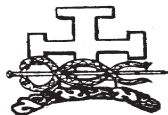
- 1 **Holy Water:** 1 pint x **Faith skill level** per week. The AoF takes 1 hour to perform. He will use 1/4 oz of Holy Water to perform **Blessings** etc. Holy Water **burns** a demonic Spirit, Undead, Faerie or other supernatural being of Evil nature on contact and causes **7 + Crit Die** of burn damage. A **Willpower roll - PFF** of the cleric is made to avoid fleeing.
- 2 **Holy Oil:** 1 pint x **Faith skill level** per month. The AoF takes 3 hours to perform. An amount of 1/4 oz is required to anoint the sick or wounded, perform last rites, anoint holy symbols or amulets that have been blessed, etc. It is best if sanctified by a bishop.
- 3 **Altar Stone:** 5 lbs x **Faith skill level** stone slab into which a Holy Relic has been placed, with anointment using 3 oz of Holy Oil and 3 sprinklings (each of 3/4 oz) of Holy Water. The AoF takes a period 3 hours to perform followed by 3 **Masses** on 3 successive days.
- 4 **Altar Cloth, Chalice, etc.** for religious services. The AoF will take one hour to perform plus a Mass.
- 5 **Hallowed Ground:** purifies ground to be consecrated as a site of a church, chapel, graveyard, etc. Supernatural beings must make a **Willpower** roll to enter sanctified ground at a penalty of **-33%** due to the sanctified earth. The AoF takes one hour to perform plus a Mass. The priest can sanctify **250 square feet of ground x Faith skill level** per ceremony.

Holy Barrier of Guard ‡

PFF: 20
SC: Faith TSC% + Cleric's PFF
Cost: -3 FP from Cleric

A **priest** can raise a protective circle in radius of **5 feet + Piety** to shield against all magical and supernatural forces and beings. He must pray and do **nothing** else. The AoF costs **3 AP** to perform and lasts for **3 minutes x Piety**. If used a **Blessed Item** in the AoF adds **+5%** to the priest's PFF or a **Holy Relic** adds **+21%** to the priest's PFF. **Monks** with Piety 15+ acquire this AoF at PFF 20 and all other monks at PFF 30.

- 1 A holy barrier of guard is a "magical dead space" produced by the sheer denial of believers that any magical or supernatural force can prevail against the Power of the Deity. Supernatural beings, Mages, etc., "feel" its presence up to 300 feet away, though they cannot tell its direction, etc.
- 2 Magick cannot pass through the barrier unless the caster makes a resisted roll at a penalty of the Priest's PFF. If the magick penetrates, those inside resist magical effects with a Piety AR. Attack spells or area effects spells (such as Elemental or Arcane attacks) have **all damage halved** if the characters fail their individual Piety ARs. **No damage** occurs if they **believe** they cannot be harmed.
- 3 Ordinary mortals may cross the boundary and engage those inside the barrier in combat. Magical and supernatural beings such as Illusions, Undead, Faeries, Were-creatures, etc. cannot cross the barrier or attack anyone inside without first making a **Willpower** roll minus the priest's PFF. Lesser Undead will not even attempt to cross the barrier unless their Master is present and willing them on.
- 4 Even if such foes can cross the barrier, they suffers a penalty of **-7% x priest's Faith skill level** from any skill, etc., including and especially magick and combat.



- 5 Nor can they or **anyone else** (including friendly Mages in the Circle) use magick within the holy barrier without experiencing a penalty of **-7% x Priest's Faith skill level**.
- 6 Similarly, all magical items, including weapons, lose their magical characteristics within the protective circle except for Holy Weapons dedicated specifically to the service of the Deity.
- 7 Cloistered monks (or nuns) can put up very powerful **Holy Barriers of Guard**. When several monks are present, the monk with the highest PFF is the basis upon which the Holy Circle is erected. Add **+3 PFF** for each additional monk. The Piety of the most pious monk sets the basis of the diameter and duration of the Holy Circle. Increase the diameter of the Holy Circle by **+3 feet** and the duration by **+12 minutes** per additional monk present.

Prayer to Smite the Godless - I ‡

PFF: 25
SC: Faith TSC% + Cleric's PFF
Cost: -6 FP from Cleric

Summons justifiable fury in a cleric to strike down Evil by bringing greater than normal force against the servants of Darkness, typically monsters and demons, but also mortals who are avowed enemies of the Faith. The AoF takes **15 seconds** to perform and lasts for a period of **15 seconds x cleric's Piety**. A person may receive the benefit up to **3 times per week + 1 per 7 Piety**. A success gives **+1** damage point per 3 Piety that the recipient possesses and this is added to the damage done by his weapon. A success with **Crit Die 10** bestows the same damage bonus as above, but also **add +1** to the Crit Die result.

Prayer for Strength of the Righteous ‡

PFF: 25
SC: Faith TSC% + Cleric's PFF then 2/3 Recipient's Piety AR if bestowed
Cost: -6 FP from Cleric

This empowers a cleric to battle Forces of Evil or do a good deed needing strength. A priest may bestow **Strength** on other believers. The AoF takes 15 seconds to perform and lasts for 15 seconds per 2 Piety of the recipient. The recipient can only receive the benefits of this AoF **3 times per week + 1 per 7 Piety**. A success will give the recipient **1.5 x CCAP/LCAP** and **+3** to damage inflicted. If a success with **Crit Die 10** the recipient receives **2 x CCAP/LCAP** and **+6** to damage inflicted.

Prayer to Detect Magical Forces ‡

PFF: 25
SC: Faith TSC% + Priest's PFF
Cost: -3 FP from Priest

This alerts a priest to sense magical forces nearby and lasts for a period of **15 seconds**. Each successful use of this AoF in an area enhances the Crit Die roll by **+2** within a radius of **10 feet + priest's Piety**. If a success he knows the direction of the magick. If a success with **Crit Die 10** he knows exactly where the magick is located and has a good idea of its nature and power.

Prayers to Find the Open Way ‡

PFF: 30
SC: Faith TSC% + Cleric's PFF
Cost: -3 FP from Cleric

A Higher Power may sometimes guide those who dedicate their lives to service of the Deity. A cleric may invoke the benefits **once each day per 4 Piety**. The AoF takes 1 minute to perform. A success with a **Crit Die 03+** points to safety. A coincidental event may nudge the cleric in the right direction. A success with **Crit Die 08+** shows an unmistakable sign.

Example:

Brother Arbutus and his friends are lost in dense woods. They hear the baying hounds of their pursuers. Brother Arbutus sees a deer leap through an impenetrable thicket. There is a gap, a safe, quick path through the undergrowth! Or again, the party is in a maze of caves. The passage branches in three directions. The Gamemaster informs Brother Arbutus that he has a strong conviction they must take the right branch, the only safe passage of the three.

Prayer to Recognise Evil ‡

PFF: 30
SC: Faith TSC% + Cleric's PFF
Cost: -3 FP from Cleric

This empowers any cleric to sense underlying evil in someone or in some object. The AoF takes 15 seconds to perform. A success means some form of awareness manifests itself as a disturbing unease in the presence of an Evil person or object, a feeling of dread or maybe revulsion. A success with **Crit Die 08-10** means that if it is a person, malevolent intentions become transparent to the cleric. If it is an object, he knows it is Evil and unclean!

Ritual: Remove Curse ‡

PFF: 35
SC: Faith TSC% + Priest's PFF then 1/2 Recipient's Piety AR
Cost: -12 FP from Priest

This empowers a priest to remove a magical Curse. The victim must be of the same religion and believe that the Deity can remove the curse. The AoF takes 3 hours to perform.

- 1 An accursed character may have a **Remove Curse** attempted on him only **once** each week. He must take Holy Communion at Mass, confess, and do assigned penance as his part in seeking release from the curse. He must also refrain from conduct that his religion regards as "unworthy" or wrong.
- 2 Since only a willing (or comatose) person may have a Curse removed the priest may have to "convince" him (as certain Curses call for the victim to resist with **Willpower**). If so, the priest may use a **Charismatic Skill + (2% x his Piety)** to oppose the **Willpower** check, that is, to talk the person into allowing the **Remove Curse** to be performed on him.
- 3 Success and a Crit Die result that counters the PSF of the Curse-caster are required to lift the Curse and these are shown in *Table 7.10 - Remove Curse - Crit Die Result*. A success with **Crit Die 10** always results in the lifting of any Curse, no matter how high the PSF% of the Curse-caster might be!

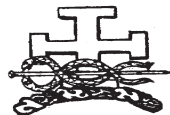
PSF of Curser	Crit Die	PSF of Curser	Crit Die
Under 20	01+	61-70	06+
21-30	02+	71-80	07+
31-40	03+	81-90	08+
41-50	04+	91-100	09+
51-60	05+	101+	10

TABLE 7.10 - REMOVE CURSE - CRIT DIE RESULT

Prayer to Smite the Godless - II ‡

PFF: 40
SC: Faith% + Cleric's PFF
Cost: -9 FP from Cleric

A more powerful form of the AoF **Smite the Godless - I**. The AoF takes **15 seconds** to perform and lasts for **15 seconds per 2 Piety** of recipient. The recipient may only receive the benefits of the AoF **3 times per week + 1 per 7 Piety**. A success with **Crit Die 01-04** will result in **+1** damage point per 4 Piety of the recipient being added to whatever damage done by his weapon when fighting Evil. A success with **Crit Die 05-09** will result in **+1** damage point per 4 Piety to the weapon damage and also **adds +1** to the Crit Die result as well! A success with **Crit Die 10** results in **+1** damage points per 4 Piety to the weapon damage and also **adds +2** to the Crit Die result.



Prayer for Strength of the Holy †

PFF: 45

SC: Faith TSC% + Cleric's PFF then 1/2 Recipient's Piety AR if bestowed

Cost: -5 FP from Cleric

This is the same as the AoF **Strength of the Righteous** except it is potentially much more powerful. The AoF takes 15 seconds to perform and will last for 15 seconds x recipient's Piety. The recipient of the AoF may receive its benefit's **3 times per week + 1 per 7 Piety**. If success with **Crit Die 01-03** the recipient gains an increase of **1.5 x CCAP/LCAP** and **+3** to damage inflicted. If success with **Crit Die 04-09** the recipient gains an increase of **2 x CCAP/LCAP** and **+6** to damage inflicted. A success with **Crit Die 10** the recipient gains an increase of **3 x CCAP/LCAP** and **+9** to damage inflicted.

Ritual: Exorcist Demons †

PFF: 45

SC: Faith TSC% + Priest's PFF

Cost: -12 FP (see below)

This empowers a **priest** to banish any demonic spirit back to its Plane of Existence if it fails a **Willpower** roll - Exorcist's PFF. The AoF takes a minimum of **1/2 D10 hours** to perform and will cost a further **-1 FP per half hour** required after that time. If several clerics participate, the Fatigue cost can be shared between them, as in the case of a priest being assisted by two monks. Check for success failure at the end of the total time required. A success will mean that the demon must succeed with its **Willpower** roll or it will be exorcised and banished from the world for **7 days x Faith skill level** of the exorcist. A success with **Crit Die 10** will mean that the demon must make a **Willpower** roll at **1/2 PSF%**. If it fails, it is exorcised and banished from the world for 101 days!

Visions †

PFF: 50

SC: Cleric's Piety AR

Cost: -1/3 total FP from Cleric

A **cleric** may fast, meditate, and pray for 3 days and nights without sleeping, then he sleeps. The answer to his concerns may come in a dream if he succeeds in a Piety AR with **Crit Die 06+**. The preparation for a **Vision** is very fatiguing. Each day costs **1/3** of the cleric's total possible Fatigue for the entire day and cannot be recovered until the period of preparation is over. When he goes to sleep, the cleric seeking the vision will be totally exhausted, his Fatigue Levels drained to zero, and he will require **double** the normal sleep to recover his Fatigue fully unless it is part of his vision that these be completely restored when he awakes.

Note: This is the only AoF that may also be **forced** upon literally anyone, clerics and lay people, believers and unbelievers alike, without their seeking it or even wanting it. Specifically, a believer has a chance of experiencing some sort of vision when performing religious devotions (at Mass or in Personal Devotions) and obtaining **1%** on the 1D100 with a **Crit Die 10**. The Gamemaster may also expose a character to a visionary experience when the unfolding story line in the adventure calls for it.

This vision may be as simple as showing the believer what will occur as a result of the request. It may be a highly detailed and graphic vision involving the appearance of a Saint. It could also be about some unrelated matter that the divinity thinks the believer should pay attention to. In this form, it often is not recognised as a visionary experience at all, but in some instances its clearly supernatural nature cannot be mistaken.

MIRACLES

A "miracle" is the Divine response to the plea, "*Oh, great and powerful Divine Being . . . DO SOMETHING!*" In a sense, any prayer being answered is a form of miraculous event. However, we are considering very special occasions here. A cry for divine intervention often is made when there is either no time or not enough information to identify or call for the effect desired.

Many of the prayers and rites already described can give rise to results far beyond the expectations of those praying. These could rightly be termed "miraculous" occurrences.

The Medieval mind was quite prepared to accept what we moderns would regard as mere coincidence to be active assistance from the Deity. Medieval people believed in Miracles. They expected them to happen and read the hand of God or some protective Saint in the fortunate occurrences in their lives. If prayer and religious rites were involved, any recovery from illness, poisoning, wounds, etc., would instantly be seen as unquestionably "miraculous" in nature, clear evidence that the Divinity was working on our behalf. So would any occurrence quite **out of the ordinary** and most **fortunately** happening at a time, place and way so it benefited someone **beyond reasonable expectation**.

Such events would not be seen as normal, given how favourable the result was and given also the fact that someone had prayed for **HELP!** just before aid arrived.

Example:

A character's ship has just sunk. He is trying to keep his head above water. He prays for help. A broken mast just happens to float by for him to hang onto! Another example could be that a character falls off the edge of a cliff. Desperately praying for help (even a "*Help me, Lord!*" is enough to qualify), he suddenly sees an out-stretched branch within reach. Our shipwrecked character would regard a mast floating by as clear evidence of a "miracle!" He was drowning and the mast was "placed" in his reach by a benevolent Deity or Saint. Even the minimally religious would make a thank offering to the Saint he felt had interceded for him or go on a pilgrimage to the Saint's shrine. (From a gaming point, the Gamemaster will find pilgrimages ideal to introduce another adventure, to bring characters together, etc.)

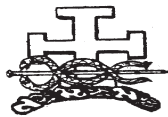
Handling **Miracles** can be tricky. The Gamemaster has to exercise discretion. He might make the event just striking and unusual enough to make it really stand out. A second is to put limits on the miraculous activity in the game. The essential difference between Acts of Faith and "Priestly Magick" lies right here. A priest in the Christian tradition cannot call upon the Deity whenever it seems "convenient". The circumstances must warrant requesting divine intervention. What makes prayer for a miracle justifiable is the **rarity** of such requests. The Deity prefers humanity to help itself, so a Miracle might be forthcoming **only** when people are truly pushed to their limits and beyond. Unlike Minor Miracles that are not powerful interventions and might easily be natural occurrences, Gamemaster's might consider limiting the number of **Miracles** and **Greater Miracles** a character might call upon in his **entire game lifetime**. Setting limits requires characters to reserve their prayers for **Miracles** that really matter.

Holy Debts: To invoke miraculous aid carries a very real cost. When a special benefit has flowed from the Deity to a believer, it is expected he will be suitably thankful. Gratitude is typically expressed in the form of **sacrifice**, a common practice in all religions. The Believer willingly gives up something of value to him, surrendering it into the possession of the Deity. We distinguish between several orders of sacrifice:

S1: Devoting 1-3 hours per day for a period of time (perhaps every day for one or two weeks) to give thanks and praise.

S2: Prayers of Thanksgiving and also a offering of material value, perhaps money or some item donated to the church or alms given to the poor or some service to the Faith. The offering need not be lavish but should be reasonably generous and appropriate to the means and station of the donor.

S3: Prayers of Thanksgiving, an offering of material value and also some other offering. It might be in the form of paying for several Masses to be said or a vow to give up some cherished activity for a period of time. E.g. "I shall not drink wine nor beer nor any other alcoholic spirits" or "I will eat no meat".



S4: Prayers of Thanksgiving, an appropriate offering of material value or service, and also **serious penance** in the form of a vow to reform by avoiding some temptation or weakness to which he is especially prone. For instance, an inveterate gambler might vow to forego wagering in the future. He will be tempted and may fail from time to time, of course, being but a mortal sinner. However, he will persist in trying to "perfect" himself by avoiding such activities. This form of sacrifice brings "character flaws" into play and can be a source of much interesting role-play. Alternatively, he could make a significant donation to the Church, go on a pilgrimage to the shrine of a Saint, etc.

S5: In instances where a truly great benefit has been received, the recipient makes a major sacrifice. He might willingly offer something of significant value to him, perhaps a substantial gift of land or money to the Church. He might vow some undertaking of note, go on a major pilgrimage to a distant holy place, join a Crusade, or set out to rid the land of some especially iniquitous Evil, etc. In addition, he will pay special attention to his religious devotions, praying regularly, attending Mass frequently, etc.

Holy Debts should not be taken lightly. Should a character fail to hold up his end and not square accounts with the Deity, he will not be "penalised" directly by reductions in PSF%, etc. However, his "luck" may not hold. For instance, trouble might seem to dog his steps more than normal. When he has need of divine intervention, somehow that divine assistance is not forthcoming, or it may be at an added cost in the form of a loss of something of value, which he was not prepared to sacrifice in the first place.

Fatigue Costs: It might be noted that no Fatigue costs are exacted for Miracles. This reflects the probability that most divine interventions of such a nature will be made in extreme circumstances. It would be inappropriate to penalise characters by exacting large amounts of FP from them when they already are in a great deal of trouble. Their sacrifice will come later.

If there is no dire need and time is available, the following Fatigue costs can be required of a supplicant when the TSC% dice are rolled:

Minor Miracle: 6 FP + 1D10 FP with a full -16 FP exacted if the miracle is denied.

Miracle: 12 FP + 1D10 FP, with a full -22 FP exacted if the miracle is denied.

Greater Miracle: 24 FP + 1D10 FP, a full -36 FP exacted if the miracle is denied.

Prayer & fasting can increase the chance of a miraculous intervention when one has time to spend in deep religious devotions. However, there is a maximum TSC% for each kind of Miracle, and one can never be certain that such prayers will be granted. While fasting, reduce Fatigue Levels to **3/4** normal maximum and then reduce that by **-1 FP** per fast day thereafter to have the following effects:

Minor Miracle: +1% per day spent in prayer & fasting to maximum **1/2** of supplicant's Belief Points.

Miracle: +1% per day spent in prayer & fasting to maximum **2/3** of supplicant's Belief Points.

Great Miracle: +1% per day spent in prayer & fasting to maximum **3/4** of supplicant's Belief Points.

Piety can increase the chance of a miraculous intervention, in this instance by enhancing the Crit Die result as follows:

Minor Miracle: PTY 13-15 gains +1; PTY 16-20 gains +2; PTY 21-25 gains +3 and PTY 26+ gains an automatic **Crit Die 10**.

Miracle: PTY 14-16 gains +1; PTY 17-18 gains +2; PTY 19-21 gains +3; PTY 22-25 gains +4 and PTY 26+ gains +5.

Great Miracle: PTY 16 gains +1; PTY 17-19 gains +2; PTY 20-23 gains +3; PTY 24-27 gains +4 and PTY 28+ gains +5.

Minor Miracle

PFF: 10
SC: 2/3 Faith TSC%
Cost: S1 to S3.

This AoF is available to **any believer**. It can be invoked for the benefit of another or requested for oneself. The AoF involves calling upon one's Deity for a small miracle. A **believer** should first pray for **1D10 hour** but may make a desperate plea when there is **no** time for lengthy prayers. The time taken for a response will be 15 seconds. A success with the following will result in a **Minor Miracle**:

Crit Die 06-10: Minor Miracle for an ordained Priest.

Crit Die 08-10: Minor Miracle for a monastic.

Crit Die 09-10: Minor Miracle for a lay person.

If all of the above cases a success with **Crit Die 10** the invoker loses no Fatigue and the recipient makes a Piety AR roll. If he is of the same religion and succeeds in his AR roll with Crit Die 10, his Piety increases +1.

A **Failure** will mean that the *Table 7.9 – Act of Faith – Fatigue Cost* may be consulted to determine FP costs for vain prayers for **Minor Miracles** if the Gamemaster regards it as appropriate to the situation.

- 1 Minor Miracles involve the possible, nothing more. It could even be explained away as a natural phenomenon, a "coincidence" that happened to work in the recipient's favour.
- 2 The supplicant cannot stipulate exactly what he wants to happen. He can only ask for divine assistance in a matter beyond his powers to solve.
- 3 It is up to the Gamemaster to decide what occurrence or event might be appropriate under the circumstances. It should not be anything impossible or even very improbable. It should also fit the situation.
- 4 A common form of a **Minor Miracle** is an **opportunity for a character to save himself**. Such opportunities often carry a "price". If our falling character had his prized sword in his hand at the time, he has to drop it to save himself from falling to his death. *"The Lord truly helps those who help themselves!"* The individual must seize the opportunity **and** pay the price.

Miracle

PFF: 25
SC: 1/2 Faith TSC%
Cost: S3 to S5

This AoF is available to **any believer**. It can be invoked for the benefit of another or requested for oneself. A Miracle is a serious intervention and should never be sought lightly. A **believer** should pray for **10 + 1D10 hours** but may make a desperate plea when there is **no** time for lengthy prayers! A success with the following will result in a **Miracle**:

Crit Die 08-10: Miracle for an ordained Priest.

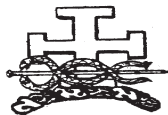
Crit Die 09-10: Miracle for monks.

Crit Die 10: Miracle for lay believers.

On any success with a **Crit Die 10**, all those directly involved in the Miracle must make a Piety AR:

- 1 If a believer in the religion succeeds in his PTY AR with **Crit Die 09-10** his Piety level increases +1 (up to a maximum of PTY 20).
- 2 A non-believer who was part of the **Miracle** must also make a PTY AR to test his faith in his own beliefs. **If he fails his PTY AR and rolls Crit Die 01, he converts to the other religion!** He will be unconverted if he succeeds or if he has PTY 12+. But his beliefs will be badly shaken and he is stunned for **15 seconds** by what he has witnessed, as will any non-believing atheist.
- 3 The Gamemaster decides the shape the **Miracle** will take. Players cannot dictate the outcome, like they were making a wish for some Djinn to grant. It is an event that strains the odds of probability. It fits the situation, is remarkable in nature, but does not itself solve all of the character's problems.

A **Failure** will mean that the *Table 7.9 – Act of Faith – Fatigue Cost* may be consulted to determine FP costs for vain prayers for a **Miracle** if the Gamemaster regards it as appropriate to the situation.

**Greater Miracle ‡**

PFF: 50
 SC: 1/3 Faith TSC%
 Cost: S6.

This AoF is available to **any believer**. It can be invoked for the benefit of another or requested for oneself. A Greater Miracle is a truly powerful intervention and should never be sought lightly. A **believer** should pray for **10 + 1D10 hours** but may make a desperate plea when there is **no** time for lengthy prayers!

A success with **Crit Die 10** brings a **Greater Miracle** for a monk or member of a Holy Fighting Order and his Piety also increases by +1.

A success with **Crit Die 09-10** brings a **Greater Miracle** for an ordained priest and his Piety also increases by +1.

A **Failure** will mean that the *Table 7.8 – Act of Faith – Fatigue Cost* may be consulted to determine FP costs for vain prayers for a **Greater Miracle** if the Gamemaster regards it as appropriate to the situation.

In its mightiest form, a **Greater Miracle** is akin to an event like the parting of the Red Sea. The Gamemaster has to exercise discretion but should be prepared to make it spectacular, at least on the order of effects created by MR 9 and MR 10 magical spells.

- 1 If the **Greater Miracle** is invoked for the benefit of a specific person or persons who believe in the religion, each one has a chance of their Piety increasing by +1 on making a successful Piety AR with a **Crit Die 06+**.
- 2 If the **Greater Miracle** is invoked to **convert**, those affected will make a Piety AR roll to test their Belief. Anyone failing converts on the spot on rolling **Crit Die 01-03**. A conversion of a priest of another organised religion or a pagan priest-mage cannot be brought about in this way if he has Piety 15+
- 3 **Everyone in the area** who witnesses the event sees it as being either an undoubted intervention from on High or else a very powerful magical effect. Believers are likely to see such an event as miraculous, as the prayers of a cleric called it down. Non-believers will be likely to see the event as a form of magick but might also have their own faith tested.
- 4 **Witnesses** who are believers and who also **succeed** in their Piety AR rolls with **Crit Die 09-10** have their Piety increased +1.
- 5 **Witnesses** who are not of the same religion must make Piety AR rolls to test their belief. If they fail their AR and also have **Crit Die 01-02**, they convert. Only non-believers with Piety 15+ will remain firm in their beliefs. All non-believers witnessing the **Greater Miracle** will be shaken to the core of their being and will be stunned into complete inactivity for 30 seconds.

Since it is so rarely granted, a **Greater Miracle** should never be wasted on less than the most serious and important matters that might confront a supplicant in his entire lifetime.

PRIESTLY “MAGICKS”: SPECIALISED “MIRACLES”(OPTIONAL)

In fantasy campaigns in which clerics have greater capabilities than “normal”, several or all of the following specialised “miracles” may be allowed, at the Gamemaster’s discretion. While they could be treated as Miracles, they can also be viewed as “Priestly Magick”. As such, they are the result of careful preparation of the rituals that are needed to perform them and to call upon the Divine Power so that it will work the desired result.

The various benefits are classed as if they are **Minor Miracles**, **Miracles** and **Greater Miracles**. If the Gamemaster so desires it, these classifications can be used to gauge their effect on believers and non-believers who receive the benefits or who witness them close at hand, requiring a Piety AR. Also, the following conditions apply to their use as “Priestly Magick”:

- 1 A priest or lay cleric **must have the Piety requirement** specified for the “equivalent” **Minor Miracle**, **Miracle**, or **Greater Miracle** as given earlier.
- 2 The TSC% requirements in the specialised miracle description must be fulfilled for a success to occur. In most instances, **the Belief of the recipient is the deciding factor**. A cleric’s Belief, ability, etc., is usually not enough in itself to create the effect desired. This is an essential difference between “Priestly Magick” and the Magicks worked by secular mages.

- 3 A cleric may call upon specialised miracles for the benefit of non-believers, substituting his own Piety AR for that of the unbelieving recipient, but at **double** the FP cost if a success with **Crit Die 05-08** and **triple** the cost if a success with **Crit Die 01-04**.

- 4 A cleric (including pagan Priest-Mages) **never** takes credit for the success of a specialised miracle and attributes it entirely to the Divinity or Saint to whom he prayed to perform it. To encourage others to accord him any personal credit for the miracle’s occurrence or to claim such for himself is sacrilegious and automatically reduces his Piety and his Belief by **1/2** until he makes suitable atonement and sacrifice to his Deity! This is another essential difference between Priestly Magick and secular Magick.

- 5 Because of their very nature, the cost of the higher specialised miracles is substantially greater than for most Acts of Faith. The priest or cleric often needs to exert heroic efforts in his prayers and rituals in order to gain the divine intervention sought. Since he not only pays a significant price in FP from his personal store but also exhausts a considerable amount from his share of the Belief Pool of his congregation, he does not lightly attempt to gain such interventions and does so only when the need is great.

Purify Food and Water †

PFF: 35
 SC: 1/4 Priest’s Piety AR + PFF
 Cost: -6 FP from Priest. Recipients offer S1.

Equivalent: **Minor Miracle**:

This empowers a **priest** to Bless food and water for **1 person x Priest’s Piety** so it is purified of tainted materials naturally in it, making them safe for consumption. A success with **Crit Die 06–10** is required. The AoF takes 1 minute to perform but it will not neutralise poisons, drugs, etc, but does reveal their presence to a perceptive cleric.

Restore the Faithful ‡

PFF: 40
 SC: 2/3 Faith TSC, plus Cleric’s PFF
 Cost: -9 FP from Cleric. Recipient offers S2.

Equivalent: **Minor Miracle**:

This empowers a **cleric** in a moment of relative quiet (a lull in battle qualifies), to bestow a special benediction and sprinkle holy water on a believer to restore energy levels. The AoF takes 1 minute to perform and it restores **1 FP x recipient’s Piety**. It is limited in that the believer may receive the benefit **once** per day.

Cure the Wounded †

PFF: 50
 SC: 1/2 Recipient’s Faith TSC, plus 2/3 Cleric’s PFF
 Cost: -18 FP from Cleric. Recipient offers S2.

Equivalent: **Minor Miracle**:

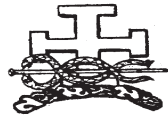
This empowers a **priest** in a moment of relative quiet to bestow a special benediction and sprinkle holy water on a wounded character to restore Body levels. The AoF takes **1 minute** to perform and it restores **1 x 1/2 recipient’s Piety** in Body points, remaining wounds heal in **1/2** normal time. It is limited in that a believer may receive such benefits **once** per day.

Neutralise Toxins †

PFF: 60
 SC: 1/2 Recipient’s Faith TSC, plus 3/4 Cleric’s PFF
 Cost: -24 FP from Cleric. Recipient offers S3.

Equivalent: **Miracle**

This empowers a **cleric** to halt the effects of a poison or drug and “draw them forth” from a victim. Alternatively, purify poisoned food and drink for **1 person x priest’s Piety**. The AoF takes **15 seconds** to perform but it is limited in that it only stops further damage and eliminates toxins so the recipient survives. Natural healing repairs the damage. If a success with **Crit Die 04-09** stops damage or restores a victim to consciousness and lucid thought by destroying foul chemicals in his system. If a success with **Crit Die 10** the recipient gains the benefits as above, but heals in **1/2** normal recovery time.



Restoration †

PFF: 60
SC: 1/2 Recipient's Faith TSC, then 3/4 Cleric's PFF
Cost: -18 FP from Cleric. Recipient offers S3.
Equivalent: Minor Miracle

This empowers a cleric in a moment of relative quiet to bestow a special benediction and sprinkle holy water on a believer to restore energy. The AoF takes 1 minute to perform and if successful 7 FP + 1 FP x recipient's Piety in Fatigue is restored. It is limited in that the believer may receive the benefit three times per week.

Cure Disease †

PFF: 65
SC: 1/2 Recipient's Faith TSC, then 2/3 Cleric's PFF
Cost: -24 FP from Cleric. Recipient offers S4.
Equivalent: Greater Miracle

This empowers a cleric to ensure survival of a very sick person. The AoF takes 10 x D10 minutes to perform and is limited in that the believer may receive the benefit once per illness. A Failure means no repetition of the Cure is possible by any other cleric. A success with Crit Die 01-05 means the patient will begin to heal and will have fully recovered from the effects of a major illness in 11 weeks - Crit Die result. Minor illnesses will see full recovery in 11 days - Crit Die result. A success with Crit Die 06+ means the illness runs its course, but it cannot kill nor permanently injure or impair him now that the priest has called upon the healing powers that Faith provides for those who serve the Deity. In the case of incurable diseases (like leprosy) or magical "curse" diseases (Leprosy of the Tomb, The Mummy's Curse, etc.), the disease will be instantly halted and healing will occur in 1 - 11 weeks, as for any other illness. A success with Crit Die 10 is as given above but the patient only takes 1/2 normal recovery time.

Heal Grievous Wounds †

PFF: 65
SC: 1/2 Recipient's Faith TSC, then 2/3 Clerics PFF
Cost: -24 from Cleric. Recipient offers S4.
Equivalent: Miracle

This empowers a cleric in a moment of relative quiet to bestow a special benediction and sprinkle holy water on a believer to restore his Body levels. The AoF takes 1 minute to perform and will restore 7 Body Points + 1 x recipient's Piety; remaining wounds heal in 1/3 normal recovery time. It is limited in that the believer may receive the benefit only seven times in his lifetime.

Cure Blindness †

PFF: 90
SC: 1/3 Recipient's Faith TSC, then 2/3 Cleric's PFF
Cost: -33 FP from Cleric. Recipient offers S5.
Equivalent: Greater Miracle

This empowers a priest or Sainted cleric to restore lost sight. The recipient will see at normal acuity. The AoF takes 10 minutes x D10 to perform and but it is limited in that the believer may receive the benediction once in a lifetime.

Cure Deafness †

PFF: 90
SC: 1/3 Recipient's Faith TSC%, then 2/3 Cleric's PFF
Cost: -33 FP from Cleric. Recipient offers S5.
Equivalent: Greater Miracle

This empowers a priest to restore the power to hear. The AoF takes 10 minutes x D10 to perform but it is limited in that the believer may receive the benediction once in a lifetime.

Restore Use of Limb †

PFF: 90
SC: 1/3 Recipient's Faith TSC, then 2/3 Cleric's PFF
Cost: -33 FP from Cleric. Recipient offers S5.
Equivalent: Greater Miracle

This empowers a priest or Sainted cleric to restore full use to a badly damage limb (but not to regenerate a limb that has been amputated). It also can be used to cure general paralysis. The AoF takes 10 minutes x D10 to perform but it is limited in that the believer may receive the benediction only three times during his life.

Call Back the Dying †

PFF: 101
SC: 1/3 Priest's Piety AR
Cost: -48 FP from Priest
Equivalent: Greater Miracle

This very powerful AoF requires great Piety on the part of the priest. It should not be regarded as a "Resurrection"! When a character is injured past all mortal limits (damage at more than negative 1/2 Body level), the priest has a relatively small chance to "call back the soul" of the character before it passes over to the Other Side. The AoF takes 3 minutes to perform provided it begins within 7 minutes + 1 minutes x priest's Piety after the victim passed beyond 1/2 negative Body level. It is limited in that only one attempt can be made to call back a victim, failure means he dies. Certain other conditions also apply:

- 1 Body must be reasonably intact and able to survive once the soul returns.
- 2 There is no chance of success if victim's spine was severed, or his skull was crushed, or if the body was massively mutilated, burned, disintegrated, etc.
- 3 Success with a base Crit Die 09-10 is required but modify the Crit Die result by the following factors if the victim was mortally stricken:
 +2 while on a Holy Quest but before completing it.
 +1 before his time (i.e. murdered, accidental death, etc.)
 +1 at the "hands" of a Demon
 -1 when his time had come (valiantly as a hero, at the end of a Quest, in the service of the Faith, etc.)
 -2 from execution for crimes he did commit (no chance!)

Success brings the soul back into the body. Now it remains for the healing arts to help the victim survive, and prompt medical attention may be needed to stabilise the patient's condition and help the healing process to start.

FORMAL SACRED RITUALS: THE SACRAMENTS

The Sacraments reflect the essential nature of institutional religious worship in Christendom. Only ordained priests may perform Sacraments. The Sacraments always succeed and are never checked because they are gifts directly bestowed by the Deity. The priest's "power" to invoke the Deity through a sacrament rests entirely in his office as priest.

Choosing a priestly vocation includes learning how to perform the Sacraments correctly. However, the candidate is not empowered to perform them until he attains the requisite PFF 20 in the Faith, at which point he will be ordained by his Bishop. Until he is ordained, the priestly candidate can access only those Acts of Faith available to a cleric (denoted †).

Baptism †

PFF: 15
Auto: Recipient always receives the benefits
Cost: -6 FP from Priest

This empowers a priest to baptise a convert (or newborn). The AoF takes one hour to perform and includes a Mass.

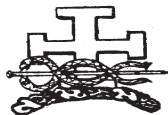
Benefit: Baptised individual receives the protection of the Faith. Those present all receive a Blessing for 3 days because they renew their own vows of Faith during the rite.

Confirmation †

PFF: 40
Auto: Recipient always receives the benefits
Cost: -3 FP from Bishop

This empowers a bishop to confirm baptised persons in the Faith and bestow the seven gifts of the Holy Spirit (includes a Mass). The AoF takes 1 hour to perform.

Benefit: All benefits of full membership in the Faith.

**Extreme Unction †****PFF:** 20**Auto:** Recipient always receives the benefits**Cost:** See Below

This empowers a **priest** to give spiritual aid and comfort, with remission of sins, and also, conditionally, to restore bodily health to seriously ill believers. It consists in the unction of the body of the sick person with sacred oil.

Note: Both the spiritual **and** the physical well-being of the recipient is sought.

Types of **Extreme Unction** are the following:

Last Rites †**Auto:** Recipient always receives the benefits**Cost:** -3 FP from Priest

The priest can anoint **any believer** who is dying, hear his final confession, and absolve him of sins. The AoF takes 1 minute to perform but additional prayers, etc., can extend the time.

Benefit: Believer dies "shriven" of his sins and knowing he has made his peace with God (which was **very important** to medieval people!)

Anointing the Sick †**SC:** Recipient's Faith TSC%**Cost:** -3 FP from Priest

The priest can anoint **any** seriously ill person. The AoF takes 5 minutes to perform but additional prayers, etc. can extend the time. However, it is limited in that a person may only received the benefits **once** per crisis in an illness.

Benefit: If recipient **believes**, increase chance of recovery by **+1% x priest's Faith skill level** (and also by **+1% per 4 Piety** of recipient if the recipient is of the

Anointing the Wounded †**SC:** Recipient's Faith TSC%**Cost:** -3 FP from Priest

The priest can anoint **any** seriously wounded person. The AoF takes 5 minutes to perform but additional prayers, etc. can extend the time. However, it is limited in that a person may receive the benefit once per 24 hours.

Benefit: If the recipient **believes**, **+1% per 2 Faith skill levels** of the priest and **+1% per 4 Piety** of recipient, are applied to the healing rate for 24 hours. A success with **Crit Die 08-10** enables healing at one activity level higher and, if full bed rest, at **double** healing rate for 24 hours.

Note: If the sick or wounded recipient of anointing is comatose or otherwise in such extremis that he is unable to understand what is happening, the Priest may substitute his own Piety AR. If the anointing is performed on any non-believer, the Priest can substitute 1/2 his own Piety AR, and a success will be regarded by the unbeliever as a true "miracle," requiring him to make a Belief test of his own Faith.

Holy Eucharist (Mass) †**PFF:** 20**Auto:** Recipients always receive the benefits**Cost:** -6 FP from Priest

This empowers a priest to say Mass. The AoF takes one hour to perform and its effects last for 24 hours or until a recipient performs an unlawful or improper act. **Benefit:** Believers receive a 24-hour **Blessing** and, if they take the Eucharist, a special benefit as well (see **Attending Religious Services** (qv)) to do any task deemed lawful and proper.

- 1 We use "Eucharist" and "Mass" to mean any religion's most solemn sacrificial rites. "Mass" requires a sanctified altar containing a holy relic. Some priests had portable altar stones or altar cloths containing a relic in order to say Mass outside a church.
- 2 A Mass said for a **specific individual** gives him **7% + 1% per 4 Piety for 3 days**, under the usual conditions. A living person cannot have a Mass said for him more than once a month, and then only to aid in a Holy Quest or to recover from serious illness, wounds, etc. **Such a mass can aid even a non-believer** who otherwise cannot enjoy the benefits of such rites.

- 3 Celebration of "Mass" generates an impenetrable protective field around the celebrant and worshippers. No magick and no supernatural being can pass the invisible barrier. If performed on hallowed ground (as in a church), that protection extends to all sanctified ground.

- 4 Mass is a most sacred celebration of the relationship of believers to their Deity. It is not an easy means of casting great protections around a band of menaced characters. Misuse of the Mass by a priest brings serious reductions to his Piety level. Similarly characters that are believers suffer reductions if they show disrespect for the sacrament.

Matrimony †**PFF:** 15**Auto:** Recipients always receive the benefits**Cost:** -6 FP from Priest

This empowers the priest to join a couple in marriage and the Rite includes a Mass. The AoF takes between 1/2 an hour to 2 hours to perform including the Mass.

Benefits: As for Mass, except the married couple enjoys **Blessing** for 7 days.

Ordination †**PFF:** 40**Auto:** Recipient always receives the benefits**Cost:** -9 FP from Bishop

This empowers a **bishop** to hear the vows of a candidate for priesthood and confer upon him his holy office. The AoF takes between one to three hours.

Penance (Confession) †**PFF:** 20**Auto:** Recipient always receives the benefits**Cost:** -3 FP from recipient

This empowers the priest to absolve believers of sins and to impose penance. The AoF takes 10 minutes to perform.

Benefits: Restores any Piety lost through acts condemned by religion. Absolution requires true remorse and penance (prayer, fasting, a quest, etc.) as set by the priest.

ORGANISED RELIGION VERSUS MAGICK

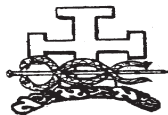
Magick and organised religions do not mix. This does not mean that the Church always hunted and killed all those who practised magick. For a large portion of the Medieval Period there was an uneasy truce between the Church and practitioners of magick. Still, Christianity, Islam and Judaism strongly disapproved of magick because magick flew in the face of the Will of the Deity. The same is also true of many religions depicted in fantasy novels.

Any character that follows an organised religion and practices Magick cannot have more than **Piety 15** for **Faith** purposes. Devout believers do not dabble in Magick! Practice of the **Black Arts** is forbidden: Necromancy, conjuring and consorting with demons and magically harming the innocent are crimes against humanity and the Deity, punishable by death and everlasting punishment in the hereafter. The Power of **Faith** can prove to be a thorn in the side of the most powerful practitioners of magick.

- 1 If a Magus is of the same organised religion as a cleric, he may receive religious benefits. He is no different than any other believer, except that his Piety has a maximum limit of 15 for **Faith** purposes. (See *Page 2-2 for modifiers to Priest*.)
- 2 A Magus does not gain a bonus to spell castings from any AoF. Rather, he suffers a **penalty** to his Targeting equal to the bonus granted by the AoF for the duration an AoF is in effect.

Example:

A Christian Mage with PTY 12 is blessed by a priest. He receives all bonuses **except for his magick**. Blessing is **anti-magical**, so he suffers a penalty to all of his spell castings for the **Blessing's** duration as shown in *Table 7.5 – Attending Religious Services*.



- 3 A Magus is affected by the penalties imposed by an AoF, no matter what his religion or Piety may be relative to the cleric invoking the AoF.
- 4 If unwilling to accept the benefits of an AoF, a Magus or any other character may **resist** with a **Willpower** roll minus the Personal Faith Factor of the one invoking the AoF.

Example:

If a priest had PFF 31, the Magus subtracts **-31%** from his chance of resisting the AoF by exercising his **Willpower**.

CANONIZATION & DEIFICATION (Optional)

Saints and **Demigods** may come into being when a Personal Belief Pool is created around/or for a person by others in their community.

If a person's Belief Points exceeds 50 then that person will begin to attract followers, awed by his unfailing belief in his deity. If that person maintains a following begins a Ministry, teaching the essence of his religion then that following begins to create a belief aura around the individual. For every Fatigue Point expended by worshippers at the location there is a chance the aura accumulates a Belief Pool. This chance is equal to **1% per FP** spent in worship led by the individual at any one time.

Example:

15 followers spend a total of 30 FP worshipping at Father Dominica's Mass on a Sunday. Father Dominica has amassed a Believe point total of 55. The chance that his personal aura may acquire a Belief Pool is $1\% \times 30$ (FP's) = 30%.

When the person dies, that Belief Aura will maintain its consciousness if the number of points available in it exceeds the subject's total life force (i.e. **full Fatigue + 1.5 x full Body**) at the time of his death.

Canonisation or **Deification** is merely the recognition and thereby the stabilising of the flow of energy to a Personal Belief Aura. If someone is not canonised or deified, then that belief aura will only last as long as the believers contribute. Every time that Saint is called upon in prayer, then the chance of obtaining a belief point is the same as before. Individual saint's days are regarded as specific points when the saints believe aura is recharged.

A minor deity will "fade away" once its last personal Fatigue point in the Belief Pool is used. If the being was officially recognised by canonisation or deification, he will become dormant until someone believes in them again. If not, the being eventually dies forever.

The energy flow may be destabilised if official recognition is removed. An example of this would be St Christopher. He may have been "un-canonised" but by now he's got such a **huge** belief pool that it is virtually self-sustaining. Believers will believe and contribute as long as the miracles hold out.

HOLY GROUND (Optional)

If formal worship is performed in an area specifically dedicated to the religion, **one thousandth** of the total FP spent in worship there will "sink" into the area and become a Belief Pool for that area. The more FP accumulated in the ground, the "Holier" it becomes. After a time, some areas will become extremely charged. An area is considered "Holy Ground" when it has either been deliberately consecrated by a priest (see **Acts of Faith** (qv)) or it has accumulated 200 Belief Points through worship there over time, enough to consecrate it.

Example:

A local saint's shrine accumulates ten times the FP available for priestly duties per week. The burial place of St Matthias has $6 \times 10 \times D10$ FP accumulating weekly. Roll once for the typical years' average, say the result was $60 \times 5 = 375$ FP per week for 52 weeks. That is $300 \times 52 = 15,600$ FP per year. Now $1/1000$ th of this is 15.6 FP. In $200/15.6 = 12.82$ years the shrine becomes Holy Ground solely through the devotions of worshippers who come to venerate the saint.

The more charged a place becomes, the more likely that it will develop special qualities. Such "miraculous powers" start to become apparent when a place has accumulated 2,000 full Belief Points.

Example:

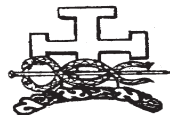
Returning to our local saint's shrine, in $2000/15.6 = 128.2$ years, wondrous and miraculous events begin to be noticed in the area around St Mathias's gravesite. Now had the grave been located in a large priory with a large rural congregation also attending, the time period would have been much less: $10 \times (6 + 7.5 + 15) \times D10$ or $285 \times D10$ FP per week. Using the same $\times 5$ multiplier for the D10, that is 1,425 FP per week or 7,410 FP per year. $1/1000$ th of this is 7.41 and $200/7.41 = 27$ years passing before clearly remarkable and miraculous occurrences begin happening at the shrine.

In such circumstance the shrine can act as an ordained priest, granting Miracles or other Acts of Faith.

To calculate the Faith of the Shrine, divide the Belief Point pool by 100 to find the PFF. The SC of the shrine will always be 30. Thus a new shrine granting Miracles would have TSC 50% to cast Acts of Faith.

Successful Specialised Miracles may only be received once by an individual in their lifetime at a particular shrine. Other Miracles may only be called upon once per year by an individual and can only be requested if part of a specific pilgrimage to that shrine.





THE APOTHECARY SHOPPE

In **Chivalry & Sorcery: The Rebirth – Vol. I Core Rules** we included a chapter on the marketplace, but for completeness, the following equipment is included for Mages and Priests.

THE APOTHECARY SHOPPE

The following materials are used to make magical potions, powders, & devices. Skill in **Herbology** may be used to Find herbs and woods in the wild (minus the Find Modifier indicated).

Herbs & Flowers

Note: All weights are given for Herbs & Flowers are in 1/4 oz unless stated and all prices are in pennies.

Herb/Flower	Find Mod.	% in Shop	Cost
Anemone	-25	60%	3
Angelica	-30	50%	9
Anise	-10	70%	3
Apple	-20	90%	1
Ash	-15	90%	1
Astafoetida	-35	40%	5
Avens	-30	50%	5
Balm of Gilead	-40	30%	40
Basil	-15	90%	1
Bay	-25	80%	1
Benzoin	-35	40%	35
Betony	-25	50%	6
Bistort	-25	40%	9
Bittersweet	-20	80%	2
Broom	-10	70%	3
Bryony	-20	60%	6
Burdock	-05	80%	2
Cactus	-90	20%	10
Camomile	-05	80%	1
Camphor	-90	60%	3
Caraway	-	90%	1
Carnation	-50	70%	3
Catnip	-15	80%	2
Celandine	-25	60%	4
Cinnamon	-	30%	13
Cinquefoil	-20	60%	4
Clover	-05	90%	1
Clove	-50	80%	1 3/4
Comfrey	-20	70%	3
Coriander	-45	60%	3
Cumin	-50	50%	4
Dragon's Blood	-50	30%	40
Elder	-05	80%	2
Fennel	-20	80%	1 3/4
Fern	-20	90%	1
4-Leaf Clover	-90	10%	240
Frankincense	-35	20%	240
Garlic	-25	90%	3/4
Geranium	-70	60%	4
Gooseberry	-25	90%	1

Herb/Flower	Find Mod.	% in Shop	Cost
Hawthorn	-20	90%	1
Hazel	-20	90%	1
Heather	-20	90%	1
Henbane	-35	70%	3
Holly	-45	70%	3
Honeysuckle	-10	70%	3
Hops	-30	90%	3/4
Horehound	-35	60%	4
Hyssop	-40	60%	4
Ivy	-10	90%	1
Juniper	-30	80%	2
Lavender	-50	60%	3
Laurel	-35	70%	3
Mandrake	-90	10%	20
Marigold	-30	70%	3
Marjoram	-50	80%	2
Mistletoe	-25	20%	15
Mugwort	-25	50%	5
Myrrh	-70	20%	360
Mint	-10	90%	3/4
Myrtle	-35	60%	3
Nettle	-10	80%	2
Nutmeg	-80	30%	64
Oak	-30	30%	6
Onion	-30	90%	1
Parsley	-30	90%	3/4
Pepper	-90	40%	320
Peppermint	-20	90%	8
Periwinkle	-35	50%	3
Pimpemel	-35	50%	5
Poppy	-40	40%	10
Primrose	-30	80%	2
Rose	-30	80%	2
Rosemary	-30	70%	2 3/4
Rue	-30	50%	4
Saffron	-40	30%	32
Sage	-20	90%	3/4
St. John's Wort	-40	50%	12
Snappdragon	-40	80%	2
Solomon's Seal	-40	50%	10
Star Anise	-40	50%	8
Thistle	-0	90%	1
Thyme	-10	90%	3/4
Valerian	-25	60%	5
Vervain	-30	50%	6
Vine	-10	90%	1
Violet	-10	80%	2
Walnut	-20	70%	3
Wolfsbane	-30	60%	6
Wormwood	-50	20%	10
Yarrow	-10	80%	2

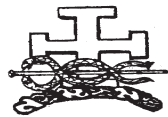
Magical Materials: Woods

Woods	Wgt.	Find Mod.	% in Shop	Cost
Acacia	1 oz	-70	20%	10
Apple	1 lb	-20	70%	3
Ash	1 lb	-15	50%	5
Cypress	1 lb	-50	20%	10
Elder	1 lb	-05	70%	3
Elm	1 lb	-10	70%	3
Fir	1 lb	-10	70%	2
Hawthorn	1 lb	-20	50%	5
Hazel	1 lb	-20	50%	7
Myrtle	1 lb	-35	60%	4
Oak	1 lb	-30	20%	25
Pine	1 lb	-10	70%	1
Rowan	1 lb	-30	30%	10
Sandlewood	1/4 oz	-30	30%	10
Walnut	1 lb	-20	60%	5
Willow	1 lb	-10	70%	5

Magical Materials: Stones

All quantities are 1 caret of stones.

Stone	Available	Cost
Agate	90%	7
Alum	90%	1
Amber	50%	100
Amethyst	50%	100
Aquamarine	90%	20
Asbestos	90%	3
Aventurine	70%	12
Azurite	60%	70
Beryl	60%	25
Bloodstone	60%	80+
Calcite	60%	3
Carnelian	60%	15
Cats-Eye	60%	40
Chalcedony	60%	15
Chrysolite	60%	15
Coral	60%	15
Crystal	60%	100+
Diamond	50%	1,500+
Emerald	50%	1,500+
Flint	80%	3
Fossil	30%	600+
Garnet	60%	50+
Hematite	60%	10
Holey Stones	60%	40
Jade	60%	400+
Jasper	60%	50
Jet	50%	50+
Lapis Lazuli	40%	300+
Malachite	60%	30
Moonstone	50%	120+
Obsidian	60%	80
Onyx	60%	60
Opal (Black)	50%	350+



Stone	Available	Cost
Pearl	64%	500+
Petrified Wood	60%	500+
Pumice	60%	20
Ruby	50%	1,200+
Salt crystals	80%	7
Sapphire	50%	1,200+
Sardonyx	50%	200+
Sodalite	50%	100
Sphene	50%	400+
Staurolite	50%	100
Sulphur	90%	1
Sunstone	50%	120+
Tiger's Eye	50%	300+
Topaz	50%	300+
Tourmaline (All Colours)	50%	300+
Zircon (All Colours)	50%	300+

Magical Materials: Metals

Metal	Wgt.	Available	Cost
Antimony	1/4 oz	50%	100
Brass	1 oz	80%	9
Copper:	1 oz	90%	2
Electrum	1/2 oz	60%	70
Gold	1/2 oz	90%	112
Iron	5 lb	90%	120
Lead	5 lb	90%	100
Lodestone	1 oz.	30%	150
Mercury	1 oz.	50%	500
Pyrite	1 oz.	50%	100
Silver	1/2 oz.	90%	10
Tin:	4 oz.	60%	20

Magical Materials: Miscellaneous

These are materials taken from enchanted beasts, etc. Further details are given in **The Gamemasters Companion (Vol. III – Core Rules)**.

Misc. Material	Wgt.	Available	Cost
Blood	1/4 t	80%	6
Blood-Magus's	1/4 t	100%	bleed
Bone (horn, teeth, tusks, hooves)	1 oz	80%	2-20
Brandy/Cognac	1/4 t	Various	Market
Feathers, Hair	1/4 oz	80%	2-20
Internal Organ	3 oz	70%	2-20
Nail Clippings	1/4 oz	Var	Collect
Oil (olive, etc.)	1/4 t	90%	Market
Papyrus:			
1 x 22" x 35"	-	90%	Market
Parchment:			
1 x 22"x35"	-	90%	Market
Pure Water	1/4 t	70%	Collect
Red Wine:	1/4 t	90%	Market
Skin/Hide	1 oz	70%	2-20
Vellum:			
1 x 22"x35"	-	80%	Market

MAGICAL MATERIALS

The more than 175 materials which follow may be used in magical enchantments to make potions, Incense, powders, Simple Magical Devices, Lesser and Greater Magical Devices of Power, Foci, and Scrolls.

Elements are materials that have an affinity to that form of Elemental Magick and several other Methods of Magick. Other properties are stated in the descriptions:

Air: Air, Divination, Transcendental

Earth: Earth, Plants, Wards

Fire: Fire, Arcane, Command

Water: Water, Illusion, Transmutation

Summoning requires an element that is based on the creature or spirit summoned:

Earth: animals, people, woodland spirits (Faeries, Totems) enchanted land-dwelling beasts and monsters.

Fire: demonic spirits

Air: birds, free spirits, enchanted flying creatures.

Water: fish, aquatic mammals, crustaceans, sea spirits, enchanted sea creatures and monsters.

A "purifying" or "consecrating" material is usable with any Method of Magic as an anointment.

Anointing materials must contain one liquid (blood, water, oil, wine, brandy, etc.).

Counts as (n) materials means that the material is equal to (n) quantities.

Energises means the material will hold additional spell charges. This is especially true of gemstones.

Some materials may list Magical Methods or specific uses for that type of material. For instance, Betony is a Fire element but can be used in **Healing** as well. Ivy is a Fire Element but can be used in **Wards** as well.

A magical material must be enchanted to MR 0 before any bonus it imparts may be received.

Herbs and Flowers

All **quantities** of Herbs and Flowers are **1/4 oz** unless otherwise stated in the herb descriptions. A magus does not need materials to cast a spell. However, there are benefits for using herbs if they are attuned with the Method of Magick the Magus is using. Herbs form the base for simple potions and powders and can be used to anoint devices or to cast spells. To use them successfully their Magick Resistance must be reduced down to MR 0.

If a Magus casts a spell with herbs, the **quantity of herbs used is consumed**. He will need **1 quantity of herbs per 3 ranks of the spell (rounded up)**, i.e. ML10 requires 4 quantities. He can use more, but that will not increase the benefits above those listed below.

Note: Those herbs that **count as several materials** can be applied to satisfying multiple quantities.

Enchanted herbs impart **+7% to the casting TSC%% if the same Element** as the spell; e.g. a Fire herb adds +7% to a Fire, Arcane or Command spell. Also, if a Method is listed in the herb description, add a bonus of **+7% to the TSC%%**; e.g. Bistort is an Earth, but **Divination** is in the description, so add +7% to the TSC%% for Divination spells.

If the herb has a **specific power**, any affected spell has **+13% to the TSC%%**; e.g. Vine enhances **Climbing** or dealing with heights, so it adds a bonus of +13% to the TSC%% to spells involving climbing or overcoming fear of heights.

Double the quantity of anointing herbs to enhance magick through a **focus**, adding **+3% to the TSC%%** in Methods attuned to the herb's Element. If casting a spell specific to the herb's powers, add +7% bonus to TSC%%.

Anemone (windflower; pasque flower): Fire; MR 2 Flower: Healing.

Angelica: Fire MR 2 1 oz root: Fire Wards; Exorcisms.

Anise (sweet Cicely; British myrrh; Aniseed): Air; MR 1 aromatic seed: Healing; Aphrodisiac. Used with bay laurel by witches in ritual baths to enhance powers +7% to the TSC%% for 13 hours.

Apple (Aball; silver bough; silver branch; tree of love): Water; MR 1; 1/4 oz blossom, 4 oz fruit or 1/4 pint cider: Healing; cider replaces blood.

Ash: Water: MR 1 leaves.

Astafoetida: Fire; MR 2 acrid herb: Wards; Exorcisms; Healing.

Avens (goldenstar): Fire MR 1 herb: purification; Exorcism; as 2 materials.

Balm of Gilead (Mecca balsam): Water; MR 0 bud: Summoning non-demonic Spirits (burn for smoke in which spirits materialised); Cure broken heart; Love.

Basil (the "Witches' herb;" St. Joseph's Wort): Fire, MR 1 herb: Exorcism; Purification; Attract Lovers.

Bay (bay laurel): Fire; MR 2 herb: Divination; Healing; Purification.

Benzoin (Benjamin): Air; MR 1 herb: Purification incenses; tinctures to preserve magical oils; as 3 materials in potions and incenses.

Betony (Bishopwort): Fire; MR 2 herb: Healing; Purification.

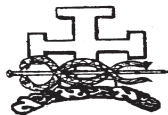
Bistort (Snakeweed; Dragonwort): Earth; MR 2 herb: Divination.

Bittersweet: Water; MR 2 gum: Summoning (Water); Purification.

Broom: Air; MR 2 herb: Wards; Purification; as 2 materials for witches.

Bryony (Ladies' Seal): Earth; MR 4 root: replaces **Mandrake** (see below).

Burdock: Water; MR 2 herb: Purification.



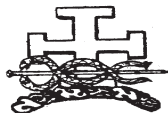
Cactus: Fire; MR 2 Plant or spines: Wards; Plant spell: **Hedge of Thorns**.
Camomile (maythen): Water; MR 1 herb: Healing; Sleep; calms.
Camphor: Water; MR 2 gum: Healing; Anti-Aphrodisiac; Sleep-incenses.
Caraway: Air; MR 2 seed: Attract Lovers; Fidelity; Improves Memory.
Carnation: Fire; MR 2 flower: Energising.
Catnip (Catmint; Field Balm): Water; MR 2 herb: Bookmarks in Magic Texts; Attracts Felines and Lovers.
Celandine (Devil's Milk): Fire; MR 2 herb: Escape Entrapment; Healing.
Cinnamon (sweet wood; cassia): Fire; MR 2 bark: Divination; Summoning; Transcendental; Healing; Male Aphrodisiac.
Cinquefoil (five-finger grass): Earth; MR 2 herb: Healing; Attract Lovers.
Clover: Air, Water, Fire, Earth; MR 3 herb.
Clove: Fire; MR 2 bud: Wards; Enhances Memory and Concentration.
Comfrey (yalluc; boneset; healing blade): Air; MR 2 herb: Wards; Healing.
Coriander: Fire; MR 2 herb.
Cumin: Water; MR 2 spice: Wards; Fidelity; Arouse Lust.
Dragon's Blood: Fire; MR 1 herb: Enhances magick, **doubles** duration of a Fire Cantrip, Hex, or Sorcery (maximum +1 hour)
Elder (Alder; Lady Elder; devil's eye; tree of doom): Air; MR 2 berries and leaves: Purification; Love; Finding food in the wild.
Fennel: Fire; MR 2 herb.
Fern: Earth; MR 2 herb.
Four-Leaf Clover: Earth, Air, Water, Fire; MR 0 herb: a **single** four-leafed clover prevents madness; Repels serpents.
Frankincense: Fire; MR 0 gum: Wards, Purification and Consecration.
Garlic: Fire; MR 1 bulb: versus Vampires and Lycanthropes (+21% TSC%); Healing.
Geranium: Water; MR 2 flower: **White:** Fertility and Growth; **Red:** Wards and Healing.
Gooseberry (Spin): Fire; MR 2 berries: Transmutation; Healing; Growth.
Hawthorn (Scieith; Huath; May bush; thorn): Fire; MR 2 leaves: Wards; Good luck fishing (+13%); Enhances Beauty.
Hazel (Fincoll; coll; witch hazel): Air; MR 2 nuts: Transmutation; Enhances Wisdom; Luck; Fertility and Growth.
Heather: Water; MR 2 blossoms: Healing; Love.
Henbane: Water and Air; MR 2 leaves: Poison if taken internally.
Holly: Air; MR 2 herb.
Honeysuckle (woodbine): Earth; MR 2 blossoms: Divination; attracts money.
Hops: Water; MR 2 fruit: Healing.
Horehound (Maruil; Bull's Blood; Llwyd y cwn): Earth; MR 2 herb.
Hyssop: Earth; MR 2 herb.
Ivy: Fire; MR 2 herb: Wards; Healing, protects versus intoxication. Magically "married" to holly.
Juniper: Fire; MR 2 berries: Attract Lovers; Living Plant Wards versus intrusion; herbs (sprigs) protects versus Accidental injury.
Lavender: Air; MR 1 blossoms: Wards; Healing; Purification; Sleep; Love.
Laurel: Fire; MR 2 leaves: burned for Clairvoyance; Clairaudience; Prophecy. Narcotic is poison (cyanide) and lethal if used more than once every 3 days.
Mandrake: Earth; MR 1 root: Wards; Sexual potency; Fertility; Growth; Healing (especially emetics and purgatives); as 2 materials in Necromancy.
Pepper: Fire; MR 2 berries: Wards; Purification; Exorcism.
Marigold: Fire; MR 2 blossoms.
Marjoram (mountain mint; wintersweet; joy of the mountain): Air; MR 2 herb: Wards; Purification; Love charms.
Mistletoe: Air and Earth; MR 1 herb: Potent when cut 6 days after New Moon (+13%) or on Midsummer's Eve (+13%); counts as 2 items. Protect versus Wounds (absorbs 7 damage x 3 if worn as an amulet). Many uses.
Mugwort: Air; MR 2 herb: Wards, especially versus Wild Beasts; counters poisons (+13% versus toxins). Divination (in drink, scrying devices, incenses, etc. If sprigs are put into shoes, wards off Fatigue while travelling (+20% distance possible per day).
Myrrh: Air; MR 2 resinous gum: Purify; Reserve; Anoint and consecrate talismans, amulets, rings, and ritual items; counts as 2 materials.
Mint (mismun): Air; MR 2 herb: Healing; Attract Lovers; enhance Intellect
Myrtle (bayberry): Water; MR 2 herb: strongly enhances love charms.

Nettle: Fire; MR 2 herb: Wards; Exorcism; Remove Curse.
Nutmeg: Air; MR 2 seeds.
Oak (Dair; Duir): Fire; MR 1 **leaves:** Purification when burned. MR 1 **acorns:** Sexuality; Fertility; Growth; Youth. Strings of acorns protect home (Wards versus Intrusions). **Gather** leaves at night and nuts during day. Pour libation of wine on the roots when gathering anything from the sacred tree.
Onion (Yn-leac; Oingnum): Fire; MR 2 flowers/bulbs: Purification; Exorcism; Wards versus Evil.
Parsley (devil's oatmeal): Water; MR 2 herb: Purification; Protects food from contamination.
Pepper: Fire; MR 2 berries: Purification and Exorcism.
Peppermint: Air; MR 2 herbs: Healing; Calming.
Periwinkle (Devil's eye; Sorcerer's violet): Water; MR 2 blossoms: Wards versus Intruders, Evil, Supernatural.
Pimpernel: Air; MR 2 blossoms: Wards, especially versus deception and intruders; Healing.
Poppy: Water; MR 2 seed pod: Divination; Transcendental; Fertility; Sleep.
Primrose: Fire; MR 2 blossoms: Wards are powerful if placed on live plants (consider as 7 quantities) at entrances to homes.
Rose: Water; MR 2 blossoms: Divination; Love; Fertility and Growth.
Rosemary (dew of the sea): Fire; MR 2 herb: Purification; Love; Intellect
Rue (Mother of Herbs): Fire; MR 2 herb: Wards; Purification; Exorcism; Intellect; Healing.
Saffron: Fire; MR 2 flower: Divination; Healing; Purification; as 2 materials.
Sage: Earth; MR 2 herb: Healing.
St. John's Wort: Fire; MR 1 herb: Wards (especially in battle); Exorcism; Healing.
Snappedragons: Fire; MR 2 blossoms: Wards versus Magicks.
Solomon's Seal: Fire; MR 1 leaves or roots: Wards; Purification.
Star Anise: Water; MR 2 herb.
Thistle: Fire; MR 2 herb: Wards (especially versus lightning); Recuperation (halves the time).
Thyme: Air MR 2 herb: Purification; relieves grief/sadness.
Valerian (all-heal; set-well; garden heliotrope; St. George's herb): Water; MR 2 herb: Harmony; Calm; Love; Purification; Healing.
Vervain (Enchanter's Plant; Holy Herb; Herb of Grace; Juno's tears): Water; MR 2 herb: Wards; Purification; Growth; aids escape from foes; Learning; Love.
Vine (Muin): Water; MR 2 herb: Climbing; versus Fear of Heights; powerful entangler.
Violet: Water; MR 2 flowers: Love; Cures headaches; Changes Luck; enhances Water, Illusion and Transmutation spells at sunset and twilight (+13%).
Walnut (tree of Evil): Fire; MR 2 nuts: Cures madness and amnesia; Healing; Enhances Fertility and Growth; Necromancy.
Wormwood (absinthe): Air; MR 2 herb: Summoning; Exorcism; Wards versus Supernatural and Undead.
Yarrow (milfoil; thousand seal; arrow root; wound wort; staunch weed; tansy; devil's bit; snake's grass; death flower): Water; MRF2 flowers: Wards (especially versus Magic and Fear); Divination; Healing; Love.

Woods

All quantities of wood are in 1 lb lots except where stated otherwise; e.g. Staff (3 lbs); etc. The actual weight of wood incorporated in a device might be far less. The quantity given is the amount of wood one must start with. Some woods also count as several materials when dedicated to the structure of a Focus.

Acacia (Gum Arabic): Air; MR 4 (1 lb): Wand; Staff (3 lbs).
Apple (silver bough; silver branch; tree of love): Water; MR 2 (1 lb): Wand; Staff (2 lbs); as 3 materials in an Enchanter's Focus.
Ash: Water; MR 3 (1 lb): Wand; Staff (3 lbs); as 3 materials in a witch's Focus; Healing; Protects versus drowning; wood and leaves are valuable in sea and water rituals; essential component in a magical spear and lance (3 lbs), arrows (1 lb per 3 arrows).
Cypress (tree of death): Earth; MR 5 (1 lb): Necromantic Wand or Staff (3 lbs); as 2 materials when used in a Focus; Wards (especially versus Spirits and Undead).
Elder (Alder; Lady Elder; devil's eye; tree of doom): Air; MR 4 (1 lb): Wands of Air and Fire Element Magick; Staff (3 lbs); as 3 materials in a Focus.
Elm (Leam): Earth; MR 3 (1 lb): Wand; Staff (3 lbs); as 3 materials in a Focus.



Fir (silver fir): Air; MR 3 (1 lb): Wand; Staff (3 lbs).

Hawthorn (Sceith; Huath; May bush; thorn): Fire; MR 5 (1 lb): Wand; Staff (3 lbs); amulet (1 lb per 4 amulets); as 3 materials in a Focus; Wards of Protection (especially versus lightning, Fire, Arcane); Purification. Very unlucky to cut down (-13% to all actions for 7 days!) so gather as dead branches.

Hazel (Fincoll; coll; witch hazel): Air; MR 2 (1 lb): Wand; Staff (3 lbs); especially useful for drawing Protective circles (+7% to TSC%).

Myrtle (bayberry): Water; MR 4 (1 lb): Wand; Staff (3 lbs); amulet (1 lb per 4 amulets)

Oak (Dair; Duir): Fire; MR 2 (1 lb) use branches for: Wand; Staff (3 lbs); amulet (1 lb per 4 amulets). Especially useful in Plant Magicks (+7% to TSC%) but also in almost all magicks; as 5 materials in a Focus (7 for a Druid). Oak also counts as 1 personal material in a Focus when gathered within a mile of the Magus' birthplace. Wood is gathered at night. Oak trees may be felled only when the moon is waning. Always pour a libation of wine on the roots when gathering wood, or horrifically bad luck will haunt the gatherer (-13% to all skills for 1 year!)

Pine (Ochtach): Air; MR 4 (1 lb): Wand; Amulet; Healing; enhances athletic skill (+5% to TSC%).

Rowan (Caerthann; Luis; mountain ash; witchwood; witchbane; Wiccan tree; sorb apple): Fire; MR 1 (1 lb): Wand; Amulet; as 2 materials for a Focus; Healing; Divination; Protection, especially versus Faeries (+21%).

Sandlewood: Air; MR 3 (1/4 oz): Healing, Purification, and protection when burnt as an incense.

Sycamore: Fire; MR 4 (1 lb): Magic wands; most useful for Wands of Necromancy and Summoning; Protection versus Supernatural and Undead.

Walnut (tree of Evil): Fire; MR 4 (1 lb): Magic wands; Healing.

Willow (Osier; tree of enchantment; withy willow): Water; MR (1 lb): Magic wands; counts as 3 materials in a Focus; Witches' wands; Healing; Protection, especially versus Fear.

Gemstones, Semi-Precious Stones, and Minerals

All quantities are 1 caret (ct) of stones unless otherwise stated. Some areas of use require several carets to be efficacious; e.g. 3 ct Amber is needed for Transmutation spells. Special benefits (eg: 7 charges) are stated per ct. Percentage bonuses usually are not related to the amount used unless stated specifically. Energising stones are useful in any self-charging magical device. Ground up, gems can be used to anoint a device but lose their energising powers.

Agate: Fire; Earth; Water; MR 5 (3 ct): Wards, Healing, and Strength all require a minimum of 7 ct

Alum: Earth; MR 7 (3 ct).

Amber: Fire; MR 1 (1 ct): Wards (1 ct); Transmutation (3 ct); Healing (7 ct). Energises Fire: 13 ct restores +3 charges per day and holds +13 charges.

Amethyst: Water; MR 3 (1 ct): Wards (3 ct gains +7% to TSC%); Divination (7 ct gains +7% to TSC%); Plant (3 ct); Transcendental (7 ct); Healing (3 ct). Energising when a Magus' birthstone: 1 ct holds 7 charges and restores +3 charges per day.

Aquamarine: Water; MR 5 (3 ct): Divination (21 ct with silver gains +13% to TSC%).

Asbestos: Fire; MR 10 (21 ct): Wards, especially versus Fire and Arcane (+13% to TSC%).

Aventurine: Air; MR 5 (7 ct). Storm spells enhanced +1 ML.

Azurite: Water; MR 5 (7 ct): Divination enhanced +7% to TSC%.

Beryl: Water; MR 7: Arcane (1 ct); Divination (3 ct); Healing (7 ct).

Bloodstone: Fire; MR 3 (1 ct): Plant (3 ct gains +5% to TSC%); Invisibility (7 ct gains double duration); Summoning Demons (21 ct enhances Protection +13%); Healing, especially staunching bleeding (3 ct gains +5% to TSC%); Courage (3 ct gains +5% to morale checks); Strength (3 ct gains +5% to STR AR and carry +10% more weight).

Calcite: Earth; Fire; Water; MR 8 (7 ct): Transcendental (21 ct gains +13% to TSC%); Healing (7 ct gains +7% to TSC%); Purification; Meditation.

Carnelian: Fire; MR 7 (1 ct): Wards: Healing (doubles rate); Courage (+7% to morale TSC%). Energises Fire: 1 ct holds +3 magical charges and restores +1 Fire charge per day.)

Cats-Eye: Earth MR 7 (3 ct): Arcane; Transmutation; Healing; Beauty; Prosperity Luck in gambling and gaming (+5% TSC%). Always use with silver.

Chalcedony: Water; MR 5 (3 ct): Wards; Arcane; Transcendental.

Chrysocolla: Water; MR 7 (3 ct): Wards versus Fear; Calming; Attracts Lovers.

Coral: Water; MR 3 (3 ct): Wards; Plants; Healing; Wisdom (+7% to AR). Use with silver and copper.

Chrysolite: Air; MR 4 (1 ct): Energising when a Magus' birthstone: 1 ct holds magical 7 charges and restores +3 charges per day.

Crystal (Quartz): Fire; Water; MR 2 (1 ct): Wards; Divination; Transcendental; Healing; Energising: 1 ct holds 3 magical charges. Use with gold, silver and copper.

Diamond: Fire; MR 10 (1 ct): Wards; Divination; Transcendental; Healing (doubles rate); Courage (+7% to morale TSC%); Strength (+7% to STR AR); Energising: 1 ct holds 7 magical charges and restores +3 Fire charges per day. Use with platinum; gold; electrum; silver.

Emerald: Earth; MR 7 (1 ct): Wards versus Air; Divination (+7% to TSC%); Transcendental; Exorcism (+7% to TSC%); Energising: 1 ct holds 5 magical charges and restores +3 Water charges per day. Use with silver and copper.

Flint: Water; MR 5 (7 ct): Wards versus Fire (+5% to TSC%); Divination; Fire; Healing. Use with silver.

Fossil (Draconite): Fire; MR 0 (3 ct): Wards; Divination (7 ct gains +13% to TSC% of Divinations of the Past); Transcendental; Transmutation; Energising: 1 ct holds 3 magical charges and 13 ct restores +3 charges per day. Promotes Longevity. Use with gold and silver but never any other metal.

Garnet: Fire; MR 6 (1 ct): Ward versus Water; Healing; Strength.

Hematite: Fire MR 6 (1 ct): Healing.

Holey Stones: Water; MR 4 (3 ct): Wards; Transmutation; Healing.

Jade: Water; MR 3 (1 ct): Wards; Plants; Healing; Wisdom; Attracts Love and Money; Health; Longevity. Energising in Oriental Magick: 1 ct holds 7 magical charges and restores +3 charges per day.

Jasper (Green): Earth; MR 7 (1 ct): Healing (+1% to TSC% per ct to a maximum of +13%).

Jasper (Mottled): Air; MR 7 (1 ct): Protection versus drowning (+5% to Swimming TSC% +1% per ct to a maximum of +13%).

Jasper (Red): Fire; MR 5 (1 ct): Wards; Divination.

Jet (Witches' Amber): Earth; MR 3 (1 ct): Wards; Divination; Healing; as 3 materials when used by a witch.

Lapis Lazuli: Water; MR 1 (1 ct): Wards; Divination; Transcendental; Healing; Love; Fidelity. Energises areas stated above: 1 ct holds 3 magical charges, and 3 ct restores +3 Water charges per day.

Malachite: Earth; MR 7 (1 ct): Energising: 1 ct holds 3 magical charges and 13 ct restores +3 charges per day.

Moonstone: Water; MR 1 (1ct): Wards; Divination; Plants; Transcendental; Sleep; Youth. Energising when a Magus' birthstone: 1 ct holds magical 7 charges and restores +3 charges per day.

Obsidian (Smoking Mirror): Fire; MR 5 (1 ct): Wards versus Water; Divination.

Onyx: Fire MR 7 (1 ct): Wards; Summoning; Energising: 1 ct holds 3 magical charges, but when a Magus' birthstone 1 ct holds magical 7 charges and restores +3 charges per day. Counts as 3 structural materials in Summoning devices.

Opal (Black): all 4 Elements; MR 10 (1 ct): Wards; Arcane; Commands; Energising: 1 ct holds 7 magical charges and restores +3 charges per day.

Opal (Fire): Fire; MR 3 (1 ct): Energising when used in a magical device dedicated to Fire Element Magick: 1 ct holds 7 magical charges and restores +3 charges per day.

Pearl: Water; MR 1 (1 ct): Wards; Luck; Love; Money. Energising when used in a magical device dedicated to Water Element Magick: 1 ct holds magical 7 charges and restores +3 charges per day.

Petrified Wood: Earth; MR 3 (1 ct): Protection versus Aging; Longevity; Healing.

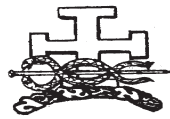
Pumice: Air MR 6 (3 ct): Wards.

Ruby: Fire; MR 9 (1 ct): Wards; Energising: 1 ct holds 7 magical charges and restores +3 charges per day.

Salt crystals: Earth; MR 3 (1 ct): Purification. Salt water is a good substitute for blood and also purifies gemstones.

Sapphire: Water MR 8 (1 ct): Wards; Divination; Healing; Energising: 1 ct holds 7 magical charges and restores +3 charges per day.

Sardonyx: Fire MR 4 (1 ct): enhances Fire spells +1% per ct to a maximum of +13%. Energising when a Magus' birthstone: 1 ct holds 7 magical charges and restores +3 charges per day.



Serpentine: Fire MR 4 (1 ct): Wards (especially versus poisonous creatures: 25% bonus when resisting toxic bites, etc.)

Sodalite: Water MR 3: Meditation; Wisdom; Peace; Healing.

Sphene (Titanite): Air MR 8 (1 ct): enhances mental powers: +13% to TSC%% for Learning and INT AR's. Energising when used in a magical device dedicated to Air Element Magick: 1 ct holds magical 7 charges and restores +3 charges per day.

Staurolite (Fairy Cross; Fairy Tears): all 4 Elements; MR 5 (1 ct): Health.

Sulphur: Fire MR 5 (1 ct): Wards (especially versus Demons); Healing.

Sunstone: Fire MR 7 (1 ct): Strength; Endurance; Healing; Energising: 1 ct holds 3 magical charges and restores +1 Fire charge per day. Use with gold.

Tiger's Eye: Fire MR 7: Energising: 1 ct holds +3 magical charges and restores +1 Fire charge per day. Use with gold.

Topaz: Fire MR 6: Healing; Energising: 1 ct holds +3 magical charges and restores +1 Fire charge per day, but when a Magus' birthstone: 1 ct holds magical 7 charges and restores +3 charges per day.

Tourmaline (black): Earth; MR 1 (1 ct).

Tourmaline (blue): Water; MR 5 (1 ct): Sleep: doubles Fatigue recovery rate.

Tourmaline (green): Earth; MR 4 (1 ct). Energising when used in a magical device dedicated to Earth Element Magick: 1 ct holds magical 7 charges and restores +3 charges per day.

Tourmaline (pink): Water; MR 7 (1 ct): boost Charismatic skills by +5%.

Tourmaline (red): Fire MR 9 (1 ct): Wards; Courage; Willpower + 5%.

Turquoise: Fire; MR 7 (1 ct): Energising when a Magus' birthstone: 1 ct holds magical 7 charges and restores +3 charges per day.

Zircon (clear): Fire; MR 5 (1 ct): magical substitute for diamond; Energising: 1 ct holds +3 magical charges.

Zircon (orange): Fire; MR 4 (1 ct).

Zircon (red): Fire; MR 9 (1 ct): Healing; Protects versus injuries; +5 FP.

Zircon (yellow): Fire; MR 8 (1 ct): Enhances Alertness +5%.

Metals

All quantities of metals are as stated below. If a gemstone is used then a metal is required to set it into. Where a particular metal is specified, the gem must be set into it to have any magical effects.

Antimony: Fire; MR 3 (1/2 oz):

Brass: Fire; MR 4 (1 oz): An alloy of copper, tin, and zinc.

Bronze: Fire; MR 4 (1 oz): An alloy of copper and tin.

Copper: Water; MR 3 (1 oz): Use with energising gemstones; Healing; Luck; Love.

Electrum: Air; MR 2 (1/2 oz): An alloy of gold and silver. Used with energising gemstones; holds 7 charges.

Gold: Fire; MR 2 (1/2 oz): Used with energising gemstones; useful in all kinds of Magick and especially efficacious when inscribing magical spells onto weapons. Holds 13 charges.

Iron: Fire; MR 9 (5 lbs): Wards; Strength. Also wards off Faeries; reverts theft by supernatural beings (iron boxes!), etc. Mages experience a penalty of -13% per 5 lbs of "cold iron" above MR 0 that they are wearing or carrying.

Lead: Earth; MR 10 (5 lbs, but only 1 oz is actually placed in a magical device): Lead ensures long continuance of spells and doubles the duration of spells). Used to line walls, etc., Lead blocks Divination; Clairvoyance; Clairaudience; Teleportation and Astral Travel.

Lodestone: Water; MR 7 (1 oz): Used with energising gemstones. Enhances Charismatic skills and Willpower by +5% and Finding spells and skills by +7% because of its attraction properties.

Mercury (Quicksilver): Water; Earth; Air; MR3 (1 oz): Divination; Wards.

Pyrite: Fire; MR 7 (1 oz): Very Lucky: add +5% to gambling and income rolls if enchanted and worn as an amulet or charm.

Silver: Water; MR 2 (1/2 oz): Useful in all kinds of Magick. 3 oz of enchanted silver holds 21 charges and produces the following bonuses: Wards versus Lycanthropes and Undead gain +21% to their TSC%; Divination +1 to Crit Die; Mental Fortitude +5%.

Tin: Air; MR 6 (1 oz): Lucky in an amulet or charm: add +5% to gambling and income rolls. If used with pyrites, the charm is doubly enhanced.

Zinc: Earth; MR 6 (1 oz).

Miscellaneous Magical Materials

The following list is only minimal in size, for it does not include specific materials from enchanted beasts, etc., which are of great use in the creation of magical devices, potions, powders, elixirs, etc. These are in the **Creatures Bestiary**, which contains not only the descriptions of the creatures themselves but also the materials that can be taken from their carcasses and the many magical uses to which such materials may be put.

Blood: Element as for creature's nature; MR 3 (1/4 pint).

Blood (Magus' own): Well or Poorly Aspected use the element for Astrological Sign; Neutrally Aspected use the element Earth; MR 2 (1/4 pint): Useful especially in Mages' Foci as personal item.

Bone (incl. horn, teeth, tusks, hooves): Element as for creature's nature; MR 4 (1 oz): If used to create a Necromancer's focus, counts as 2 materials.

Brandy/Cognac/Alcohol: Air; Fire; MR 3 (1/4 pint): Usable in all Magicks.

Feathers, Hair: Element as for creature's nature; MR 3 (1/4 oz)

Internal Organ: Element as for creature's nature; MR 5 (3 oz)

Nail Clippings/ClawwithTalon: Element as for creature's nature; MR 3 (1/4 oz)

Oil (olive, etc.): Water; MR 4 (1/4 pint): Usable in all kinds of Magicks.

Papyrus: Water; MR 4 (34" x 44" sheet): Usable in all kinds of Magicks.

Parchment: Earth; MR 3 (34" x 44" sheet): Usable in all kinds of Magicks.

Pure Water: Water; MR 6 (1/4 pint): Usable in all kinds of Magicks except Fire and Arcane.

Red Wine: Fire; MR 3: (1/4 pint): Usable in all kinds of Magicks.

Skin/Hide: Element as for creature's nature; MR 5 (1 oz)

Vellum: Earth; MR 3 (34"x44" sheet): Usable in all kinds of Magicks.

The Astrologer's Way

The following entries provide information on the birthstones that can be used as personal items in a Focus. They also give a potpourri of information about lucky days, numbers, and colours, as well as divined recommendations for places that are most propitious for the character born under the Sign. A Magus might do well to establish his Sanctuary in such locations.

Aries: Fire Sign: Diamond; Amethyst; Tuesday; 6 and 7; bright red. Seek large cities to do best work.

Taurus: Earth Sign: Sapphire; Friday; 1 and 9; blue. Seek quiet places.

Gemini: Air Sign: Emerald; Wednesday; 3 and 4; silver and grey. Seek high places far from the sea.

Cancer: Water Sign: Moonstone; Pearl; Friday; 3 and 8; silver and white. Seek places near/on water.

Leo: Fire Sign: Ruby; Sunday; 5 and 9; gold and orange. Seek open, wild places.

Virgo: Earth Sign: Sardonyx; Wednesday; 4 and 8; grey. Seek small towns/cities. Quiet rural villages in secluded locations are best.

Libra: Air Sign: Chrysolite; Friday; 6 and 9; pastel blue. Seek places of social activity.

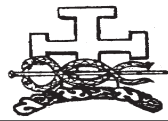
Scorpio: Water Sign: Topaz; Tuesday; 3 and 5; dark red. Seek places near/on water.

Sagittarius: Fire Sign: Turquoise; Thursdays; 9; purple. Seek the wide outdoors.

Capricorn: Earth Sign: Onyx; Saturdays; 7 and 3; dark green. Seek secluded places far from noise and activity.

Aquarius: Air Sign: Garnet; Wednesdays; 4 and 8; pastel greens and blues. Seek busy places, especially in large cities.

Pisces: Water Sign: Bloodstone; Fridays; 5 and 8; lavender. Seek the seashore, coastal villages, towns and cities.



INDEX

Air Elementalist	5	Shaman	6,7	Spells	
Apothecaries Shop	97-101	Shrines	96	Arcane	53-57
Belief	84,85	Spell Books	34	Basic Magick - Air	38-41
Belief Points	84,85	Spell Formulas	35	Basic Magick - Common Spells	37,38
Belief Pool	86	Spell Magick Resistance	26,27	Basic Magick - Earth	41-45
Binding Spirits	21,22	Spook's	3	Basic Magick - Fire	45-50
Body Points	1,2	Starting Spells	27	Basic Magick - Water	50-53
Canonisation	96	Targeting a Spell	28-29	Command	57-64
Casting Spells	27-31	Thaumaturge	5	Common Spell	36,37
Channelling	34	Water Elementalist	5	Divination	65-67
Common Spells	25-26	Witch	7	Illusion	67-70
Congregations	86	Wizard	4	Plant	70-73
Conjuror	3			Summoning	73-77
Correspondences	31	Skills		Transcendental	77-78
Creating a Spell	26	Arcane Magick	14	Transmutation	78-81
Creating Items	32-34	Artefact Lore	10	Ward Magick	82
Deification	96	Basic Magick - Air	14	Acts of Faith	
Divine Power	84-87	Basic Magick - Earth	14	Anointing the Sick	95
Diviner	3	Basic Magick - Fire	14	Anointing the Wounded	95
Druids	6	Basic Magick - Water	14	Baptism	94
Earth Elementalist	5	Command Magick	14	Bless Item	89
Elementalist	5	Conjuration Mode	14,15	Blessing	88
Enchanter	3	Debate	20	Bury the Dead	89
Enchanting Materials	25	Demon Lore	10	Call Back the Dying	94
Faith	83	Divination Magick	14	Common Prayer	88
Fatigue Points	1,28	Divination Mode	15	Confirmation	94
Fire Elementalist	5	Druidic Mode	18,19	Courage of the Righteous	89
Focuses	33	Elementalist Mode	17,18	Cure Blindness	94
Friars	7	Enchantment Mode	16	Cure Deafness	94
Grimoires	34	Faerie Lore	11	Cure Disease	94
Hex Master	4	Faith	20	Cure the Wounded	93
Holy Ground	96	Hex Master Mode	16	Extreme Unction	95
Laws of Magick	10,23-25	Illusion Magick	14	Greater Miracles	93
Learning Acts of Faith	87	Interpret the Omens	10	Heal Grievous Wounds	94
Learning Spells	25-27	Law	20	Holy Barrier of Guard	89
Mage Vocations	3,5	Laws of Magick	11	Holy Eucharist (Mass)	95
Magical Materials	97-101	Lore of Correspondences	11	Last Rites	95
Magick Level (ML)	23	Lore of the Dead	12	Matrimony	95
Magick Resistance (MR)	1,2,25,26	Magical & Enchanted Races Lore	12	Minor Miracles	92
Mana	1	Magical Beast Lore	12	Miracles	91,92
Metaphysical Current	1,2,21,83	Magus Mode	16	Neutralise Toxins	93
Miracles	83	Methods of Magick	14	Ordination	95
Monastics	8	Modes of Magick	14-20	Penance (Confession)	95
Necromancer	4	Necromantic Mode	16	Prayer for "Strength"	89
Non-Mages casting Spells	30	Plant Magick	14	Prayer for Forgiveness	88
Ordained Clergy	8	Power Word Mode	16,17	Prayer for Guidance	88
Partially Learnt Spells	29,31	Shamanic Mode	19	Prayer for Insight	88
Personal Faith Factor (PFF)	84	Spell Enhancement	12	Prayer for Luck	88
Personal Magick Factor (PMF)	23	Spell Research	12,13	Prayer for Protection	88
Piety	2,84	Summoning Magick	14	Prayer for Skill or Craft	89
Potions	33	Thaumaturgy Mode	17	Prayer for Strength of the Holy	91
Power Word Mage	4	Theology	20	Prayer for Strength of the Righteous	90
Practising Magick	23	Transcendental Magick	14	Prayer to Detect Magical Forces	90
Priest Vocations	7,8	Transmutation Magick	14	Prayer to find the Open Way	90
Priest-Mage Vocations	6,7	Wards Magick	14	Prayer to Recognise Evil	90
Researching Spells	26	Witchcraft Mode	20	Prayer to Smite the Godless - I	90
Religious Services	86	Word of Guard	13	Prayer to Smite the Godless - II	90
Resisting Spells	30,31			Purify Food and Water	93
Sage	4			Restoration	94
Scrolls	34			Restore the Faithful	93
Shadow Play	22			Restore Use of Limb	94
Shadow World	21,22			Ritual: Exorcise Demons	91
				Ritual: Remove Curse	90
				Sanctification	89
				Visions	91