

BOOK OF MAGIC

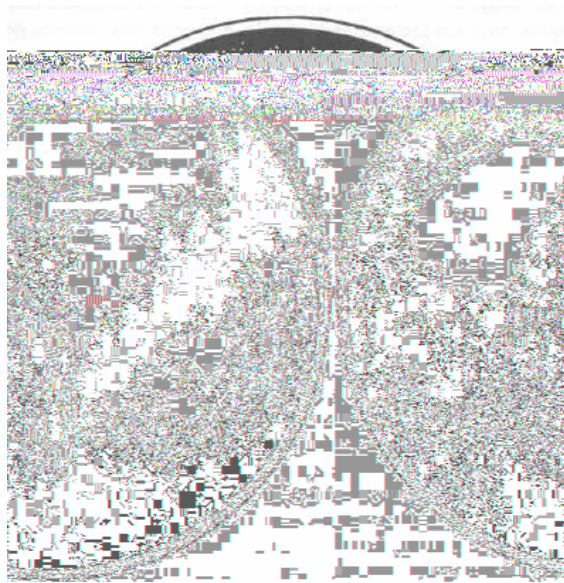
Explanatory Notes for Spells

CL: The spell's complexity level

Range: Touch (you must touch the subject), Sight (you must see the subject), Ranged (within 10xlevel meters) or Any (anywhere you are aware of).

Save: Yes (the subject gets a saving throw) or No (he doesn't).

Duration: Instantaneous (a moment), Brief (level turns), Temporary (level minutes), Permanent (forever), or some other duration, as described.



SECTION I: ARCANE SPELLS

Analyze Magic: The caster learns the identity of any spell or enchantment on an object, figure, or hex that was targeted by the spell.

CL: 2

Range: Ranged

Save: No

Duration: Brief

Anti-magic Shell: A sphere of magical force surrounds the caster, preventing magical spells, objects or beings from entering or leaving.

CL: 6

Range: Ranged

Save: No

Duration: Temporary

Astral Projection: The caster sends his spirit into the Astral plane of existence (the world of ethers), allowing him to spiritually visit other places in the material world or other planes of existence (e.g., hell). An astrally wandering wizard begins his journey at the point where the spirit plane touches the location of his body in the physical world. He may go from there anywhere that can be reached in the spirit world, though he will know the way only to places he has been, and can easily navigate only the places that touch on the visible physical world. Many astral wanderers get lost when pursuing something or someone of interest in the more distal and mysterious parts of the astral realm. It takes him an amount of time to get to his destination equal to that he would need to walk there in the physical world. The caster may

not bring physical objects or companions with him, other than his staff (which appears as a sort of 'Astral Staff'). The physical body of an astrally wandering wizard will lie in a trance – hopefully in some safe place. While wandering the Astral plane, the wizard can interact with spirits and others on the astral plane, casting spells on one another and even fighting physically. He may also perceive others in the physical world and even cast spells on them (though with difficulty; -2 spell casting modifier). Beings on the physical plane can only perceive him using magical means. If the caster's physical body takes damage, the astral body will take an equal amount of damage – and vice versa.

CL: 5 Range: Ranged Save: Yes Duration: Level hours

Awake the Dead: The caster awakens all dead corpses and intact skeletons within a 10 yard radius and may command them to do his bidding for the duration of the spell. See the Bestiary for typical attributes and abilities of zombies and skeletons. The walking dead collapse again into inanimate corpses when the spell expires.

CL: 3 Range: Special Save: No Duration: Temporary

Banishment: This spell forces a demon, fairy or other other-worldly creature to leave the natural world. It may return to its home (hell; land of tir-a-nog, etc.), or may go elsewhere, so long as it departs the living world. The caster must burn a sigil representing the target, and must stand in the center of a circle created by powdered precious stone (e.g., fine marble) combined with dried henbane or garlic.

CL: 4 Range: Ranged Save: Yes Duration: Instantaneous

Battle fate: The caster examines under starlight the field on which a battle will be fought the next day. Based on his reading, he foresees the outcome for one of the armies – victory or defeat; who will fall and who will live.

CL: 3 Range: Special Save: No Duration: Instantaneous

Become Spectral Hunter: The caster transforms a willing subject (not himself) into a horrible invisible monster. All of the subject's attributes, abilities, gifts, etc. are lost and replaced by those of the 'Spectral Hunter' (see the companion volume of monsters). Before casting the spell, the caster must have a small figurine that represents the subject. Both the figurine and the subject of the spell must be bathed in the blood of at least three animals. Someone holding the figurine can attempt to mentally communicate with and control the hunter, but if the hunter chooses to resist the holder must make a standard saving throw, modified by gifts and abilities related to will power and yielding a number of passes equal to the hunter's hit dice, to compel its obedience. If the figurine is destroyed, the spectral hunter dies. The subject also becomes a gibbering homicidal maniac, gripped by intense, persistent insanities; see 'Madness' spot rules for ideas).

CL: 3 Range: Touch Save: No Duration: Permanent

Binding: This spell temporarily binds one summoned or controlled being (demon, spirit, etc.) to the will of the caster, until the being is released or destroyed, until it fulfils a single major command (e.g., 'kill the prince of Krapblackistan'; 'carry me across the English channel') or

1d6 days passes, whichever comes first. Many entities, including all demons, require a gift as part of the binding ritual. This gift can be almost anything, but is often something substantial, like a human life. The being to be bound receives a saving throw to resist, and after bound may get another saving throw to resist dangerous or objectionable commands. This spell may only be cast on a being called by a Summoning spell or currently subject to a Control spell. The binding may be made permanent by use of the 'Permanence' spell.

CL: 4 Range: Ranged Save: Yes Duration: Special

Black Binding: The caster turns the body of a dead animal or humanoid into an undead animated corpse—a zombie (see the Bestiary for relevant attributes) that follows the caster's spoken commands. The zombie must be created from the mostly intact corpse of a being who did not receive last rites before his death and was not buried by a priest in hallowed ground. Once made, the body remains animated until it decays, is physically destroyed or the enchantment is dispelled. Undead suffer little effects from most physical blows; see the volume on monsters for details. The caster must make a standard saving throw, modified by gifts relating to willpower and mental strength, after successfully casting this spell or go mad.

CL: 3 Range: Touch Save: No Duration: Permanent

Blur: This spell obscures the subject hard, even in direct light. Attacks and spells targeted against him, and attempts to 'spot' him in a concealed place, suffer a -2 penalty. Only the caster or willing target may be subjects of this spell.

CL: 1 Range: Self or touch Save: No Duration: Temporary

Call Forth the Devil's Playground: The caster causes a satanic temple to grow out of the ground. This temple persists until physically destroyed, dispelled (as an enchantment) or banished by a miracle. This temple acts as a holy ground for diabolical being, and the caster recovers one hit of exhaustion damage per turn while within its walls.

CL: 5 Range: Sight Save: No Duration: Permanent

Charm: The caster speaks convincingly and persuasively (or, at least seems to) for the duration of the spell. He receives a +2 bonus to reaction rolls provided his audience understands him. If the subject deals fairly with this audience, the good feelings engendered by the spell will linger after the spell ends. Otherwise, the audience will re-determine their reaction when the spell is over, but with a -2 modifier. A listener who wishes to resist the caster's siren song may attempt a saving throw.

CL: 1 Range: hearing Save: Special Duration: Temporary

Clairvoyance: The caster can perceive distant objects, persons or events. This spell can be used to determine where a specific person or object is, what is happening in some distant place, what sort of object resides in a known place, or similar information. It implies no ability to see inside the minds of others, nor the ability to see forward or backward in time. Attempts at Clairvoyance have a complexity level that depends on the difficulty of the attempt: 2 if the target is familiar and close by (e.g., a friend or favorite mount in the same building), 3 if the target is unfamiliar or far away, and 4 if the target is unfamiliar and far away.

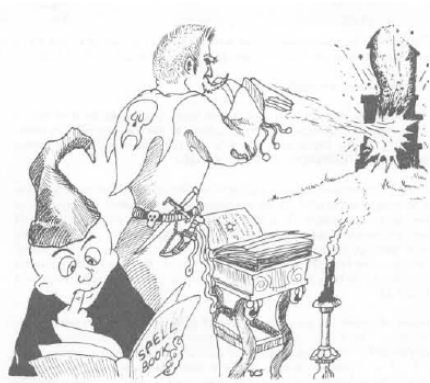
CL: 2-4 Range: Special Save: No Duration: Instantaneous

Cloud Kill: The caster creates a cloud of poisonous vapor that kills any living thing that touches it. The cloud fills an area 3 meters on a side per caster level, hovering within 3 meters of the ground. The caster can move it at will at 10 meters per turn by concentrating, but it will drift with the wind if left to its own devices.

CL: 5 Range: Ranged Save: Yes Duration: Temporary

Clumsiness: The subject of this spell suffers a number of penalty dice equal to the number of passes in the spell casting roll (i.e., loses this number of dice from his combat or saving throw pool) for any action requiring physical agility.

CL: 1 Range: Ranged Save: Yes Duration: Temporary



Clutch of Satan: The caster calls on the devil to squeeze the target's heart, possibly crushing it. The victim appears to be having a heart attack. He falls and is unable to act throughout the spell, and takes 1 hit of damage per turn. The target gets a saving throw (modified for physical strength or vigor) every turn, and the spell ends as soon as the subject succeeds at obtaining a number of passes equal to the level of the spell (no small task...). The caster must concentrate to maintain the spell. If the victim dies as a result of this spell, his heart bursts, smoking, from his chest and flies into the caster's hand.

CL: 3 Range: Ranged Save: Yes Duration: Special

Compel minions: The caster exerts his will over an entire nation of minions, forcing them to enact his deranged and evil will for a year and a day.

CL: 7 Range: Special Save: Yes Duration: Special

Conceal: The caster conceals a group of beings, numbering up to the caster's level squared, from detection by normal means, provided they do not approach others within 10 meters (at which point they will be noticed, as normal).

CL: 3 Range: Ranged Save: No Duration: Level hours

Confusion: A group of foes, numbering up to the caster's level squared, have their minds muddled. They do not know friend from foe and are unsure what, if anything, they should do.

CL: 4 Range: Ranged Save: Yes Duration: Temporary

Consume Likeness: The caster ritually consumes some portion of the dead body of the spell's victim. On the following day, the caster gains the ability to assume the victim's appearance, including his facial features, typical clothing, frame, etc. The victim must be generally similar in size to the caster. The caster's attributes and abilities remain unchanged

and he gains no special powers other than the ability to transform his appearance. He may take on the victim's appearance at any time and for any duration thereafter.

CL: 3 Range: Touch Save: No Duration: Permanent

Contact Mythos Creature (type): The caster calls forth a vile mythos creature. The creature is not magically transported; it must physically move from wherever it is to the caster's location. When the creature arrives, it is not controlled and feels no special affinity to the caster, but might be negotiated with, worshiped or bribed. There are many variants of this spell, each of which must be learned separately and is usable only under special circumstances. For example, a Chthonian can only be called in an area frequented by earthquakes, and a Deep One can be called by throwing specially inscribed tablets into the sea.

CL: 3 Range: Ranged Save: No Duration: Temporary

Control: The caster can command any person (or spirit, monster, devil, etc.) for the duration of the spell. The target gets a saving throw when the spell is cast, and another any time the caster commands the beast to perform some action clearly against its interests.

CL: 2 Range: Ranged Save: Yes Duration: Temporary

Create Amulet: This enchantment spell permits the caster to create any of a number of magical amulets. Most require some critical ingredient. See the Platemail rulebook for general rules and the section of this volume on Magic Items for examples.

CL: 2 Range: Touch Save: No Duration: Permanent

Create Golem: This enchantment spell lets the caster create an artifice of clay, dead bodies stone or metal that, when animated, takes on the semblance of life. See the Bestiary for the kinds and properties of golems. A golem is effectively mindless, but can follow simple commands. Long-lived golems may eventually develop self-awareness. A golem will live forever unless destroyed. Common golems that have special significance for Kabbalah magicians are the Dove (representing peace and serenity), the Calf (representing fruitfulness, fecundity and wealth) and the Man (representing guardianship, warding or revenge). Creating a golem requires a heart from the body or corpse of a being in whose shape the golem is fashioned. Each type of golem is a different version of this spell, ranging in complexity level from 4 (flesh) to 5 (clay) to 6 (stone) to 7 (iron). The spells for creating stone and iron golems are rare; in some campaigns they might be considered Great Magic (see Section III, below).

CL: 4-7 Range: Touch Save: No Duration: Permanent

Create Greater Magic Item: This enchantment spell lets the caster create a greater magic item imbued with the power of a spell of complexity level 4 and greater. Most require some critical ingredient. See the Platemail rulebook for general rules and the section of this volume on Magic Items for examples.

CL: 6 Range: Touch Save: No Duration: Permanent

Create Lesser Magic Item: This enchantment spell lets the caster create a lesser magic item imbued with the power of a spell of complexity level 3 and less. Most require some critical ingredient. See the Platemail rulebook for general rules and the section of this volume on Magic Items for examples.

CL: 4 Range: Touch Save: No Duration: Permanent

Create Magic Armor: The caster may enchant armor or shields to receive a +1 bonus to armor class. If a type of armor provides damage reduction (i.e., mail and plate), this is also improved by 1 (i.e., from -1 to -2). Most require some critical ingredient. See the Platemail rulebook for general rules and the section of this volume on Magic Items for examples.

CL: 4 Range: Touch Save: No Duration: Permanent

Create Magic Gem: The caster creates a magic gem having spell like powers. Most require some critical ingredient. See the Platemail rulebook for general rules and the section of this volume on Magic Items for examples.

CL: 3 Range: Touch Save: No Duration: Permanent

Create Magic Weapon: The caster may enchant weapons to get a +1 bonus to attack, parry and damage. Most require some critical ingredient. See the Platemail rulebook for general rules and the section of this volume on Magic Items for examples.

CL: 4 Range: Touch Save: No Duration: Permanent

Create Scroll: Lets the caster create a magical scroll holding one use of one spell he also knows how to cast. See the chapter on Enchantments and Magic Items for details. The skin of an appropriate beast is generally required to create a scroll (e.g., of a dragon for a fire-based spell). Note that scrolls are enchanted in libraries, not laboratories, and make 1 spell-casting roll per week, not per month.

CL: 3 Range: Touch Save: No Duration: Until used

Create Staff: This spell enchants a magical weapon and help-meet that only the creating wizard can use. The spell is normally cast on a wooden stick, but it can be cast on any non-ferrous, inanimate object. As a melee weapon, a wizard's staff attacks and does damage as a standard weapon (no bonuses or penalties to attack or damage) and requires no special ability to use. In addition, the staff provides a +1 bonus to spell casting rolls. If anyone picks up a wizard's staff against the wizard's will, the staff explodes, doing 3 hits of damage to the figure that picked it up. A wizard can own and use only one staff at a time.

CL: 1 Range: Touch Save: No Duration: Permanent

Create Tome: This enchantment lets the caster create a magical book containing writing on any number of interesting and/or bizarre subjects, and formal instructions to one or more spells he knows how to cast. See the chapter on Enchantments and Magic Items for details. Tomes are often created from exotic materials (skins of strange animals; precious inks). Tomes are enchanted in libraries, not laboratories. It is not obvious what advantage is

incurred for the creator of a tome, but any self respecting scholarly sorcerer should wish to make them anyway.

CL: 3 Range: Touch Save: No Duration: Permanent

A note regarding curses: Most of the following curses have 'special' casting ranges. The rage is treated as 'touch' if the caster has no access to a physical object associated with the target (such as a lock of hair). But, if the caster has such an object, the curse may be cast at any range. Curses are generally permanent in duration, though they may be dispelled through a Counterspell, as for other magics.

Curse of the Beast: The subject is transformed into a natural beast of the caster's choosing. He retains his memories and skills (although most will be useless without a human form or voice; no arcane spells can be cast). He is consigned to wandering the wilds, unless he is taken in and cared for. Many subjects of this curse are slain by hunters – often people known to them who tragically discover their mistake when the corpse of their quarry changes back to its original form.

CL: 4 Range: Special Save: Yes Duration: Permanent

Curse of Doom: The victim is burdened with terrible fortune – his enemies will easily find him, seemingly out of luck; his plans will go awry unexpectedly; he will stumble into lethal dangers with surprising frequency. Few live long under the Curse of Doom).

CL: 3 Range: Special Save: Yes Duration: Permanent

Curse of Love: The subject becomes romantically obsessed with a member of the opposite sex of the caster's choosing. This will likely be some dramatically significant person (i.e., a wandering hero, noble, or sorcerer; not the bar maid or stable boy). The object of affection must be of the same race. If the object dies, rejects the victim of the spell, or is somehow kept separate from him by force or circumstance, he will go insane. A character subject to the Curse of Love will neglect former friends and responsibilities, wander from his home, and otherwise reject his previous life.

CL: 3 Range: Special Save: Yes Duration: Permanent

Curse of Paralysis: The victim's body becomes stiff and inert, locked in whatever position he had when the curse was laid. His mind remains active and his body does not degrade, but he cannot move so much as an eyelid.

CL: 4 Range: Special Save: Yes Duration: Permanent

Curse of Personality Change: The subject retains his memories and skills and is physically unharmed, but his personality changes dramatically. He does not become mad, per se, but his affect, interests, friendships, loves, hates and behaviors are completely transformed. The caster should pick a few key words that describe his new personality (e.g., bitter, neurotic, 'air head', skeptic, etc.).

CL: 3 Range: Special Save: Yes Duration: Permanent

Curse of Transformation: The subject falls asleep and, on waking, discovers he has been transformed into another person. He retains his memories and skills, but his various attributes and abilities are re-determined (or chosen by the game master). He loses status and friends because he is unrecognizable. For example, a king might wake to find he is a twisted dwarf and be driven from his castle. There may be other consequences if he is mistaken for another specific person.

CL: 4 Range: Special Save: Yes Duration: Permanent

Curse of the Unclean: The subject contracts a slow but lethal wasting disease, such as Leprosy or Syphilis. In addition to the physical harm, he will suffer ostracism and persecution by healthy people who learn of his curse.

CL: 4 Range: Special Save: Yes Duration: Permanent

Curse of the Vampire: The subject is struck dead, waking at the next midnight reborn as a Vampire (as described in the Bestiary). The change is permanent; if successfully dispelled, the target is destroyed.

CL: 5 Range: Special Save: Yes Duration: Permanent

Curse of the Werewolf: On every full moon after the curse is laid, the subject transforms into a Werewolf (as described in the Bestiary). While in his new form, he retains loose memory of people and places he has been, but is effectively insane and out of control of his actions. He changes back to his usual state when the full moon sets.

CL: 4 Range: Special Save: Yes Duration: Permanent

Curse of the Wanderer: the subject becomes obsessed with a remote, exotic place. He must travel to the place of his obsession or go insane. Once he arrives there, he immediately gains a new obsession.

CL: 3 Range: Special Save: Yes Duration: Permanent

Curse of the Rat Thing: This horrible spell transforms a corpse dead no longer than 24 hours, and the soul that once inhabited it, into a Rat Thing (as described in the Bestiary). The rat thing has the facial features of the subject. Being reborn as a rat thing destroys the target's mind, wracking him with intense, permanent madnesses (usually deeply malignant psychoses). This is not a kind thing to do to a fallen friend.

CL: 4 Range: Touch Save: No Duration: Permanent

Darkness: This area of the spell is cast into complete darkness, and all torches, lamps, candles and other artificial within this area go out. Darkened lights re-illuminate when the spell is finished.

CL: 1 Range: Ranged Save: No Duration: Temporary

Dark Resurrection: The caster begs the devil to re-animate the body of a dead humanoid, returning him or her to life but in a horribly warped semblance of his living form. The subject

may be long dead, but must be largely intact (i.e., it won't work on a skeleton). This spell cannot be cast on a person who was Pious (as the gift) during life. No other status, birth, occupation or gift will protect the subject—his soul is already in the devil's hands. The subject revives to life, retaining any talents, spells, memories and other knowledge he had in life and for which he retains the pre-requisite attributes. He is stark-raving mad, as represented by one or more insanities bequeathed to him by the Game Master. His level is reduced by 1, and the game master might rule that he forgets some things. Finally, the resurrected being is beholden to the caster and must follow his will, without a saving roll. Player characters revived by Dark Resurrection should be returned to their players' control, although they might not like some of his infirmities, flaws and restrictions.

CL: 5 Range: Touch Save: No Duration: Permanent

Dark Vision: The caster can see in the dark as in normal daylight for the spell duration.

CL: 1 Range: Special Save: No Duration: Temporary



Dazzle: The caster gives off a blinding flash of light, temporarily blinding all sighted creatures (friend or foe) within a 20 yard radius, provided they were facing the caster when the spell was cast. The caster himself is not affected. Affected beings suffer blindness (2-die penalty to combat and saving throw pools for many actions) for the spell duration. Beings that are particularly sensitive to bright light (e.g., most orcs) suffer blindness for twice this long.

CL: 2 Range: Special Save: No Duration: Brief

Deflect Missiles: Any missile attack directed at the target of this spell is magically deflected, regardless of its to-hit roll.

CL: 1 Range: Ranged Save: No Duration: Temporary

Detection: A spell which detects either hidden enemies or the use and effect of other magic spells. It will not discover hidden enemies or the type of magic being employed if the opposing Wizard is of greater strength, but the use of magic by the enemy will be revealed.

CL: 2 Range: Ranged Save: No Duration: Instantaneous

Detect Magic: This spell is cast on any one item or being (a weapon, door, etc.), and tells the caster whether the item is magic or has any spells on it, and may give some ambiguous clues as to the identity of the spell(s).

CL: 1 Range: Touch Save: No Duration: Instantaneous

Divination: The caster obtains otherwise obscure information using crystal balls, scrying pools, the motions of the stars, the entrails of animals (or people...), and similar props. The complexity level of this spell depends on the obscurity of the subject: 2 for information on current events; 3 for information on the past; and 4 for information about the future. If the roll is successful, the wizard receives a vision or hint; otherwise, the wizard learns nothing. Divination will not reveal anything occurring under some form of magical or holy protection.

CL: 2-4 Range: Special Save: No Duration: Instantaneous

Drain Strength: The caster drains the life force from another intelligent being. For every hit of mortal damage this spell does to the victim, the caster gains 1 temporary hit that can only be used to pay for or recover exhaustion damage or saved to cast spells (it does not increase your resistance to physical injury). This spell is capable of killing its victim.

CL: 3 Range: Touch Save: Yes Duration: Instantaneous

Dread Curse of Azathoth: The caster speaks the secret name of the Mythos being, Azathoth, including its dreaded Last Syllable. If spoken to a mythos creature, a character knowing the Lore ability, or a Diabolical being, it greatly impresses them, providing a +4 bonus to reaction rolls. If spoken to anyone else, it makes him save or be struck by the madness, 'Hysteria'.

CL: 2 Range: Speech Save: Yes Duration: Instantaneous

Dreamthief: This powerful spell allows a caster to enter a subject's mind while he dreams and manipulate his mind. It can be used for good or ill. The spell can only be cast on a subject who is in a deep, natural sleep (i.e., not induced by magic, drugs or physical wounds), and the caster must be in close physical proximity with the subject (touching or at 1-meter range without an intervening obstruction). If the subject fell asleep knowing the spell would be cast and willing to participate, there is no saving throw. Otherwise, the target gets a saving throw. If the spell is cast successfully and not resisted, the caster may perform one (and only 1) of the following actions: (1) Cure the subject of one madness; (2) give the subject one persistent madness; (3) instruct the subject on one subject, either teaching him some body of information or granting letting him use one ability the caster knows. Learned knowledge will be remembered forever; an acquired ability will be forgotten after the subject next has a normal sleep; (4) steal from the subject one body of related memories or one ability; either loss is permanent; or (5) cast arcane magic that effects both caster and subject as if they were the same person; e.g., if the caster could teleport or perform an astral projection, the subject will go with him for no additional fatigue cost.

CL: 5 Range: Special Save: Yes Duration: Special

Elder Sign: The caster draws a special symbol on a door or gate that forbids any devil, demon or Cthulhu Mythos creature from passing through it. The sign is ineffective if the symbol is defaced, so, while it can be drawn in chalk or scratched into dust, it is usually carved in stone or placed as a lead seal. Requires chalk ground from the bones of an undead creature.

CL: 1 Range: Touch Save: No Duration: Till defaced

Evil Eye: The target becomes clumsy and addle headed; he suffers a 1-die penalty to any tasks or ability attempts or saving throws during the duration of the spell.

CL: 1 Range: Sight Save: Yes Duration: Temporary

Fear: The caster tries to elicit a raging, irrational fear in the target. If affected, the target is overcome by hysterical fear, like the madness 'hysteria' (but lasting only for the duration of the spell).

C.L.: 1 Range: Ranged Save: Yes Duration: Temporary

Fire: An area 3 meters on a side bursts into flames. See the Spot Rules for the effects of passing through or standing in flames. The fire will end at the end of the spell duration, unless the area contained flammable materials, in which case the fire will persist until they are consumed.

C.L.: 1 Range: Ranged Save: No Duration: Temporary

Fireball: The caster hurls a sphere of fire that bursts into a brief raging inferno, doing damage to all within its blast radius. This spell can be cast at any CL between 1 and 5, at the caster's discretion. The blast radius is 2 meters per CL, and the damage done to everyone within is 1 hit per CL (doubled for beings that are especially flammable; none for those with an affinity to fire). Anyone within the blast radius may make a saving throw to leap clear of the blast, but may do nothing else that turn.

C.L.: 1-5 Range: Ranged Save: Yes Duration: Instantaneous

Flesh to Stone: The subject of this spell is transformed to a stone statue. The transformation is permanent, unless dispelled, but the victim remains alive (unless the statue is physically destroyed...).

C.L.: 3 Range: Ranged Save: Yes Duration: Permanent

Flight: The caster (or other subject of this spell) may fly with a speed of up to 50 meters per turn, with a high degree of maneuverability.

C.L.: 3 Range: Touch Save: No Duration: Temporary

Foresee the King's will: The caster spends several hours reading the stars, from which he predicts the response his King will have to one question or request put to him on the following day.

C.L.: 4 Range: Special Save: No Duration: Instantaneous

Freeze: When this spell is cast, the victim is immobilized for the duration of the spell. Paralyzed beings can see, hear, think, make saving throws involving will or mind power, and activate most magic items. However they cannot speak, or move.

C.L.: 1 Range: Ranged Save: Yes Duration: Brief

Frozen Doom: The caster freezes the blood of a living subject, killing him within 3 turns.

C.L.: 3 Range: Ranged Save: Yes Duration: Permanent

Gate: The caster creates a magical doorway between two places. These places may be anywhere that the wizard can reach. The two ends of a Gate may be any distance apart and may face in different directions. The Gate itself is invisible. It may be marked by a doorframe, a line on the floor, etc. or it may be left unmarked. Each end of a Gate remains stationary with respect to the world but not necessarily with respect to any marker or frame – if you cast a Gate on a wire loop, and carry the loop away, the Gate doesn't go along. To activate a given Gate, the spell must be cast twice – once at each end – before it is functional. The casting wizard may set any conditions on what the Gate will or will not pass. These may be as complex as the wizard desires, but must be set before the first end of the Gate is cast. The different ends of the Gate may have different rules. A Gate will not cut a figure in half if it tries to walk through the edge or if it walks through wearing a forbidden material. The rule governing a Gate may not be altered once set. Critical ingredient: two eyes from a being from another dimension.

C.L.: 5 Range: Ranged Save: No Duration: Permanent

Geas: A Geas is a command to do or not do, a certain thing. Examples include: not to touch weapons; to go on a quest for a holy relic and bring it back to the wizard; or to attack Duke Duckhorn on sight. If a Geas forces the subject to risk his life, he may resist its power by making an additional saving throw. A Geas is permanent unless dispelled.

C.L.: 4 Range: Ranged Save: Yes Duration: Permanent

Godric's window: The caster touches a stone building wall, destroying a region big enough for a single person to step through (roughly 1 square meter) (CL 2 for most buildings; up to 4-6 for a thick castle wall).

C.L.: 2+ Range: Touch Save: No Duration: Permanent

Hallucinatory Terrain: The caster creates a powerful illusion that transforms the landscape. Hills, valleys, trees, rivers and so forth appear (or disappear). The illusion dissipates when physically touched (by a person, not an object), but anyone wandering through the effected space will be at risk of falling off concealed cliffs and other risks. If you are injured (or even killed) by something contained in the illusion, you experience it as a wound, but are left simply exhausted and disoriented when the spell ends. There is no automatic saving throw, but anyone viewing the terrain may concentrate in an attempt to disbelieve, represented by a standard saving throw.

C.L.: 4 Range: Ranged Save: Special Duration: Temporary

Hand of Glory: The caster severs the right hand of a convicted murderer who has been hung. The hand may only be severed during the new moon and must be wrapped in a winding sheet. It must then be drained of blood and dried in the sun. When the desiccated hand is worn (e.g., on a string around your neck), thereafter, it provides a +1 bonus for spell casting rolls for all Diabolical and Necromantic spells (as defined by the referee), and saving throws against such spells cast by the bearer of the hand suffer a -1 penalty. If an attempt to

perform this ritual fails (either due to a failed spell casting roll, or for other reasons), the ghost of the chosen murderer haunts the caster.

CL: 3 Range: Touch Save: No Duration: Permanent

Haste: The caster and a number of compatriots up to his level, squared, may move at double their normal rate and receive a +2 bonus to initiative for the duration of the spell.

CL: 3 Range: Ranged Save: No Duration: Temporary

Hysteria: The caster elicits wild, irrational fear in a group of targets, equal in number to the square of his level. Those affected are overcome by hysterical fear, like the madness 'hysteria' (but lasting only for the duration of the spell).

C.L.: 2 Range: Ranged Save: Yes Duration: Temporary

Illusion: The caster creates a visual and auditory illusion that appears real to the eye and ear. The illusion may be of any single object or being 1-meter in its longest dimension per caster level. Those viewing the image do not automatically get a saving throw, but they may attempt one by spending a full turn attempting to disbelieve in it. If you fight or otherwise interact with an illusion, you may be injured (or even killed). While the illusion persists, you will accept the reality of your wounds. When it ends, the wounds disappear but you are left exhausted and disoriented.

CL: 1 Range: Ranged Save: Special Duration: Temporary

Insect Plague: The caster calls forth a horde of creeping, hopping, flying insects, large enough to fill a 3x3x3 meter volume (though they may spread out). The insects limit vision, like blindness, and any attempt to cast a spell or perform other similarly complex acts is made on 2 fewer dice than normal. Creatures inside the plague's area of effect take 1 hit of damage per 5 full turns of exposure, regardless of natural or worn armor. Invisibility, concealment or other deceitful protections are similarly ineffectual. The caster can instruct the plague to move with a movement rate of 10 (for crawlers) or 25 (for flyers). The insects can be driven away by smoke or strong wind.

CL: 3 Range: Ranged Save: No Duration: Temporary

Invisibility: The caster, or a single willing target, is rendered invisible for the duration of the spell. Invisible figures can still be heard or smelt, and may cast a faint shadow in bright light, but are otherwise invisible, even in combat.

CL: 2 Range: Self or touch Save: No Duration: Temporary

Iron Flesh: The flesh of the caster or his target becomes nearly impervious to normal weapons. His natural armor class becomes 7, and any damage roll done against him from a mundane weapon suffers a -2 penalty.

CL: 2 Range: Self or touch Save: No Duration: Temporary

Knock: The caster bursts open any locked mundane door, chest lid or similar openable barrier. The casting level of this spell rises to 3 for a heavy gate or safe door, and to 5 for

an enormous door, such as the main gate of a cast. If a door or gate has been bound by a 'lock' spell, it must be countered before the Knock spell will work.

CL: 1, 3 or 5 Range: Touch Save: No Duration: Instantaneous

Legederman: Sorcerers are capable of a wide range of small acts of magic – slight of hand, ventriloquism, modest illusions, a flash of light or rumble of thunder. Rather than keep track of all imaginable minor spells of this sort, the Legederman spell serves for them all. Some will differ in range, save or duration, at the referee's discretion.

CL: 1 Range: Ranged Save: No Duration: Temporary

Levitation: A spell that allows the caster to rise at 20 meters per turn for the duration of the spell. It is possible to remain stationary, but lateral movement is not possible unless some form of propulsion is available.

CL: 2 Range: Self Save: No Duration: Temporary

Light: A small object (staff, rod, sword, etc.) will glow as intensely as a lit torch for up to 1 hour per caster level.

CL: 1 Range: Touch Save: No Duration: Special

Lightning Bolt: The caster hurls a bolt of lightning that strikes a single target, doing damage. This spell can be cast at any CL between 1 and 5, at the caster's discretion. The damage done to the chosen target is 2 hits per CL. The target may make a saving throw to leap aside, avoiding this damage, but may do nothing else that turn.

C.L.: 1-5 Range: Ranged Save: Yes Duration: Instantaneous

Little Death (>3): The subject enters a state of suspended animation closely resembling death. There is no breath, no heartbeat, and no thought. Magical detection will reveal that the subject is under a spell, and that the subject is (barely) alive. The subject can be revived by countering the spell, by a preset condition determined by the wizard casting the spell, or by a condition set by the referee for plot purposes (i.e. being kissed by unmarried royalty of the opposite sex). While under this spell, the subject magically heals 1 hit of damage per week.

CL: 3 Range: Touch Save: Yes Duration: Special

Lock: The caster binds any door, chest lid or similar openable barrier, so that no mundane force can open it. The casting level of this spell rises to 3 for a heavy gate or safe door, and to 5 for an enormous door, such as the main gate of a cast. If a door or gate has been bound by a 'lock' spell, it must be countered before the Knock spell will work. The duration is 1 day per caster level.

CL: 1, 3 or 5 Range: Touch Save: No Duration: Special

Magic Mouth: The caster creates an enchanted mouth (or, if he wishes, complete face) that will speak a pre-defined message when a specified condition is met, such as when a door is opened or a humanoid enters its presence. If the caster concentrates, he may hear what is

said in the presence of the mouth, and respond by speaking through it – i.e., he can hold a conversation remotely.

C.L.: 2 Range: Touch Save: No Duration: Permanent

Mirror of Tarhkun Atep: The caster stares into a mirror and says the name of the target (who must be known to him, but can be any distance away). He continues staring into his mirror until the target sees his own reflection in a different mirror. At that moment, the caster sees the target and his surroundings in his mirror, and the target sees the caster (either staring out at the target, replacing his own reflection, or standing right behind him). The caster's image can say several words before it disappears, if the caster wishes; otherwise, the contact remains for only 1 turn. The subject must make a saving throw or go temporarily mad.

C.L.: 2 Range: Special Save: Yes Duration: Special

Moving Terrain: The land appears to come alive, with hills and valleys churning up and down and trees and other vegetation moving about. Very disconcerting! Those viewing this display will be confused and must make a moral check as well. There is no automatic saving throw, but anyone viewing the terrain may concentrate in an attempt to disbelieve, represented by a standard saving throw.

C.L.: 6 Range: Ranged Save: Special Duration: Temporary

Pentagram: The caster creates a magical barrier defined by a pentagram drawn on a floor or other surface. The pentagram may be drawn in chalk, inlaid in a tile floor, woven in a rug, etc. The magical barrier blocks spells and may not be passed by illusions, summoned creatures, enchanted and diabolical creatures, and magical creations. The barrier works both ways – it can keep a summoned creature (for example) inside or outside the pentagram. The spell ends immediately if the pentagram is physically broken – this may take only the scuff of a boot if the pentagram was drawn in chalk, or may require work with a hammer and chisel for a pentagram inlaid in a tiled floor; regardless, it cannot be done by any being that might be influenced by the pentagram (i.e., only a mundane being could do this).



C.L.: 4 Range: Special Save: No Duration: Temporary

Permanence: This spell indefinitely extends the duration of a spell that would otherwise have a 'brief' or 'temporary' duration; i.e., the spell – which must be cast immediately prior to casting 'permanence' becomes a permanent enchantment.

C.L.: 6 Range: Ranged Save: No Duration: Permanent

Phantasm: The victim of this spell imagines he is being attacked by a creature of any description known to the victim. This spell can be cast at any range, but the victim and his location must be known to the caster, the caster must concentrate throughout the attack. The phantasm has attacks and other actions appropriate to its type, and automatically succeeds

with all attack rolls and saving throws. It does apparent damage expected for its type, but all mortal damage is in the target's mind (if 'killed' he wakes unharmed, but exhausted). All physical attacks directed by the victim at the phantasm appear to miss or not harm their target. The phantasm is invisible to all but the victim. There is no automatic saving throw, but the phantasm can be disbelieved in as if it were an Illusion.

CL: 3 Range: Special Save: Special Duration: Temporary

Phantasmal Forces: The caster creates the visual and auditory illusion of group frightening foes (armed soldiers; fierce wolves; etc.), equal in number to the caster's level squared. They persist for the spell duration, or until touched by hand (at which point the illusion dissipates). Those viewing the illusion may attempt a saving throw to disbelieve in it, but this requires a concerted action and is not automatic.

CL: 2 Range: Ranged Save: Special Duration: Temporary

Polymorph: The caster's appearance changes to that of any other being, even something of greatly different size (e.g., a giant), for the duration of the spell. There is no saving throw, but those viewing the caster may spend a turn to attempt to disbelieve, represented by a standard saving throw. The caster is not physically transformed; the effect is an illusion.

CL: 4 Range: Self Save: Special Duration: Temporary

Possession: The wizard casting this spell puts him- or her self into a trance and takes over the body of some other creature. If the caster has a physical body, he or she must physically touch the victim - and the victim must either cooperate, or be physically subjugated. If the caster is an astral spirit, he or she must enter the victim's body. In any case, the target gets a saving throw. Possession, if successful, lasts until (a) the victim dies, (b) the wizard voluntarily lets go, or (c) the spell is countered, or a priest performs an exorcism. The caster's body (if he has one) remains in a state of suspended animation throughout the spell.

CL: 4 Range: Touch Save: Yes Duration: Special

Protection from Evil: All evil fantastical creatures must flee the caster and remain outside of the area of effect of the spell for its entire duration. They receive no saving throw (though a spell casting being might try to dispel the effect).

CL: 3 Range: Ranged Save: No Duration: Temporary



Reveal secret of blood: The caster holds a weapon that was used to commit murder that occurred within the last day, and divines the context in which it was used and the name of the murderer.

CL: 2 Range: Special Save: No Duration: Instantaneous

Reverse Missiles: Any successful attacks with any thrown weapon, missile weapon, or spells such as lightning against the subject of this spell are turned against the attacker. Their chance to strike the attacker is as if fired by a skilled user of that weapon having a combat dice pool equal to the caster's.

CL: 3 Range: Self or touch Save: No Duration: Temporary

Revival: This spell restores any dead creature to life, provided death took place less than an hour before the spell is cast. The subject is revived healed of all wounds and diseases and is unconscious. This spell will not restore youth. For revival to succeed, most or all of the body must be present. Revival does not restore missing limbs. Unlike Dark Resurrection, the subject awakes sane and in control of his faculties. He recalls his life, abilities, spells, etc.

CL: 6 Range: Touch Save: No Duration: Permanent

Ritual of desiccation: This horrible spell causes all the water in its target's body to evaporate, leaving him a raisin-like husk. It can be cast at a target any distance away. This spell calls for making a shallow pool in the shape of a human and performing an incantation while the pool slowly evaporates.

CL: 3 Range: Ranged Save: Yes Duration: Permanent

Runes of Doom: The caster prepares a piece of paper or vellum on which are written the Runes of Doom and the name of the spell's target. At the end of the ritual, the caster names a demon to be the executor of the doom and also writes its name on the paper. The caster then gives the sheet of paper to the target. The victim must voluntarily accept the paper (though he need not know what is on it). Once the victim accepts it, the demon named on the paper will hunt the victim down and kill him. Even if the demon is physically destroyed and must return to its home plane, it will return to the natural world as soon as it is able and continue the hunt. Only by passing the paper on to another person, who voluntarily accepts it, can the doom be transferred. If the paper is destroyed, the doom will never be lifted and can never be transferred. Critical ingredient: a body part (e.g., hair) or treasured possession of the intended victim.

CL: 4 Range: Special Save: No Duration: Special

Seek the safe path: The caster briefly consults his astrolabe and makes a snap decision as to which of two or more possible paths will be the safest to travel along for the next hour or so.

CL: 1 Range: Special Save: No Duration: Instantaneous

Shape Change: The caster (or his subject) is physically transformed into another creature, having hit dice up to the caster's level. The subject retains his mind and memories, but is

otherwise a normal member of his new species. Repeated or persistent use of this spell can slowly warp the mind of the subject, bending it toward the thoughts of the creature whose shape he's taken. An unwilling subject may try to save vs. this spell.

CL: 4 Range: Self or Ranged Save: Yes Duration: Temporary

Shatter: The caster shatters any one non-magical weapon in his line of sight.

CL: 1 Range: Ranged Save: No Duration: Permanent

Shock Shield: Anyone who physically touches the caster during the duration of this spell is struck by a tremendous electrical discharge and takes 1 hit of damage per caster level.

CL: 3 Range: Self Save: No Duration: Temporary

Skeleton: The sorcerer creates an animated skeleton from the bones of a long-dead humanoid. See the bestiary for the vital statistics of a common humanoid skeleton. Some necromancers are rumored to have developed more powerful versions of this spell that can animate skeletons of trolls, giants or other monsters. The skeleton follows the commands of its creator, and lasts until physically destroyed.

CL: 2 Range: Touch Save: No Duration: Permanent

Sleep: A group of foes, equal in number to the square of the caster's level, falls into an enchanted sleep. They cannot be easily awakened until the end of the spell's duration; after that, they may continue to sleep naturally, but can be roused.

CL: 1 Range: Ranged Save: Yes Duration: Permanent

Slowness: A group of foes (up to the caster's level, squared) is forced to move at half their normal speed, and receive a -2 penalty on initiative, throughout the spell's duration.

CL: 3 Range: Ranged Save: Yes Duration: Temporary

Song of Hestur: The caster sings a wailing ululation while pointing at the victim. The target then makes a saving throw. If the saving throw fails, the target's skin begins to bubble and fester into pestilent blobs, doing him 1 hit of damage per turn. A new saving throw is required each turn, and the target takes another 1 hit of damage for every failure, until the spell's duration is over. If the target dies, he bursts with a sickening pop as steamy gore spills onto the ground. This spell can only be cast at night and only if the star, Aldebaran, is visible. Viewing or casting the Song of Hestur generally calls for a saving throw vs. madness.

CL: 3 Range: Ranged Save: Yes Duration: Brief

Summoning: The caster summons an otherworldly being, or an earthly creature from another time or place, to appear in his presence. The summoned being may immediately attempt a saving throw against the spell. If it is successful, the creature may immediately return to its place or origin, or stay in this world but flee to what ends it will, or attack the caster. If it fails, it must follow the caster's commands for the spell's duration. All forms of the summoning spell are Ranged, Temporary and permit a save. The casting level depends on

the thing being summoned, following the table below. See the Bestiary for examples of these beings.

<u>CL</u>	<u>Summoned being</u>
1	Common animal (wolf; snake)
1	Lesser Undead (skeleton, zombie, ghoul)
2	Large animal (bear; horse; alligator)
2	Myrmedon (a 2 nd level warrior from another time and place)
3	Lesser spirit (ghost, wraith)
3	Tremendous animal (elephant; dinosaur)
4	Lesser Demon (barbed devil)
4	Greater Undead (vampire, mummy, nazgul)
5	Elemental (fire, water, air, earth)
5	Greater Spirit (Djin)
6	Greater Demon (Balrog)

Summon Object: This spell has no immediate effect when cast on an object, but the object affected can be summoned by the caster at some later time. The object can later be summoned from a maximum distance of 100xlevel km, and appears regardless of physical barriers (although placing the object within a pentagram will prevent it being summoned). The object to be summoned must be an inanimate object weighing no more than 10x the caster's level in kilos, and must be a discrete object, not a section of a larger one. The caster must be touching the item in order to place this spell on it.

CL: 2 Range: Touch Save: None Duration: Permanent

Swallow: The caster unhinges his jaw and opens his mouth to an impossibly great size and then swallows his target, which must be touching or adjacent to the caster. If the target is living, it gets a saving throw. If inanimate, make the same saving throw assuming 1 equivalent hit die per 100 kg of weight. A living being that is swallowed is effectively helpless in the caster's distended stomach, but suffers only gradual harm—1 hit per hour. The caster must disgorge his subject within an hour unless he re-casts the spell.

CL: 3 Range: Special Save: Yes Duration: Special

Teleport: The subject(s) of this spell (usually the caster, but possibly someone else) is instantly transported from the wizard's current location to anyplace else. The figures being teleported must be physically linked (e.g. holding hands). The wizard casting the spell does *not* have to accompany the subjects. The complexity level of this spell depends on the distance to be travelled:

10 km or less away: 5
10 to 1000 km away: 6
Greater than 1000 km away: 7
To another plane or planet: 8

If the caster fails his casting roll, the Game Master may rule that the subject(s) are teleported to some interesting place other than the intended destination. Unwilling subjects get a saving throw.

CL: 5-8 Range: Ranged Save: Special Duration: Instantaneous

Telekinesis: The caster can move large (100 kg per caster level) objects at a distance (small acts of telekinesis are described by the simpler spell, *Legederman*). For the duration of this spell, the caster can point and gesture at 1 object at a time, causing it to move about. If a living being is manipulated with telekinesis, they are permitted a saving throw. Manipulating yourself with telekinesis provides a short-range but flexible form of levitation or flight. The caster must concentrate (as if casting a spell) every turn in which an object is manipulated.

CL: 3 Range: Ranged Save: Special Duration: Temporary

Telepathy: The caster can read the mind of one subject. He may: (1) communicate with his subject, even if the two don't speak the same language; (2) read the subject's hidden thoughts, retrieving one simple piece of information per turn. In this case, the target gets a saving throw; or (3) as a 'deep' mind probe, causing the subject to learn or forget spells or abilities, to implant false memories or remove real ones, or to cure or cause madness. In this case, only one such action can be performed per casting of the spell; if the subject resists, he gets a saving throw.

CL: 3 Range: Ranged Save: Special Duration: Temporary

True Speaking: The adept forces an extra-planar entity (such as a demon) to speak the truth when questioned after a successful summoning, control spell or binding. If the target fails to resist, it is required to stand within a triangle and give answers to the caster's questions. The caster may do nothing else during the time the spell is in effect except ask questions.

CL: 4 Range: Ranged Save: Yes Duration: Temporary

Wake Root Men: The caster awakens the roots of nearby trees, causing them to crawl from the ground, take on the shape of men, and follow his commands for the duration of the spell. 1 root man is awoken per caster level. See the *Beastary* for the attributes and abilities of Root Men.

CL: 3 Range: Ranged Save: No Duration: Temporary

Wall of Bones: The caster conjures a wall of inter-laced bones 1 m thick, 3 m high, and 10 m long (possibly fully circling a central space); the volume may be multiplied, in any desired combination of height width and length, by the caster level. An entity coming in sight of the wall must save or flee in fear *and* gain a temporary madness. The wall can suffer 10 hits of damage before the attacked section (a few meters) turns to dust. Bright sunlight inflicts 1 hit per turn on the wall.

CL: 5 Range: Ranged Save: Special Duration: Permanent

Warp Body: The caster calls on the devil to transform him into an unnatural monster or bizarre, fleshy object of the caster's choice. The caster acquires the typical physical and

natural abilities of a monster or dimensions of the chosen object while retaining his own mind and mental abilities. The new form can range up to four-times the caster's physical size. The caster can determine minor attributes, like scale color, etc. Damage taken while in monster form is retained when the caster changes back to his human form, but increased or reduced in proportion to the change in physical size (e.g., if the monster form is double the caster's mass, damage taken while in monster form is halved when the caster changes back). Any part of the caster's body that is separated from the whole (e.g., a severed arm) reverts to its human form. When the change occurs, the caster's equipment is unchanged, and might harm or even kill him if retained (e.g., a helmet too-small for the new shape). Therefore, it is important to drop items, remove armor, etc. when changing. The caster stays in his chosen form until the spell is cast again, until some pre-set condition is met (e.g., a certain date, or performance of a certain action), or the caster dies.

CL: 4 Range: Self or Touch Save: Yes Duration: Special

Weaken Flesh: The subject's flesh becomes weak and soft, increasing the damage done to him by physical attacks. Weapons gouge, cleave, and mash the victim's flesh as though it were butter, adding 2 to all damage rolls. If a victim of this spell is killed by an edged weapon, those witnessing the carnage should save or become nauseated.

CL: 2 Range: Ranged Save: Yes Duration: Temporary

Ward: This spell is cast on a doorway or small (~3 meter wide) area of floor or ground. The caster is instantly aware whenever a being moves through the doorway or into the warded area – even if the caster is asleep, busy, or looking the other way. The caster will also know if the intruder has hostile intent. A wizard may have any number of wards active at one time. Duration is 1 day per level.

CL: 1 Range: Special Save: No Duration: Special

Wardpact: The caster calls on the aid of a demonic or spiritual entity to defend him against one specific form of physical assault (e.g., swords, fire, arrows, etc.). Attacks or threats of that kind are harmless to the caster for the duration of the spell. Powerful sorcerers commonly enchant themselves permanently with several such spells.

CL: 4 Range: Self Save: No Duration: Temporary

Water Visions: The caster touches a pool of still water with his hand. He then experiences visions (usually precognitive in nature) concocted by the game master. If the caster succeeds at a standard saving throw, he can try to guide his visions to a particular person or place.

CL: 3 Range: Touch Save: No Duration: Temporary

Wither Limb: The caster points at one of the limbs of his target and speaks the arcane words of this spell. If the target fails his saving throw, the limb in question withers to a useless, deformed stump. The effects of this spell are permanent unless the curse is dispelled or the subject healed by a miracle.

C.L.: 3 Range: Ranged Save: Yes Duration: Permanent

Wizard Light: A bright light illuminates the full area of the spell, allowing normal vision for the duration of the spell.

C.L.: 1 Range: Ranged Save: No Duration: Temporary

Word of Recall: This spell teleports the caster back to a pre-chosen sanctuary. The caster must designate the sanctuary when he first learns the spell, and can change it only when present in the new location and free to spend an hour attuning him self to it. The caster can be transported any distance, but cannot travel between dimensions. This spell works only on the caster and anyone or anything he is strong enough to physically carry.

C.L.: 4 Range: Special Save: No Duration: Instantaneous



SECTION II: PRIESTLY SPELLS

The following spells are available to magicians who have the 'Priest' ability; no one else may cast them. Note that priestly spells do not require devout faith on the part of the caster; they draw their power from the formal traditions of the faith and the belief of its adherents – the caster is just a conduit. Any magician who has the Priest ability may attempt to cast any priestly spell. Priestly spells differ from miracles, which can be performed by any devout believer, independent of training. Some things you might expect to see as priestly spells (e.g., healing; resurrection) are actually miracles. Look in the relevant chapter of the main rulebook for details!

Baptism: Brings an infant or convert into the church. Inquisitors have discovered this sacrament is effective even if done at sword point.

C.L.: 1 Range: Touch Save: No Duration: Permanent

Blessing: The recipient of a clerical blessing receives a +1 roll for any attempt to perform a miracle or attempt a Deus ex Machina saving throw.

C.L.: 1 Range: Touch Save: No Duration: One day

Bury the Dead The priest buries a dead person in hallowed ground. If properly performed, that person cannot be raised from the dead (as a zombie, skeleton or otherwise), even if that person died without receiving last rights.

C.L.: 1 Range: Touch Save: No Duration: Permanent

Confirmation: Bestows full membership in the faith on a young adult. Required for any accepted, adult member of medieval society.

C.L.: 1 Range: Touch Save: No Duration: Permanent

Excommunication: The priest casts a strayed believer out of the church. The subject may no longer receive sacraments and is an outcast from the community of the faithful. The game master might rule that an excommunicated character cannot perform miracles, unless the excommunication was entirely unjustified (e.g., politically motivated).

C.L.: 3 Range: Any Save: No Duration: Till removed

Exorcise Demons: The cleric forces a demon or offending spirit to make a saving throw; if it fails, the evil being is forced to return to its home plane.

C.L.: 3 Range: Ranged Save: Yes Duration: Instantaneous

Extreme Unction: The priest provides spiritual aid and comfort and remission of sin to a deathly ill worshiper. If successfully performed on a believer, that person gains a +1 bonus in saving throws to overcome an advanced illness or grievous wound. Extreme unction is not performed on the lightly wounded or ambulatory sick.

C.L.: 2 Range: Touch Save: No Duration: Until the threat resolves/heals

Holy Barrier: The priest establishes a barrier up to 10 meters in diameter and centered on

him self, across which diabolical beings, heretics, sorcerers and evil people cannot cross (no saving throw).

C.L.: 3 Range: Special Save: No Duration: Temporary

Holy Eucharist: The priest administers mass, including the consumption of the bread and wine made holy. A believer who has participated in the holy Eucharist within the last day receives a +1 bonus when attempting any saving throw vs. magic, insanity or fear and when performing a miracle.

C.L.: 1 Range: Touch Save: No Duration: One day

Holy Place: In this powerful ritual, the priest creates a permanently holy place, typically up to tens of meters across but possibly larger or smaller, that acts as an Enchanted or Holy location (see main rule book). A holy place automatically acts as a Holy Barrier (as the spell of that name, above), and all believers within it benefit as if acting under a Blessing (also as the spell of that name). Finally, a priest's level is doubled with respect to spell casting rolls while occupying a holy place.

C.L.: 6 Range: Special Save: No Duration: Permanent



Last Rites The cleric anoints a dying person and absolves him of his sins, so that he can die knowing the way to heaven is open to him. This is extremely important to medieval believers. A person who has been given last rites cannot be raised as a zombie or used to create a skeleton.

C.L.: 2 Range: Touch Save: No Duration: Permanent

Matrimony The priest performs an official marriage between two members of his church.

C.L.: 1 Range: Ranged Save: Yes Duration: Hmm....

Ordination The cleric elevates an acolyte to full priesthood. This sacrament must be performed before a character can gain the Priest ability. Only a bishop or higher-ranking prelate (or its equivalent in the religion in question) can perform an ordination.

C.L.: 3 Range: Touch Save: No Duration: Permanent

Neutralize Toxins: The victim of a poison or other toxin is cleansed of its effects.

C.L.: 2 Range: Touch Save: No Duration: Permanent

Penance (also called 'Confession') The cleric hears a parishoner's confession and assigns penance worthy of cleansing him of his sins. This sacrament must be performed for a person in a state of sin before he can use his Devout ability (or similar heroic abilities).

C.L.: 2 Range: Ranged Save: No Duration: Permanent

Purify Food and Water: Enough food and/or water to provide for up to a number of people equal to the square of the caster's level is purified of all taint or disease.

C.L.: 3 Range: Touch Save: No Duration: Permanent

Recognize Evil: The cleric can identify anyone in sight or hearing that is intrinsically diabolical or evil in intent.

C.L.: 2 Range: Special Save: No Duration: Temporary

Restore the Faithful: A subject believer is instantly healed of all effects of non-wounding damage (i.e., injury or exhaustion less severe than wounds).

C.L.: 3 Range: Touch Save: No Duration: Permanent

Sanctification The priest sanctifies holy water, holy oil, an alter stone or cloth, or a small plot of hallowed ground. Holy water can be splashed on the undead and diabolical to cause 1 hit of damage per vial. Holy oil can be used to anoint the sick in the sacrament of extreme unction (above). An alter stone and cloth is used to perform the Eucharist and other ceremonies, and hallowed ground is used to bury the faithful or found a church.

C.L.: 3 Range: Touch Save: No Duration: Permanent

Smite the Godless: The next blow struck by the cleric or paladin (or someone he supports), successfully aimed against a non-believer, gains a +2 bonus to the damage roll. It might be several turns between the performance of this miracle and when this blow lands.

C.L.: 2 Range: Touch Save: No Duration: Brief

Strength of the Righteous: The cleric or someone he supports gains a +2 bonus to saving throw related to a single, brief physical task (e.g., climbing a wall or lifting a gate).

C.L.: 2 Range: Ranged Save: No Duration: Temporary

SECTION III: GREAT MAGICS

Some spells are so powerful and grand in the scale of their effects that they should be thought of as a separate class. The spells contained here are all arcane magic, learnable, in principle, by any magician. However, we encourage the referee to limit access to these spells as a way of shaping the way in which magic manifests in your game world. We organize two groups of great magic spells as powers of particular secret sorcerous societies; these provide an example of the restrictions that might be placed on their availability. This is not to say players should not use them – powerful, interesting player characters are the lifeblood of a long-running campaign. But, each of these spells has the potential to change a campaign setting, and so should be made available only sparingly and after some deliberation.

Become Undead: This spell transforms the caster into one of several types of undead being, forever forsaking life and soul in return for eternity in the physical world (assuming he is not destroyed). Once cast, this spell may never be undone. There are five variants of this spell; each must be learned separately and only one can ever be successfully cast by a given caster. Detailed descriptions of the powers of each undead being are contained in the companion volume of monsters.

Mummy: The caster must have a team of skilled assistants eviscerate him, soak him and his entrails in oils, wrap him in bandages, place him in a sarcophagus and store each of his removed organs in a separate, lead-sealed clay jar. The magic of the ritual keeps the caster alive and sensate throughout this ritual; the horror and breathtaking agony are critical to its success. The caster must remain sealed in his sarcophagus for 10 years, at the end of which he re-animates and awakens as a mummy.

Nazgul: This spell works differently from the others, as it involves a collaborative agreement between the primary caster and the spell's subject. The subject of this spell must willingly enslave himself to the caster and gains all the powers and abilities of a Nazgul. The caster may command the Nazgul. The two remain forever linked through telepathy.

Vampire: The caster must consume the blood of an existing vampire at the end of this ritual. This obviously requires the cooperation of one of the greater undead, most of whom are jealous of the powers of others and fearful of rivals.

Wraith: The caster creates a permanent pentagram (a Major Magic Item). During the course of the ritual, the adept must enter the pentagram and murder an entity of his own race that occupies the pentagram with him. The entity may be bound, but must be conscious during the murder. A wraith appears over the corpse, and remains bound to the place where the murder was committed until freed by someone other than the adept entering or leaving the pentagram. The caster also becomes a Wraith, but is free to move about as he wishes. If the victim's spirit is ever released, it will hunt the adept and attempt to extract revenge.

Worm That Walks: The caster must kill himself or have an assistant slay him at the end of the ritual. He must then be buried in a shroud or pine box in fertile earth, and his flesh eaten by worms (usually taking 1 month). Once his body is consumed, his spirit takes command of all the worms that consumed him and their progeny, and can reconstitute his body by commanding them to form a humanoid writhing mass.

Once the conditions of the ritual are met, the adept attempts his spell-casting roll, with a -1 modifier to each die due to the difficulty of the spell. If successful, he joins the ranks of the undead as a wraith, vampire, nazgul, lich, mummy or worm that walks (as appropriate), gaining all the relevant special powers. If the casting attempt fails, the caster (and the subject for the nazgul variant) remains among the living and gains an intense insanity (for the wraith, nazgul and vampire spell) or dies (for the others).

CL: 6 Range: Self Save: No Duration: Permanent

Enchanted Realm: The caster weaves an inhumanly complex and powerful spell of illusion to create a small kingdom (perhaps a few tens of kilometers across), complete with landscape, structures, beasts and inhabitants. All spring from the caster's mind, and so can take on almost any fantastical shape. The realm occupies no physical space, but is usually reached by passing through some symbolic portal (a gate, an eerie stump in a forest, etc.). The caster can perceive and interact with his creation as an omnipotent god without interfering with the integrity of the illusion. Anyone else who wanders into this realm is subject to its laws and the actions of its inhabitants as if they were real, unless he succeeds at an attempt to disbelieve the entire construction (represented by a standard saving throw). Anyone who disbelieves in the realm will suddenly see himself back at the mundane location of the entry portal. If you are killed within an enchanted realm, you awaken, exhausted and disoriented, at its entry portal.

CL: 8 Range: Special Save: Special Duration: Till creator dies

Fairy Castle: The caster creates the illusion of a castle or other similarly large and complex structure. Anyone who enters will feel themselves to be surrounded by its illusory details, and may interact with the inhabitants and objects as if they were real. He may attempt to disbelieve the entire construction (represented by a standard saving throw); if successful, he will see the castle dissolve around him and find himself standing at the mundane location where the illusion was spun. The caster can perceive and interact with his creation as an omnipotent god without interfering with the integrity of the illusion.. If you are wounded or killed within fairy castle, you perceive the wounds as real until the spell is over, at which point you are exhausted and disoriented.

CL: 4 Range: Special Save: Special Duration: 1 hour per level

Magic Wood: The caster enchants a natural forest to become an enchanted space. The wood may be of almost any size, though generally it is on the order of a few km to tens of km across (perhaps imbedded in the midst of a much larger non magical forest). The caster and any aligned magical persons or beings double their effective level or hit dice for the purposes of spell casting and saving throws while within the wood. The caster is always aware of things that transpire inside the borders of the wood, and can perform Telepathy, as the spell of that name, on anyone within it. Spell casters who create a magic wood commonly fill it with additional enchantments, such as woken root men, pools that act as water of vision, and so forth. Natural animals that live within the wood may be slowly transformed into magical beings, even without the caster's purposeful intervention.

C.L.: 7 Range: Special Save: No Duration: Permanent

Summon Demon Lord: This spell functions as the Summoning spell, but calls forth a demon lord such as Arioch, Beelzebub or Satan. Demon lords are never controlled when summoned; all you can do is hope to bargain with them before they consume your soul. Access to this spell will sometimes be granted to a favored servant of a demon lord (though usually at some great cost). A demon lord does not have an opportunity to save vs. this spell – if properly called he must appear. But, once he appears, he may choose whatever course of action serves his own ends.

C.L.: 7 Range: Ranged Save: No Duration: Temporary

Summon Spirit Lord: This spell functions as the Summoning spell, but brings a spirit lord – one of a large group of beings that have god-like powers but are neither part of the hierarchy of demons nor members of a pantheon of gods. Examples might include the lord of all water elementals, the spirit lord of all lions, or the spirit of a great mountain range. Summoned spirit lords cannot be controlled as other summoned beings; rather, you must bargain or negotiate with them, in hopes that they can be convinced to act in your interests instead of wandering away or destroying their summoner.

C.L.: 76 Range: Ranged Save: No Duration: Temporary

Word of Command: When a wizard speaks a Word of Command in a language of his choosing, all other intelligent beings within range that hear and can understand the word must obey it, unless they can succeed at a saving throw. Each Word of Command is a separate spell. Some examples include: 'Believe', 'Crawl', 'Kill', 'Flee', 'Go', 'Obey', 'Silence', 'Stop', 'Sleep', 'Laugh', 'Surrender', 'Eat', and ... 'Die!!!!'.

C.L.: 6 Range: Special Save: Yes Duration: Temporary

SECRETS OF THE EATERS OF WISDOM

The following great magic spells are known only to a school of sorcerers known as the 'Eaters of Wisdom'. These teachers and students from the Invisible School of Thaumaturgy go to war in a wagon of mystic paraphernalia and control the following magic spells. They should only be employed with the permission of the School's leader.

Bridge: The caster creates an enchanted bridge that expands to tremendous size, and across which the Eaters and their minions may cross up to 100 kilometers of any terrain, including rivers, lakes and ocean. The Bridge vanishes after the last member of the caster's entourage steps off the far end, or after a week, whichever comes first.

C.L.: 6 Range: Special Save: No Duration: Special

Enchanted Castle: When The Enchanted Castle is invoked, a magical fortress grows from the ground to surround the Eaters and their minions. The Enchanted Castle is impenetrable by mundane means, and remains until the Eaters voluntarily banish it, abandon it, or it is breached by powerful magic (perhaps the colossus of the Black Hand...).

C.L.: 7 Range: Special Save: No Duration: Special

Mirage: The caster creates a great illusion at tremendous distance; an illusionary army, apparently numbering in the thousands, appears up to 100 kilometers away, across any kind of terrain or barriers. The primary effect of this illusionary army is to surprise and confound foes that see them spring up without warning. Those who engage in combat with these soldiers will find they cannot be slain – but neither do their weapons bite. A foe who succeeds at a saving throw with a -1 penalty (modified for weak or strong will) may ignore these phantoms; otherwise, he will thrash them uselessly until exhausted, or flee. In general, formations of troops will dissolve in fear in face of this sorcerous attack.

C.L.: 6 Range: Special Save: No Duration: Special

Mist of Groping: This is a billowing cloud, up to several miles across, that protects the Eaters and their minions from attack. Once evoked, it remains in effect for one full day. While covered by the Mist, the Eaters and their scholars and soldiers may not be attacked by enemies in any organized way (though individuals might grope their way through the cloud). If evoked at a siege, it does not break the siege; it merely prevents the encircling army from staging an assault.

C.L.: 5 Range: Special Save: No Duration: Special

Sorcerer's Ship: The caster invokes a magical ship that will carry him and up to 200 of his minions down a river or across a sea or ocean. Under normal circumstances, the Ship moves at twice the speed of a normal ship, and easily out races natural storms. Once launched, the Ship's magically animated puppet crew can operate it without the caster's presence, though only for a day. It can be used indefinitely when its casters remain on board.

C.L.: 6 Range: Special Save: No Duration: Special

Whirling Vortex: This is a spell that launches a maelstrom of violent wind that envelops a 100-square kilometer area, hurling trees and rocks and filling the air with debris, for several hours. The Eaters of Wisdom uses this spell to disperse hostile armies, who will generally be scattered across the countryside in the chaotic storm, or flee as it begins to build. The caster must be able to see his target area with the naked eye, usually requiring that he occupy a mountaintop overlooking the terrain where the storm will occur.

C.L.: 7 Range: Special Save: No Duration: Special

GREAT MAGIC OF THE BLACK HAND

The Black Hand is a mysterious and powerful necromancer that resides in the Tower of Zards – a horrible prison to Black Hand's foes. Every prisoner freed from the Tower has emerged insane. This name also applies to his small team of magical minions (although it is not always clear when one is dealing with a minion and when one faces the Hand himself...or perhaps it can be more than one person at once). The Black Hand controls several fell creatures described below. They are powerful in war, though no ally will stand to march in the same column with them. The Black Hand is not known to have ever created or summoned more than one of their creatures at the same time, although one cannot be sure whether this is from choice or some limit to his power.

Black Plague: The Black Hand may call for vile miasmas that infect an enemy army, land or city with the Black Plague (as described in the rule book). Any one subject to the spell must resist the disease, as normal, or suffer its effects.

C.L.: 7 Range: Special Save: Yes Duration: Special

Create Colossus: The Black Hand may assemble this disgusting giant from piles of battle dead. See the Beastiary for its statistics. The Colossus may only be created when the Black Hand has prolonged access to a recent battlefield. Once formed, it may move up to 200 kilometers from its birthplace, though only at the direction of its creator. The Colossus is a truly monstrous being, capable of crashing through whole armies of mortal soldiers (though it is relatively useless in assault against fortifications, as it simply breaks apart if it attempts to batter a stone wall). The only individuals who may stand against it are powerful sorcerers or heroes bearing the Talisman of Dispel or the Sword of Wizardry (described in the section below on Artifacts). The Colossus is also vulnerable to the Firestorm of Greystaff, the Whirling Vortex, and Mirage of the Eaters of Wisdom. The Colossus can step across rivers, but cannot pass through deep lakes or the sea. It persists so long as its creator focuses on controlling it (unless it is destroyed, unlikely though that is).

C.L.: 8 Range: Special Save: No Duration: Special

Summon Dark Guardian: This is a demon that protects the Tower of Zards from attack. While the Dark Guardian is present, no enemy may approach without being detected and confronted by it. The Dark Guardian is a horrible foe that few heroes will even gaze at, much less face in battle (see the Beastiary). It is only known to have been exorcized through powerful magic (though it has always returned, sometimes as soon as a few weeks after banishment). Fortunately it will not move from sight of the Tower.

C.L.: 6 Range: Special Save: No Duration: Special

Summon Ghost Fleet: The Hand may summon a fleet of skeleton-manned wrecks from the depths of the haunted sea; this ritual must be invoked while the Hand stands on an ocean beach or cliff (a lake won't do). The Ghost Fleet moves at twice the speed of a mortal ship, and will gleefully attack the living, who must roll check moral with a -1 modifier when faced by this grim sight. The Fleet is also capable of transporting the Black Hand and its minions and creatures (except the Colossus). The Ghost Fleet persists until dispelled by their creator, but vanishes if they are out of sight of the Hand.

C.L.: 7 Range: Special Save: No Duration: Special

Summon Souls of the Damned: The Black Hand may summon a swarm of howling specters; these are usually called to terrorize enemy armies or capitals. Anyone subjected to the Souls of the Damned must save with a -2 penalty (modified or strong or weak will or bravery) or flee in terror, gaining a temporary insanity as detailed in the rules on madness. Some great heroes can stand against this fear, but it has never been known to fail to route an army or city. Fortunately, the Souls of the Damned quickly pass, and a disciplined army under the hand of a firm (and sane) leader may quickly reform. However, in the midst of battle or siege, it may be too late...

C.L.: 6 Range: Ranged Save: No Duration: 1 night

Summon Wings of Darkness: The hand may summon a flock of winged minor demons that can harass, frighten and disperse enemy armies from the air, capture and fly off with one or a few foes, or contend with enemies in the air. See the Bestiary for details about individual Wings of Darkness.

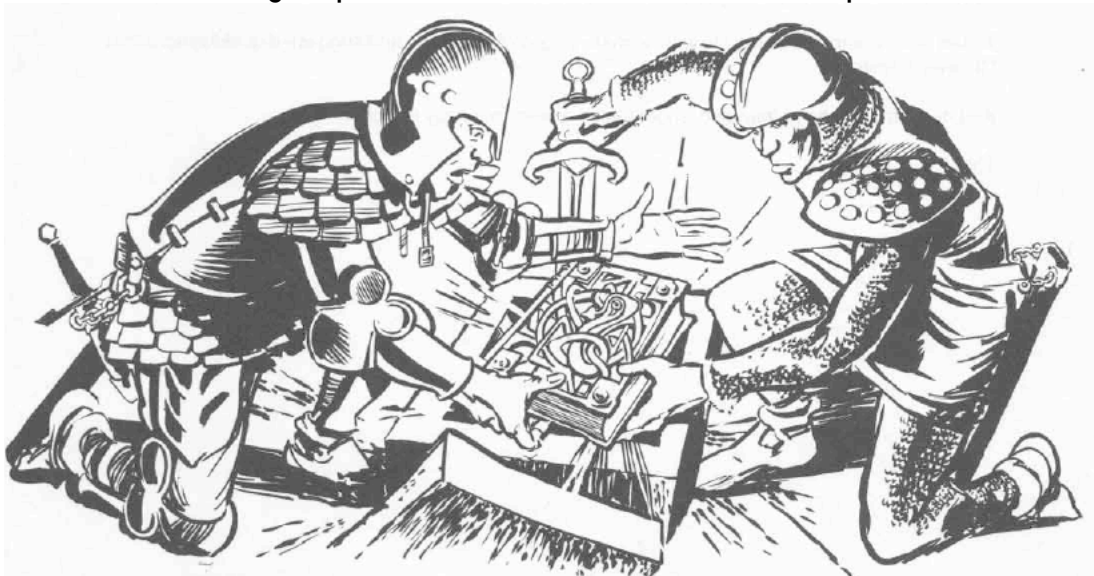
C.L.: 5 Range: Ranged Save: No Duration: Temporary

Raise Undead: The Black Hand may raise troops of animated skeletons from the mountains of bones buried in ancient battlefields. There is effectively no limit to the number of grisly skeletal soldiers that may be raised from an ancient battlefield, although no more than a few hundred can be created per day through this ritual. The only reason such an army of bones has not over run the world is that the Black Hand must control and command them from close proximity (within sight) or they cease moving and quickly fall apart. The Black Hand obviously may also create small numbers of skeleton servitors that do not suffer this limitation by using common Necromantic magic.

C.L.: 7 Range: Ranged Save: No Duration: Special

Walking Dead: The Black Hand may raise a small army of zombies – several hundred to as much as a thousand strong. It persists for as long as the caster focuses his attention on them. The Walking Dead may only be raised from the stores of corpses the Black Hand keeps ready in the dungeons of the Tower of Zards (though, of course, the Hand may create smaller number of zombie servitors through common magics). They are generally raised, marched to war (or some other task), and then marched back to their dungeon lair before the spell is released and they collapse. If the Walking Dead are destroyed, the Hand would need to gather fresh corpses from a battlefield full of fresh corpses before raising it again.

C.L.: 7 Range: Special Save: No Duration: Special



SECTION IV: MAGIC ITEMS

The Platemail rulebook provides an overview of several genaray types of magical items and beings that might brighten the rooms of any house-proud sorcerer. The following section provides specific examples of several types of these magical weapons, elixirs and devices. Many list one or more 'critical ingredients' in their description; these are things that must be consumed by the caster who creates the magical item in question.

GEMS AND JEWELRY

Gems are not intrinsically magical, but many magic items contain gems or require their consumption to complete an enchantment. Here are some examples of types of gems and their worth. Gems vary enormously in value according to their size, purity, cut and setting. And their settings into jewelry can greatly increase (or hide, or mar) their value. The following list suggests ranges in value for common varieties, assuming average quality and size of a few carats or less:

Agate	2d6 p	Jade	2d6 c
Amber	3d6 p	Jet	1d6 c
Amethyst	2d6 s	Opal	2d6 p
Beryl	3d6 s	Pearl	1d6 c
Coral	1d6 c	Ruby	3d6 c
Diamond	3d6 m	Sapphire	2d6c
Emerald	3d6 s		

MAGICAL GEMS

Exploding gem: A precious gem that explodes violently, with the effect of a grenado when hurled against a hard surface. Critical ingredient: a gem taken from the walls of a fumarole or volcanic vent. It is rumored that a sorcerer has figured out how to create a magic gem that explodes with the force of petard.

Gem of summoning: A piece of fine Jade carved into the shape of the creature or other-worldly being that the gem summons (e.g., a wolf, a demon, etc.). When thrown to the ground, the gem vanishes in a puff of smoke and is replaced by an appropriate creature, which remains for up to 12 turns. The being summoned gets a saving throw to resist its summoner's commands. Critical Ingredient: the still-beating heart, freshly removed, from a being of the type to be summoned.

Spell storing crystal: The user of a spell storing crystal casts a spell into it. He makes the relevant spell casting roll at that time (and suffers any resulting exhaustion), but the spells effects do not manifest. At any later time, he may release the spell at will (though a turn of concentration is needed). Only one spell at a time may be stored within a spell storing crystal. The critical ingredient is the gem itself; often something valuable (1000 p, at least) and from an unusual location.

ALCHEMICAL POTIONS

Alchemical potions are a special kind of magical item; they are not made using spells of enchantment, but instead can be created only by a magician who has the Alchemy ability

and access to an appropriate laboratory. The creation of an alchemical potion can be resolved using the same mechanics as a spell casting roll, using the equivalent complexity levels listed below for each recipe.

Acid (CL 1): A thin, yellowish liquid distilled from aqueous solutions of sulfur and other noxious compounds. Readily dissolves organic matter, metals and certain kinds of rock (e.g., limestone or marble). If splashed on someone, a dose does 2 hits of damage, and destroys worn armor. Critical ingredient: sulfur, usually from a dragon's fewmets.

Agility Potion (CL 1): The drinker gains the Agile ability for 1 hour. Those who use this potion more than a few times in one month are likely to suffer unpleasant and unpredictable side effects. Critical ingredient: 2 kilos of cocoa leaves.

Aqua Vitae (CL 2): The adept turns potable water into a general antidote for venoms and poisons. Each dose immediately causes any venom or poison to become inactive and will cure 1 hit of damage lost due to venom or poison. Critical ingredient: mercury.

Berserker Potion (CL 2): The drinker of this potion becomes berserk for 1 hour. He gains the Ferocious gift and does not suffer from consequences of injuries...until he comes down. Critical ingredient: 6 dried mushrooms.

Breath of Life (CL 6): The alchemist prepares a small bellows filled with 'vital air' produced by transmutation of purified gold. If blown into the mouth of a being that recently died (within the last hour), it has the effects of the Revival spell. Critical ingredient: 'vital air' transmuted from gold.

Burn Unguent (CL 1): A thick, translucent paste that heals 1 hit when applied to someone with burn wounds. Critical ingredient: 2 kilos of fresh leaves from the desert Aloe plant.

Crystal of Vision (CL 2): The alchemist creates a crystal that acts like the Water Vision spell, but functions continuously and without additional spell casting rolls. Critical ingredient: 1 ounce of ambergris, and a sheet of glass prepared from purified or transmuted silicon.

Dark Vision (CL 1): A potion that confers on the drinker the ability to see in pitch darkness as if carrying a bright torch for up to 1 hour. Critical ingredient: a bat's face.

Depetrify (CL 3): This potion reverses the effects of the Flesh to Stone spell, or equivalent monstrous power. Critical ingredient: a gargoyle's gall bladder.

Drought of Telepathy (C 4): The drinker of this potion can perform Telepathy, as the spell of that name, for 10 minutes after drinking. Critical ingredient: One more-or-less complete Hymenopteran.

Dwarven Nose (CL 1): Anyone imbibing this potion is able to smell treasure (gold, gems, sliver, etc.) up to 10 meters away, for up to 1 hour. Critical ingredient: 1 gram of jewel dust, spat upon by a dwarf to form a paste.

Fear (CL 2): When ingested or breathed from a gas bomb, this potion makes its victim gain the Craven curse for 1 hour, unless he saves. Critical Ingredient: one sabertooth tusk.

Fireproofing (CL 2): Anyone slathered in this potion cannot be harmed by fire of any kind for up to 1 hour. Critical ingredient: the liver of a dragon.

Flight (CL 3): The drinker gains the ability of flight, as the spell of that name, for 1 hour. Critical ingredient: the feathers of a phoenix.

- Foolishness (CL 2):** The drinker gains the Stupid curse for 1 hour, unless he saves. Critical ingredient: 1 kilo of Hōbbit hair (about three Hōbbit worth).
- Frailty Potion (CL 2):** The drinker gains the Schwachling curse for 1 hour. Critical ingredient: 1 dram of poppy oil.
- Golden Lotus Tincture (CL 3):** A thin, bitter liquid distilled from the leaves of the golden lotus. Anyone drinking it gains a +1 bonus to all spell casting rolls and saving throws for 1 hour. Critical ingredient: 1 kilo of fresh golden lotus.
- Healing Waters (CL 2):** The adept turns water into a healing potion. Each dose cures 1 hit of damage lost due to physical wounds. Critical ingredient: blood drained from the tail of a large (ca. 20 kg or larger) lizard.
- Invisibility (CL 3):** The drinker becomes invisible, as the spell of that name, for 1 hour. Critical ingredient: the breath of an elf or fairy.
- Love Philtre (CL 1):** The imbiber falls in love with the first person he sees of the same or similar race and of the gender he 'prefers'. The effects of the potion last for 1 week. Critical ingredient: the heart of a dove.
- Philosopher's stone (CL 7):** This useful object aids in the transmutation of elements. If 10 grams of a purified metal (iron, lead, etc.) is touched with the stone, that metal is transmuted into another metal of the user's choice. Only someone who knows the Alchemy ability can use the stone. Critical ingredient: Unknown; this recipe is lost to modern philosophers, and no philosopher's stone is known to be in general circulation. It is also extraordinarily complex - even should its critical ingredient be discovered, it would likely take months or even years to fully understand. Recovery of the recipe, or at least an example of the product, is a goal of every high-minded alchemist.
- Purify Element (CL 3):** This is a ritual that makes use of many components of an alchemist's laboratory rather than creating a potion or object. Its effect is to extract 10 grams of one purified substance from a suitable amount of raw material. Critical ingredient: An appropriate amount (usually kg or 10's of kg) of raw material.
- Purple Lotus Dust (CL 2):** A fine purple powder made from the dried leaves of the purple lotus. When thrown in the face of a target it has the effect of a Sleep spell, but imposes a -2 penalty on the saving throw. Critical ingredient: 1 kilo of fresh purple lotus leaves.
- Sleeping Drought (CL 1):** A thin, sweet liquid distilled from the poppy plant. Anyone drinking it must save (modified for strength and heartiness) or fall into a deep, dreamless but natural sleep within 2d6 minutes. Critical ingredient: 1 kilo Poppy seeds.
- Solvent (CL 1):** A thin, bad-smelling, transparent liquid that will dissolve most organic matter within minutes. If a living being is splashed or immersed in it, they take 1 hit of damage per turn until removed. Critical ingredient: Blue salt (fluorite).
- Speed (CL 3):** Any being that consumes this potion has his base movement rate doubled for 1 hour. Critical ingredient: two centaur hooves.
- Toad Sweat (CL 1):** Removes one blemish, wart, corn, or pimple per 1-dram dose. Critical ingredient: sweat from the back of a toad.
- Transmute element (CL 6):** This is a ritual that makes use of many components of an alchemist's laboratory rather than creating a potion or object. Its effect is to convert 10 grams of one purified substance into another. It is common to turn base metals into gold

using this recipe, although generally for spiritual enlightenment rather than financial gain.
Critical ingredient: 10 grams of purified element.

Tremors (CL 2): The drinker suffers from shaking nerves; -1 penalty to perform any act calling for agility or physical control. Critical ingredient: 2 kilos of hair from a living or freshly killed Giant. This is about all the hair found on the average giant.

Universal Antidote (CL 5): The drinker of this elixir is instantly cured of any disease, poison or madness. Critical ingredient: purified mercury.

Universal Solvent (CL 5): This liquid will rapidly dissolve any substance other than adamantium that has been produced by transmutation from gold. If a dose is splashed on a living being, it takes 4 hits of damage and any worn armor is destroyed. Critical ingredient: sulfur transmuted from purified gold.

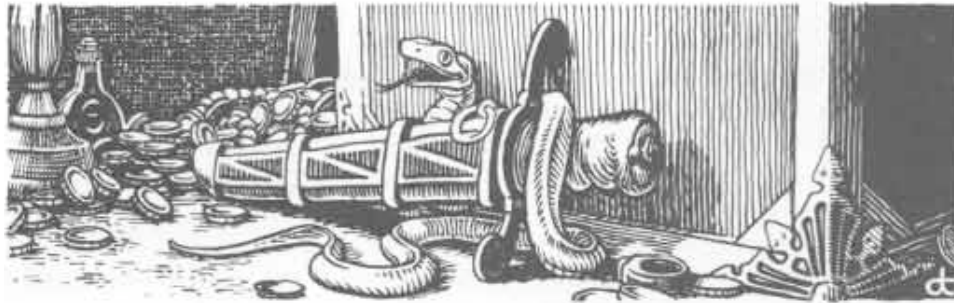
Water Breathing Potion (CL 2): This potion gives its user the power to breathe water for 10 minutes. Critical ingredient: the breath from a fish (?).

Water of Might (1): The drinker gains the Powerful ability for a period of 1 hour (if he already is Powerful, increase its benefits by +1). Critical ingredient: two bull's testicles.

Youth (CL 6): Drinking one dose of this potion will reduce the physical age of the imbiber by 2 years. It is usually taken to forestall the effects of old age, although it is possible to use it for other purposes. Critical ingredient: mercury transmuted from purified gold.

MAGIC WEAPONS

Magic weapons are created using the Create Magic Weapon spell, but also require access to a forge and supplies of exception quality metals or woods (as appropriate). All magic weapons provide bonuses of +1 to attacks, parry attempts and damage. This bonus always equals and never exceeds +1. Magic weapons allow heroic combat, regardless of level, and provide a +1 bonus in heroic combat. Any additional effects should be represented by unique abilities or magical powers rather than simply raising the combat bonus. Some examples:



Mistilteinn: A sword from the *Hrómundar saga Gripssonar*, which can never go blunt and which Hrómund won from the undead witch-king Prainn. It was taken from a Barrow-wight. It is functionally like other magic swords. But cooler.

Orcrist: A sword of elven manufacture, greatly feared by goblins and orcs (they must check morale when they see it). It is also enchanted with Light spell that illuminates only when within 100 meters of an orc or goblin.

Elven bow: a bow of elvish manufacture using woods from deep within their enchanted realms. Acts as a Long bow, but with double range and +1 to attack and damage.

Adamantium weapons: A weapon made of adamantium (the alchemical metal formed by transmutation of purified gold) may be created only by a magician who is also an

alchemist and who knows the Create Magic Weapon spell. Such a weapon has all the benefits of a magic weapon, and is unbreakable, and pierces mundane armor as if it were not there (i.e., no increase in armor class for worn mundane armor).

See the section on Artifacts for additional examples. Note a staff could also be thought of as a sort of magic weapon; see the description of magical staves in the spell description for Create Staff, and the Platemail main rules.

MAGIC ARMOR

As for magic weapons, magic armors are created by magicians who know the Create Magic Armor spell and have access to a forge and excellent metals. Magic armors have an armor class 1 point higher than usual. If a type of armor provides damage reduction (i.e., mail and plate), this is also improved by 1 (i.e., from -1 to -2). Finally, they are less encumbering than mundane armors: reduce their movement penalty by half.

Dwarven Mail: A supple coat of mail forged in a dwarven smithy from the choicest steels. AC 6 and damage modifier of -2. Similar in properties to other magic armors, Dwarven mail is special only in its commonness – any full blooded dwarven warrior will begin play with a hauberk of this useful stuff.

Adamantium armors: Mail or plate armor made of adamantium (the alchemical metal formed by transmutation of purified gold) may be created only by a magician who is also an alchemist and who knows the Create Magic Armor spell. Such armor has all the benefits of magic armor, and can only be pierced by magic weapons or attacks from heroic combatants or monsters having 5 or more hit dice.

AMULETS

Amulets are relatively subtle (i.e., weak) magic items. But, they are relatively easily made by any magician who knows the appropriate Creation spell, and so they are fairly easy to make, find or buy.

Amulets against (mundane creatures): This amulet repels creatures of any one race or species - i.e., men, orcs, wolves, slime, etc. Whenever a creature of the appropriate type comes within 3 meters, it must make a saving throw. If the saving roll is failed, the creature cannot attack the wearer, even from a distance, for the next 24 hours. Such amulets work constantly, even if not worn. Critical ingredient: A shackle that has been worn by an imprisoned/captured being of the species warded against.

Amulet against Elementals: An amulet may be made as the 'Amulet Against [Mundane Creatures]', but cover *all* the four kinds of elemental spirit. Critical ingredient: the amulet, prior to its enchantment, must be fully immersed in the living body of one of each of the four major kinds of elementals.

Amulet against Drowning: Gives its wearer a +1 bonus to saving rolls to avoid drowning if suddenly dunked. Critical ingredient: the tongue of a man who drowned in natural, flowing water.

Amulet against Fire: The wearer of this item is immune to harm from natural fires, which lick around his body without touching him. It functions at all times that it is worn. Critical ingredient: the saliva from a living dragon.

Amulet against Disease: Does not cure existing diseases, but will prevent its wearer from catching *anything* – including lycanthropy, plague, etc. Critical ingredient: the bones of a man who died of leprosy.

Amulet against Drunkenness: Lets its wearer (sometimes) drink any quantity of liquor without ill effects. To make it work, the wearer must make a saving roll (modified by traits relevant to strength and robustness). A failed roll means the amulet didn't work this time! Critical ingredient: a pinch of fur shaved from a dog that has recently bitten the amulet's creator.

Amulet of Amethyst: Wards bad dreams and helps the wearer have a restful night's sleep. Every night of rest while wearing this amulet counts as 2 days for the purposes of healing. The wearer of this amulet is immune to spells that attack a sleeping target (e.g., Dreamthief, etc.). Critical ingredient: an amethyst that has been placed beneath the head of a sleeping noble virgin for one night.

Amulet of Aquilaeus: The wearer gains a +1 bonus for all morale checks and saving throws against fear. Critical ingredient: an aquilaeus stone (a small grain of iron oxide taken from the neck of a fully-grown eagle).

Amulet of Betony: The wearer gains a 1+1 bonus for all saving throws vs. infection. Critical ingredient: a sprig of betony (a type of mint) collected with a silver blade under a full moon.

Amulet of Bloodstone: The wearer will not miscarry. Critical ingredient: a large bloodstone (a green, speckled jasper).

Amulet of Carbuncle: The wearer gains a +1 bonus for all saving rolls vs. poison. Critical ingredient: a carbuncle (a deep red garnet) collected underground.

Amulet of Elder Flowers: Makes wearer proof against the Confusion, Clumsiness or Evil Eye spells. Critical ingredient: an elder flower dried under the breath of a child.

Amulet of Hypercium: The wearer gains a +1 bonus to save vs. any magical act performed by a demon. Critical ingredient: a hypercium (swamp flower) collected by hand in a marsh at night. It is widely believed that the collector must disrobe before venturing into the swamp if the hypercium is to be effective.

Amulet of Iron: No demon will willingly approach closer than 3 meters from the wearer (no save). Critical ingredient: Iron produced by transmutation from purified gold by an alchemist.

Amulet of Jade: No undead will willingly approach closer than 3 meters from the wearer (no save). Critical ingredient: a fist-sized jade collected from Skull Island.

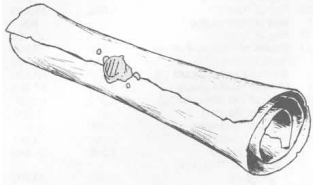
Amulet of Luck: The wearer is permitted to re-roll any failed saving throw or ability attempt or other roll once per day. Critical ingredient: All four fangs from an adult, male tiger slain by the recipient of the amulet.

Amulet of Skepticism: This item gives the wearer a +2 bonus he tries to disbelieve something, thinking it an illusion. It does so, however, by making him very skeptical about everything rather than by making him smarter. The wearer gets the same +2 bonus whenever confronted by anything that attempts to fool him – but, because he is obnoxiously skeptical, he gets a -2 on all reaction rolls made while the amulet is on his person. Critical ingredient: A quill dipped in the inkwell of a scholar who is versed in the Lore ability.

SCROLLS AND MAGIC TOMES

Scrolls and tomes are often treated as short cuts to casting spells, but with a little thought can be much more interesting:

Scrolls



The Ice Box Papers: This scroll, which a party of adventurers might stumble across while pilfering the cold cellar in a wizard's tower, contains the spell Frozen Doom. A useful, interesting spell. Just don't get trapped into reading the whole thing when the only potential targets in range are your friends. Ahhh, choices, choices...

The Secret Society's Papers: This scroll, found in an ornate box in the inner sanctum of a wicked cult's hide out, contains the spell Summon Gargoyle. Hopefully whoever finds it is powerful enough to control the beast.

The Witch's Secret Parchment: This scroll, found in the possession of a witch who was recently burned by the Inquisition, contains the spell Call Forth the Devil's Playground. The reader of this scroll will cause a demonic temple to burst from the ground, tumbling to ruins any building he stands in. Note that this spell has a very high level—the shock of casting it will likely kill any casual reader.

Tomes

Book of Toth: This book, written in hieroglyphics, consists primarily of a religious text describing the Egyptian god, Toth (creator of hieroglyphics), and his worship. It also contains instructions for learning the spells, Divination and Mirror of Tarkhun Atep (it cannot be used like a scroll, but can be used to learn the spell). Finally, if a person grasps the book, firmly touches it to a demon, succeeds at a basic saving throw (modified by things relevant to willpower), and the demon fails to counter with his own saving throw, it is banished to its home plane (i.e., the book is enchanted with a powerful variant of the Banishment spell). The book is so virulent to Succubi and Incubi that they do not receive a saving throw.

'The King in Yellow': This is a widely censored play. Its author is unknown and is believed to have committed suicide after publishing it. The play is named after a mysterious supernatural figure featured in it, who is connected to a peculiar alien symbol, usually wrought in gold, called the Yellow Sign. Its setting and events include mysterious places and entities such as Carcosa, Hastur, and the Lake of Hali. Though the first act is said to be innocent; all who read the play's second act either go mad or suffer another terrible fate. Save vs. insanity with a -3 penalty or go permanently, floridly insane. Some occult scholars believe that anyone whose mind is strong enough to read the entirety of this play will learn a rare and powerful spell. Possibly Become Undead (Worm that Walks); or maybe Summon Demon Lord (Hastur).

Necronomicon: This mysterious, evil and magnificent tome was first authored by the "Mad Arab", Abdul Alhazred. Among other things, the work contains an account of the Old Ones, their history, and the means for summoning them. The original was first called Al Azif, an Arabic word meaning "that nocturnal sound (made by insects) supposed to be

the howling of demons". Alhazred worshipped the entities Yog-Sothoth and Cthulhu. The most potent version is clearly an original in Arabic, but translations into Greek, Latin and other languages are known. This book has been banned by the Church on several occasions, but has resisted efforts to destroy it for good.

The Necronomicon is on the order of 1000 pages or more for a complete and authoritative copy. Copies of the Necronomicon are usually bound in leather of various types and have metal clasps. Some editions are disguised. The contents (and language) vary greatly from copy to copy – some are worthless rantings of pathetic cultists; others contain dozens of rare spells, recipes and enchantments. Some common things found in the better copies include: Unspeakable Oath, Wall of Bones, Warp Body, Song of Hestur, Mirror of Tarkun Atep, Become Spectral Hunter, Contact Mythos Creature, Elder Sign and Summon Demon Lord (Cthulhu). A wild rumor holds that a lost, ancient copy holds the recipe for The Philosopher's Stone.

Unaussprechlichen Kulten: This tome describes the history, rituals and aims of several vile, repulsive secret cults. It contains the spells Consume Likeness, Clutch of Satan, Insect Plague and Weaken Flesh.



LESSER MAGIC ITEMS

Lesser magic items are enchanted objects that have powers similar to those of arcane spells of complexity level 1–3. Almost any combination of such powers is possible (and they may be similarly combined with magical powers of enchanted weapons, armor, amulets, etc.). A few examples:

Blur: A ring that allows the wearer to become blurred, as if subject to the Blur spell, at will.

Critical ingredient: eye-glasses that have been worn by a myopic person.

Dazzle: This small, delicate crystal vial appears to contain a scintillating liquid. When broken (e.g., by throwing it on the floor), it produces flash of light equivalent to the Dazzle spell. The user of the item does not suffer its effects. Critical ingredient: the body of any small animal that died at the instant of sunrise.

Flying Carpet: A colorful, 1m wide, 2m long woven carpet, enchanted with the spell, Flight, and provided with sufficient self-powered capacity to carry 200 kg indefinitely. This item only functions for a user who sits upon it and says 'I'm a pretty, pretty princess'.

Freeze: This is a cursed diadem that places a powerful version of the Freeze spell on its wearer. All thought and metabolism are stopped until the circlet is removed, which cannot be done by normal means. Critical ingredient: A crown taken from the interred corpse of a dead noble.

- Lock:** This is a short (ca. 1 meter) length of sticky tape with the word 'Caution' on it. When placed across a door, chest lid, etc., it acts as a Lock spell. Each 1-m length may be used only once. Critical ingredient: The clasp from a diary or small keep-sake box, stolen from an unwitting victim.
- Mummy's Hand:** The enchanted hand cut from a mummy (see the Bestiary). When a candle on the palm is lit, anyone approaching within a meter will be under a Freeze spell lasting until the candle burns down (at least an hour under normal circumstances). The candle can only be put out by dousing it with milk or by melting it; one hit from fire will melt it down completely. A Mummy's Hand is used as a trap, or to guard a wizard's work if he has to leave for a moment. Only the hand's creator can light it safely.
- Persuasiveness:** This is a lipstick that grants the power of the Charm spell on anyone who decorates him or herself with it; the user must 're-apply' every 15 minutes. Critical ingredient: a kiss from a Succubus.
- Reverse Missiles:** A small mirror that is worn around the neck on a cord. It puts the Reverse Missiles spell on its wearer. Critical ingredient: a rubber ball and a small pot of children's glue.
- Rings of Control:** These are magic rings (or, occasionally, other objects) giving the wearer the ability to control certain types of beings, as per the spells of that name. Each spell affects one species of creature (e.g., men, goblins, bears, snakes, green slime). The victim gets a saving roll when control is attempted: if he makes the roll, another attempt to control him cannot be made that day. He will know that *something* strange happened to him. A controlled person ordered to kill himself, attack a powerful foe, etc., gets another saving roll, as per the Control Person spell. Critical ingredient: the recently slain corpse of a representative of the species the ring controls.
- Shock Shield:** This torque allows its wearer to electrify his body, as if subject to the spell Shock Shield, at will. Critical ingredient: A metal rod that has been struck by natural lightning.
- The Serpent Torc:** This is a small necklace, made from many long cylindrical beads strung onto the dried backbone of a snake. The clasp usually looks like a snake's head. When the wearer takes it off and throws it to the floor, it immediately turns into a snake that will fight under the control of the torc's user, just like a summoned creature. It remains until it is killed or willed to stop; then it turns back into the torc. If the snake is killed, the torc will be broken when it re-appears, and must be re-strung with the backbone from another snake. If the snake was wounded, it will retain all wounds when it re-appears unless healed with healing potions or other magic. The type of snake the torc will become depends on the type of backbone used to string it. You cannot tell just by looking what kind of snake it might be; the process of making the torc shrinks the skeleton to fit the beads. Any snake may be used to make a serpent torc. If a torc is being re-strung with a new backbone, all the beads (usually about 50) and the clasp must be present. If even one is missing, the torc cannot be remade. Critical ingredient: the body of a magical creature that has been slain and eaten by a snake, and then recovered from that snake's stomach (hopefully before too much time has passed...).

GREATER MAGIC ITEMS

Greater magic items are enchanted objects that have powers similar to those of arcane spells of complexity level 4 and above. Almost any combination of such powers is possible (and they may be similarly combined with magical powers of enchanted weapons, armor, amulets, etc.). A few examples:

Bound Demon: This is any one demon, trapped in a gem, carving, or statue. It may be released by anyone touching it and willing the demon to be freed. The demon will perform one service for its rescuer, then vanish. Critical ingredient: A stone or gem recovered from the bound demon's home plane.

Crystal Ball: The traditional divination tool. A Crystal Ball can be used to see other places, as well as the recent past and (sometimes) the near future. To use a crystal ball, a wizard concentrates, uninterrupted, for at least 5 minutes. At the end of that time, the referee rolls the character's saving throw, modified for will power, intellect and spell casting abilities, and applies an additional modifier that depends on the user's goals: 0 to see elsewhere in space, -1 to see the past, -2 for the near future. If the roll is successful, the referee will describe a scene giving the wizard some bit of information to aid him toward his goal – the larger the number of passes, the more information. An unsuccessful roll means no vision. A badly failed roll (several natural 1's) means a false vision – the referee lies to the wizard. A Crystal Ball will not reveal doings inside a pentagram or by an astral body, and almost never penetrates a Conceal spell. Critical ingredient: A very large, gem-quality amethyst crystal (worth at least 10,000 p).

Geas: This item places a Geas (defined by the item's maker) on the first person to pick it up or, if it is an article of jewelry or clothing, to put it on. This item is self-powered, but works only a single time, after which the enchantment is gone. The secret of making a *permanent* geas enchantment – one that will affect *anyone* who touches it so long as the item exists – has, perhaps fortunately, been lost. Critical ingredient: The item must be immersed in the River Styx (wherever that might lie in your campaign world or multiverse!).

The Little Death: This cursed apple causes anyone who eats it to fall into a deep, death-like state of suspended animation, as if subject to The Little Death spell. The effects cannot be removed by a simple counter spell. The caster must set one conceivably attainable condition that will cause the victim to wake. The victim gets saving throw to resist the spells effects, but with a -2 modifier. Critical ingredient: The breath exhaled from a sleeping King/Queen or Prince/Princess.

Permanent Pentagram: This enchantment is used to draw a Pentagram that will last indefinitely. Its powers are just like those of one constructed with the Pentagram spell, but it lasts until destroyed. Permanent pentagrams are standard features of wizards' towers and workrooms; they are also often found around the thrones or beds of rulers who fear sorcerous attacks. Critical ingredient: the blood of a demon (either lesser or greater).

Rods: A Rod is magic items incorporating either the Fireball spell or the Lightning spell. The user performs a standard saving throw, modified by things that influence spell casting rolls; the number of passes determines the equivalent complexity level of the missile. Critical ingredient: Various; something magically powerful and related to the form of the missile. E.g., bottled flame from a large fire elemental, etc.

Unicorn Horn: A unicorn horn will turn purple when any poison is placed within.

Unfortunately, unicorns are rare, and they (and their masters, if any) strongly resent horn-collectors. However, it is possible to enchant any drinking vessel made of horn to serve the same way. Such "false" horns are as good as the real ones. Critical ingredient: the horn from a freshly slain unicorn.

Wards: Wards prevent the passage of a specified group of subjects (all humans, male orcs, people named Cedric, etc.), unless they can succeed at a saving throw (similar to a save vs. spells), obtaining a number of passes equal to the complexity level of the ward. Wards can only be removed by the one who set them. Note that wards cannot be used to protect a space which moves; they should be set on solid ground or floor. Critical ingredient: five gems stolen from Hell.

SECTION V: ARTIFACTS

Artifacts are unique magical items that would be difficult or impossible for a player character to re-create using the spells and rules governing enchantments. They often also have a history and purpose that is important to the game world, and possibly an important part of the character's campaign. Otherwise, there is no rigid definition of what makes an artifact; you know one when you see it. Have fun with them: artifacts can be interesting and entertaining bits of color or plot devices. Here is a wide range of artifacts, any one of which could fuel a campaign:

Airboat of Armera: The Airboat is a magic flying boat with moves under the power of its own envelope of wind, rising and falling like a glider, and is capable of holding up to 200 men.

Bag of Wind: The Bag of Wind controls the wind. A hero (but not a lower level character) may use it to call forth winds to drive a ship or blow an enemy fleet offshore.

Bauble of Metamorphosis: This device allows the user to make a voluntary transformation into a walking, flying, or swimming creature. Its effect is the same as the Curse of the Beast (as the spell of that name), but the user may voluntarily regain his natural shape at will, provided the Bauble remains in his possession...

Black Cauldron: A tremendous (1m high, 2m in diameter) black iron pot enchanted by ancient fey gods to re-animate the corpse of any dead thing placed within it. Curiously, the zombies it produces do not rot, and are relatively adroit and intelligent (they move, fight and think more or less like mortal men)—though completely lacking in will, speech, soul or the ability to make complex decisions. They generally retain simple abilities (e.g., skilled use of weapons) they knew in life. No necromancer has yet succeeded in creating zombies as useful as those that come from the black cauldron. The Black Cauldron will crack and become useless forever if a living, sentient creature ever enters it of his own free will—though this is instantly fatal for the poor wretch in question.

Box of Far-Wishing: The Box of Far-Wishing allows a hero (but not a lower level character) who enters it to teleport to any other place in Minaria, though the box remains behind. The destination must be known to the user, either because it is famous or because he has been there. The box is clumsy to move. Any hero attempting to move it overland must use a wagon and team of draft animals, small boat, or similar means.

Durandal: The sword of Charlemagne's paladin Roland. It is said to have once belonged to Hector of Troy, and to have been given to Roland by Malagigi (a great enchanter who was raised by secretive elves). The sword contains within its hilt a tooth of Saint Peter, blood of Saint Basil, hair of Saint Denis, and a piece of the raiment of the Blessed Virgin Mary. It acts as a Relic, with an additional +1 bonus to miracle attempts and saving throws because of the large number and holiness of its components. The blade is rumored to be indestructible, and is believed to have been hidden in a deep pool of a poisoned river when Roland faced death at the hands of Saracens.

Fakir's Rope: The Fakir's Rope is a magic climbing rope. It may unroll to any length within reason, permitting its user to descend from towers or great cliffs. The user gains a +1 bonus to saving throws involving climbing when using the rope, and it unwraps at his call when he has reached the bottom.

Hand of Corfu: This device imposes or removes the Werewolf Curse (see the spell of that name, and the Bestiary entry for Werewolves). Cursed by a gypsy as a werewolf, the sorcerer Corfu concentrated the power of the curse into his left hand, and then cut it off. The hand still creates or cures a Werewolf, depending upon its current shape. A human hand removes the Curse (and then turns into a werewolf's paw); the werewolf's paw allows its owner to place the Curse (and then turns into a human hand). A victim may resist, but at a -2 penalty on the saving throw. Roll at die when the hand is found to determine its shape (even, human; odd, paw). When used to remove a Werewolf curse the item is always effective; a die roll is not required.

Guiding Light: This is a small bottle of glowing water that will emit a glowing ray in the direction the holder should go, guiding him quickly and safely through unknown or difficult terrain, such as forests, swamps and mountains.

Head of Orlog: The Head of Orlog is the preserved head of a bygone military genius that still whispers sage advice to lesser generals. It provides a bonus of +1 to any saving throw involving command in battle.

Helm of Wisdom: The Helm makes the wearer a military genius, providing a +2 bonus to any roll involving military tactics or strategy.

Hirmor's Horn: When the owner of this device blows it in battle, or before joining an expected battle, it summons reinforcements from a distance of up to a hundred miles. The allies must come to aid under their own power, but become instantly aware of the identity, location and dire need of the caller. The helpers will undergo forced marches to reach battle, and may arrive exhausted or in poor order.

Iozzai's Wands: This device imposes The Curse of the Beast (as the spell of that name). A user of the Wands may transform a victim into a land animal, flyer, or swimmer, as preferred. The victim may resist, but at a -2 penalty to the saving throw.

Love Potion: This bottle of sweet liquid, if imbibed, imposes the Love Curse (see the spell of that name). The bottle may be used repeatedly, only a few drops are required each time. The victim may resist, but at a -1 saving throw penalty.

Mask of Influence: The Mask is a hypnotic charm that allows its wearer to act as a supremely influential and convincing ambassador. Its powers are abstracted as a +2 bonus to any roll involving diplomacy, intrigue or courtly graces. Its power is so great that its wearer can usually safely approach savages and even some monsters without risk of imprisonment or execution.

Runesword of the Scarlet Witch King: The ancient Scarlet Witch King forged this device. It is the most feared lost magic item known. The sword is nothing less than a greater demon bound into the shape of a two-handed black broadsword. Its appetite for living souls is insatiable. When the Runesword is wielded in combat, it provides +1 bonuses to any combat roll and to damage, and any humanoid or demon struck for damage must make a saving throw, modified for strong willpower; failure indicates his soul has been drunk and is irrevocably destroyed (the Sword does not deign to eat the souls of beasts). However, the Sword is a cruel thing: Whenever it is drawn from its sheath, the user must make his own saving throw (again, modified for strong or weak will); failure indicates he must slay before the blade can be re-sheathed- even if that means killing a friend. Finally, if the Sword is not fed at least once per week, when it

finally is drawn it will enter a feeding frenzy; if user fails his saving throw, it will force him to try to slay everyone present before re-sheathing the blade.

Sankari's Ring: Sankari's Ring was, according to cult legend, given by a Saint to his favorite disciple, Sankari. Its wearer may take on the disguise of any one he has previously seen, and attempts to pierce the deception suffer a -1 saving throw penalty.

Shadow Cloak: The Shadow Cloak allows the wearer to enter the Shadow World at will. Doing so makes the wearer a phantom in the real world. The user of the Shadow Cloak may pass through any terrain or physical barrier as if walking over flat, open ground, unseen to mortal eyes. He may not interact with others, physically, while wearing the cloak, and can perceive only the most generally things about his surroundings (e.g., individuals in the physical world may be unrecognizable). The Cloak may be worn for as long as the user wishes, but a saving throw, modified for strong or weak will, is required to remove it, with an additional -1 penalty per full day it has been continuously on. If he fails, the wearer must keep the Cloak on and try again the next day (with a further penalty). Tales are told of heroes who could not bring themselves to remove the cloak, and who wandered the spirit world until they died of starvation, the Cloak finally becoming visible draped over their corpses.

Silver Sentinel: The Silver Sentinel was a gift from the god of victory to an ancient race that worshiped him. If placed in a castle, it is said that this silver statue will prevent a besieging army from staging an assault. No one in living memory has seen it function, and legends are unclear as to just how it works...

Spinning Wheel: This ordinary looking spinning wheel turns straw into gold, enabling the owner to create d10x100 crowns worth of gold coins per night, assuming a suitably industrious young spinner can be found and forced into labor. Tales abound regarding the deals users of this wheel must make with its fae creators, and the ultimate prices they must pay. The truth is unknown, but it is noteworthy that few of the wheel's owners have used it for long, and none have come to a good end.

Sword of Wizardry: The Sword is a finely crafted longsword that provides a bonus of +1 to the wielder's Weapon skill and a +1 bonus to damage. More importantly, it is inhabited by a spirit who supports its user and grants him special powers without interfering with his self-determination. The bearer gains a +2 bonus for any attempt to resist fear or hostile magic. Moreover, the bearer may attempt to exorcise or otherwise drive away a demon or other creation of the black hand by forcing that demon to make a saving throw, with a -1 penalty.

Talisman of Dispel: The Talisman is a powerful charm of defensive magic. No magic device, sorcerer, or spell has any effect on the holder of the Talisman or his immediate surroundings and nearby minions, unless the holder chooses to permit the power of that magic to act. Furthermore, the holder gains a +2 bonus to any spell casting roll for a Counterspell or any attempt to magically exorcise a demon.

Waters of Jurba: This device allows its user to attempt to Curse an enemy by splashing him (or her) with water from a magic fountain. The miraculous waters produce a gender-change, considered to be a Curse of Transformation (see spell of that name). Until the Curse is removed, the victim is considered to have a new gender for all purposes. The fountain may be used repeatedly, only a few drops are required each time.

Witching Stick: This dowsing rod helps find lost magic devices and treasure. Its user may add +2 to any rolls made in pursuit of such valuables.

Wonder Wings: The Wonder Wings are a pair of cloth and feather wings that may be put on like a shirt. The wearer can fly with their normal movement rate doubled, but is slowed by heavy burdens.

SECTION VI: GREYSTAFF – A MAGICAL LOCATION

This section details an example of a powerful magical location that is capable of magical effects outside of the range of common sorcerous spells or items. The referee is encouraged to concoct his or her own equivalent sites to add mystery and power to the campaign.

Greystaff is a mystical place whose true nature remains unknown. Travelers say it is a great grey pillar standing above an array of sacrificial altars. If at least 100 mortals are sacrificed (willingly or unwillingly) on these alters, en mass, the performers of that sacrifice may ask a boon of Greystaff. The request is not always answered, and even the wise do not know why boons are granted to some but not to others; perhaps some sacrifices are suitable to the Greystaff and others are not. In any event, if the sacrifice is accepted, the Boons of Greystaff are always granted immediately. The Boons are:

Devil Wind: With this boon, air spirits are sent to attack any flying creatures, such as a Dragon or troop of soldiers mounted on flying steeds. A die is rolled. On roll of 1-3 the target is forced to ground and, if a group, scattered. A result of 4-6 indicates that the target is destroyed. If the attack occurs at sea, a surviving target is driven to the nearest island. If player characters are victims of the Devil Wind, their fate should be resolved less arbitrarily than this.

Earthquake: Greystaff causes the earth spirits to attack any castle or major city. One die is rolled: 1-3: Minor destruction of property and loss of life, but primary effect is panic; 4-6: The castle or city is destroyed, with massive loss of property and life, forcing all survivors to scatter in search of shelter and food

Firestorm: Greystaff summons terrible fire spirits to rain a hail of fire and brimstone onto an area roughly 10-20 miles across. Anyone who can reach hard cover (such as inside a castle, cave or stout stone building) is relatively safe, although small fires may be started in roofing, nearby trees, etc. and then spread. Large groups (such as concentrated troops who cannot find such shelter are in danger of being engulfed in the wildfires that inevitably spring up in response to this rain of flames. Divide such groups into 'troops' (or similarly-sized groups of several hundred, such as a village), rolling a die for each: on a 1-3, the group is scattered, scorched and suffers light casualties; on a 4-6 the group is engulfed in flames and destroyed. Individual player characters should not be subjected to such arbitrary fates, but will struggle to escape intact (perhaps rolling vs. Survival skill).

Possession: The invoker of Greystaff calls on its spirit to possess a victim, such as an enemy monarch or sorcerer. The invoker must provide a simple description (one or two words) of the central thrust of the new personality this possessed victim will have. The change is permanent unless some means of dispelling Graystaff's power is found (though this is not known ever to have happened). No examples are known of anyone resisting this possession through force of will or protective magic.

Send a Demon: This boon summons a hungry Greater Demon that will attack any one individual named by the invoker, no matter where they might be. The invoker must specify whether he wants the victim kidnapped and brought to some specified location, or simply eaten. One can role play the result of the attack, or resolve it through an abstract roll of a die: 1-2: the target is wounded but escapes; 3-5: the victim is killed or kidnapped, as

desired; 6: the victim is eaten, regardless of the demon's instructions. See the bestiary for the attributes of representative greater demons

Steal a Magic Item: Greystaff sends an imp to attempt to steal a magic device whose existence is known to the invoker (although the location might be secret). Unless one wishes to role play the attempted theft, give the imp a 50% chance of success.

Tempest: Water spirits are summoned by Greystaff and sent to attack a fleet of ships at sea (i.e., not protected in a port).

Roll 1 die: 1-3: The ships are scattered on the wind and blown tens or even hundreds of miles off course, but none are sunk; 4: One ship sunk and the rest scattered; 5: Half the fleet sunk and the rest scattered; 6: All ships in the fleet are sunk. Any survivors (say, player characters) are swept to the nearest deserted isle.



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