

A Supplement for *TORG: ROLEPLAYING THE POSSIBILITY WARS*™

TM

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PIXAUD'S PRACTICAL GRIMOIRE



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1988

Arcane Knowledge from the Realm of Aysle™



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Pixaud's Practical Grimoire

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Published by



RD 3 Box 2345
Honesdale, PA 18431

First Printing: April, 1991

Angar Uthorian, Aysle, Baruk Kaah, Core Earth, Cosm, Cosmverse, Cyberpapacy, Dr. Mobius, Gaunt Man, Gospog, Heart of the Coyote, High Lord, Infiniverse, Kanawa, Living Land, Maelstrom, Maelstrom Bridge, Nile Empire, Orrorsh, Pella Ardinay, Pixaud, Possibility Raiders, Possibility Storm, Possibility Wars, Ravagon, Stormers, Storm Knights, Torg, and the Torg logo are trademarks of West End Games ®, TM and © 1991 West End Games. All Rights Reserved.

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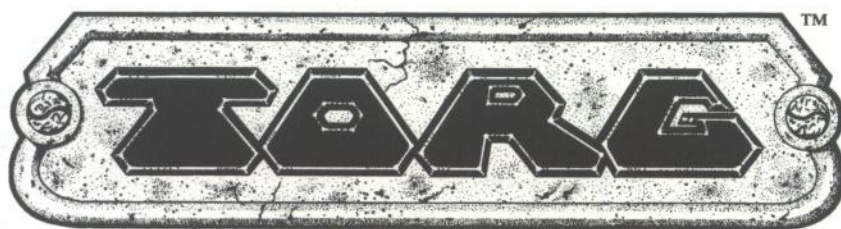
The Near Now ...

Later today, early tomorrow, sometime next week,
the world began to end.

But that was far, far in the future. In the cosm of Aysle, before Earth was even a dream, mages labored in the Two, the Three, the Four, the Six, and the Seven Towers. They created new wonders and discovered ancient horrors. Many of their efforts were recorded in *Pixaud's Practical Grimoire*.

After the Giant Wars, Pixaud of the Four Towers realized that the strength of the free peoples of Aysle lay in their ability to shape the forces of Magic. He traveled from Academy to Tower, from the Land Above to the Land Below; and he compiled his Grimoire.

Pixaud is dead, but his work remains. . .



Roleplaying the Possibility Wars™

Pixaud's Practical Grimoire

Arcane Knowledge from the Realm of Aysle™

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*This Volume of Arcane Lore is Dedicated to the Memory of Pixaud,
Second Dean of the Academy of the Four Towers.*



Introduction



elcome to *Pixaud's Practical Grimoire*, a collection of the finest spells to emerge from the magic academies of Aysle.

Within its pages are the most potent spells yet designed by Ayslish mages. Some are ancient, others are recent additions. All represent the best designed spells of their type. Accomplished mages spent six months to a year designing each spell. Some spells took as long as ten years to design.

There is only one copy of the grimoire, and it resides in the Arcane Academy of the Four Towers. The spells in this grimoire come from many sources, many other grimoires. Once the masters of the Four Towers judge a spell worthy for inclusion, they scribe the spell into its appropriate spot. A master then annotates it, and magically moves the other spells within the grimoire. A mage who has a spell included in the grimoire is considered a master by other magicians at the academies. Spell design competition is sometimes fierce, which can be dan-

gerous as it involves wizards.

The masters allow only students of the Arcane Academy of the Four Towers, or other accredited magicians, to learn spells from this grimoire. In game terms, an accredited magician is one who has learned 14 or more arcane knowledges, at least two of which must be essence knowledges. Then he must find the Arcane Academy of the Four Towers. Its masters have kept the academy hidden for generations.

Knowledge in this grimoire is not completely off limits to your players. The grimoire has been around for centuries. Many of the spells *Pixaud's Practical Grimoire* contains are written in other grimoires, such as the grimoires of the mages who first developed these spells. A character could discover one of these ancient grimoires. Another magician might let the character study from the grimoire in exchange for similar knowledge, a service in exchange, or a valuable item otherwise unobtainable to him.

No starting mage would know spells from this grimoire, other than those normally taught to an apprentice, such as *arm of air*. If a magician Storm Knight wants a spell in this grimoire, he is going to have to obtain it through adventure or interaction with game-master characters, rather than simply buying them with Possibilities.

Common Grimoire Spells

Pixaud's Practical Grimoire is not the only grimoire in Aysle. Many such grimoires contain watered-down versions of these spells. The spells in the *Torg Rulebook* are an example of common grimoire spells. Those spells are examples of Ayslish magic where the mages spend perhaps five to 10 weeks on the design of the spell. Common grimoire spells are not as carefully crafted, but they are widely available. If you want to create common grimoire versions of the spells in this grimoire,

we suggest the following procedure:

- Increase the skill number by five points. The *Pixaud's* grimoire version of *plant shackles* is an *alteration/plant* 15 spell. A common version might be an *alteration/plant* 20 spell.

- You may choose to increase a common spell's skill number by fewer than five points. If you do, worsen the spell's values by eight points for each point of skill value increase ignored. You could increase the skill spell level by two points, and worsen the spell values by 24 points. You could raise the spell skill level by five points and leave the spell values as written in *Pixaud's Practical Grimoire*. For each point a spell worsens, do one of the following:

- Subtract one from the effect value
- Subtract one from the range value
- Subtract one from the duration value
- Add one to the backlash
- Add one to the difficulty
- Add one to the cast time

Example: A common grimoire version of *plant shackles* could look like the following. The casting procedure of *plant shackles* would be the same for each version. Compare it to the spell on page 83.

Plant Shackles

Axiom Level: 8
Skill: alteration/plant 18

Backlash: 20
Difficulty: 13
Effect value: 14
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 14 (10 minutes)
Cast Time: 9 (one minute)
Manipulation: control

More on Magic

Here are a few additions and clarifications to the theory of magic presented in the *Aysle Sourcebook*. We appreciate the players and authors

Important Note

Aside from certain props, the contents of this supplement are for the gamemaster only. If anyone who is going to be a player in this adventure reads this book, he will be ruining the fun for himself and everyone else in the group.

The gamemaster should read the book completely before attempting to run the adventure. This allows the gamemaster to familiarize herself with the various events and encounters in this supplement and prepare herself for any unexpected behavior on the part of the players.

who brought these points to our attention. We also appreciate those whose questions resulted in some of these points.

The Limit of Spells

The Rule: One spell produces one effect. Ayslish magicians have worked hard to bend the rule. The masters have achieved very limited success in special cases, but the rule still holds. The effect may be spread over several attributes. The effect may affect more than one target. A spell has only one basic effect. If your players are trying to design spells with “freebie” secondary effects that enhance the spell, you should disallow the secondary effects.

Example: A Storm Knight wants to design a spell designed to summon a demon from another dimension and bind it to the will of the caster. Summoning the demon from another dimension is one effect. Binding its will to the caster is another effect, requiring another spell.

Some players will try to twist the phrasing of the effect to link secondary effects to the basic effect. Players may try saying “I am designing a spell to summon a charmed demon” or, “I am designing a spell to create a demon loyal to me.” It can be tough to reason through glib spell descriptions. Ask yourself if all of the spell’s effects are necessary consequences of the basic effect. Can you summon a demon who is not enamored of the caster? Well, yes you can. Loyalty must be a secondary effect.

What if the magician uses Theorem of Exclusion to summon only demons friendly to the caster? Page 61 of *The Aysle Sourcebook* states that the emotional state of folk is beyond the bounds of the theorem of exclusion. We assume this applies to the emotional state of other kindred as well.

The basic effect of a spell may be apported. Such apportionment is not considered a secondary ability, but part of the magic process. You may control the other aspects of a spell, as listed on pages 73 and 74 of *The Aysle Sourcebook*.

Divination magic can be used to detect a condition that then changes

the aspects of a spell. Divination components trigger wards. Spells which are active may have their effect turned on, off, or diminished by a divination component. The divination component works in the same way on active spells as it does for wards (page 74 of *The Aysle Sourcebook*). The other aspects of a spell that may be controlled through a divination component are change target, form, apportionment, and duration. No other aspects may be controlled through a divination component. Such a divination component works as a trigger. If the spell detects the trigger condition, then it instantly sets the aspects of the spell are to their final values.

If a secondary effect cannot be produced by controlling an aspect of the spell, or having a divination trigger which controls aspects of a spell, the secondary effect requires a second spell.

Divination

The pattern and result knowledges of a spell limits divination magic. When used to gather or discover information, the pattern knowledge is the type of information you are discovering; the result knowledge describes the target of inquiry. *Detect folk evil* is a *divination/darkness* spell, with a result of folk. The spell looks for a pattern of darkness within folk. When used as a communication spell, the pattern is the source or medium of the information conveyed, while the result knowledge represents the recipient of the information.

When used as a spell’s divination component, the spell trips the trigger condition when it detects the pattern knowledge. Because a divination component is not a full spell, divination components cannot detect the full range of information that divination spells can. For instance, *detect angry dwarf* is a possible variant of the *detect folk evil* spell. A divination component could be set up to detect anger (with darkness as a pattern) or a dwarf (with folk as a pattern), but the trigger could not be set for only angry dwarves. A divination component lacks the full state path, and the trigger can only be set for information wholly covered by its pattern knowledge.

Apportionment

Nature concedes the apportionment of physical mass. A chair moved by magic remains moved even after the spell expires, unless another force moves it. Air apported out of a volume would remain outside the volume, but air would rush to fill a vacuum no longer maintained by magic. Attributes moved by *apportionment magic* return to their original object or kindred once the spell duration ends. Other intangible properties return if they cannot naturally be gained or lost in a short period of time. Climbing, running, and skill values are examples of intangible properties which return to the object or kindred once the spell duration ends. Properties which can be gained and lost quickly, such as shock points and spells, do not return at the end of the spell.

Alteration

Modification describes a type of alteration spell that changes a target by **degree**. The spell can amplify or decrease an attribute or quality of the target. Modifications may use any knowledge as a mechanism and produce a real (as opposed to an illusory) effect.

But these changes have bounds. Ayslish sorcerers soon discovered that modifications can only affect attributes of a target that are variable from one target to another target of the same type. If the quality does not exist in the target type, a modification spell cannot produce that quality in the target.

Example: Human beings vary in *Strength* from one another, also in size and weight. Modification spells can increase or decrease these qualities. No human being is naturally transparent, so a spell making a woman transparent cannot be considered a modification spell.

Ayslish mages also discovered the practical limit to modifications. The cosm limit values cap the natural range of variation in kindred. Attributes may be temporarily boosted by use of the Speed Push or Power Push tables. Modification spells cannot boost a kindred attribute past the larger of

these two values (which vary from character to character):

- The Ayslish cosm limit for that attribute.
- The attribute plus the maximum gain possible from the Speed Push (+2) or the standard Power Push table (+6), whichever is appropriate.

For instance, Aysle's cosm limit for *Strength* is 15. A character with a *Strength* 13 could be boosted to a 19; a character of *Strength* 7 could go to a 15 through modification. The limits on modifications do not apply to knowledges other than kindred.

Transformation is a term to describe a type of alteration spell, one which changes the target into a different **kind** of element, kindred or knowledge. A transformation is also necessary if a spell would increase, or decrease, attributes of kindred beyond the range of a modification.

Changing a man into a frog or a beam of light is obviously a transformation. So is changing a man into a dwarf; a dwarf may be kindred, but most dwarves would forcefully disagree with you if you said they were human beings.

Ayslish sorcerers have long taught their apprentices the rule of thumb that if two types of objects are different enough to have different names, then they are different in kind. This is a consequence of the Law of Observation: "A difference named is a difference observed, and therefore wholly real."

Transformations must have an essence knowledge as the spell mechanism to produce real effects. Transformations without an essence knowledge as a mechanism are illusions. The final result points of a transformation spell must equal or exceed the greatest attribute difference between the original and the transform. It is easier to transform a dwarf into a human than into a giant.

Conjurations

A conjuration creates or destroys a pattern. It can create a pattern from nothing, or reduce a pattern into nothing.

All conjurations are transformations, involving the creation of something out of nothing. Conjurations with real effects must have an essence knowledge as the spell pattern or mechanism (both of which may be essences). Any other conjuration is illusory (page 63 of *The Aysle Sourcebook*, under "Essences").

How Do I Build This Spell?

There is often more than one way to build a spell, particularly the state path. This can be confusing when you are looking for the way to build a spell; stop trying so hard. If you and your players can agree that a spell should work the way you have designed it, there you go. Some ways may seem more appropriate (or easier) than others. Let the feel you want for the spell shape your choices as much as the numbers and definitions.

Example: A summon demon spell seems to have at least two state paths. It could be a *conjuration/true knowledge*, with a mechanism of magic and a result of entity. It also could be a *conjuration/entity* with life as the mechanism and entity as the result. The descriptions of true knowledge on page 65 of *The Aysle Sourcebook* states *conjuration/true knowledge* is the necessary pattern to create an opening to another dimension. The rules support the first choice as the more appropriate. The second state path works fine for creating a demon.

When translating the effects of a spell into game mechanics, use the following procedures. Start with the first procedure and work your way down the list.

1. Is there a game mechanic mimicked by the spell? If so, define the resistance value to the spell's effect value and use the appropriate chart or table.

2. Is the spell an "enabler"? Is the effect of the spell to allow the use of skills, or other game mechanics, in situations where these could not normally be applied? In this case the ef-

fect value of the spell is the maximum skill or game mechanic total that can be generated when using the spell. The version of *away sight* in the *Torg Rulebook* has an effect value of 0. An effect value of 0 can only support simple actions, and simple actions do not require generating a total. Only things obvious through casual observation are visible to users of this spell.

3. Does the spell create an effect that cannot (or you feel should not) be covered by one of the above cases? Then you have to interpret the effects of the spell. We like to use the General Success Table, interpreting the levels of success for the spell.

Controlling Aspects

Magicians get many of the varied spell effects by controlling the aspects of a spell:

- Change Target
- Divination Component (wards and other triggered spells)
- Effect
- Form
- Apportation
- Duration
- Accuracy
- Multi-Attribute Effect

The descriptions on pages 73-74 of *The Aysle Sourcebook* are a good start. Here are additional examples and some new material to help you see how control of aspects affects spells.

Change target could be part of a "mutual love potion", which first cause Character A to fall in love with B, and then switches targets to cause B to fall in love with A.

A divination component can be used to produce some sophisticated secondary effects. A message spell can be built to "hold the sound" of spoken words. The effect could be apported along a pre-determined path. A *divination/folk* component could stop the spell and release the message (turn off the effect, releasing the sound) when it first detected folk.

A light spell with controlled effect could be used to send coded signals. An illness spell could be created that makes the target feel varying degrees of illness; just the thing for charlatan priests.



Form can be used for more than esthetic reasons, such as putting arrow slits in a magical wall.

Apportation can apport the area and volume dimensions of an effect away from the center of the effect. If you apport the area dimension out to the end of the range, the affected area is a rectangle. This rectangle is larger than the circle of effect would normally be. Apporting the area and volume creates a rectangular volume, one larger than the sphere normally created. Apporting the volume alone creates a cylinder. A cone is most efficiently made by controlling the form of a cylinder. Apporting area, volume, and effect each count as one aspect controlled. Leaving the effect as a circle or sphere is the cheapest possible for a spell.

Result Modifiers

The rules for result modifiers have confused a number of our players (page 71 of *The Aysle Sourcebook*). Result modifiers are useful when a spell does not have magic as its mechanism. All other mechanisms must generate their result points through the Power Push table.

Result modifiers are "pre-bought" result points that greatly increase the effectiveness of the spell. Add these result points to any result points generated when the spell is actually cast.

Example: A *shocking grasp* spell might have a pattern of *alteration/folk*, a mechanism and result of living forces. A mage casts the spell and gets an effect total of 17 against a target's *Toughness* of 10. The seven result points are read through the power push table to yield three result points of damage. If the spell had a result modifier of three, the damage would be increased to six result points.

Apply result modifiers only if the spell itself generates result points. This happens anytime the effect value of the spell equals or exceeds the target's resisting value.

Transformation spells commonly use result modifiers. The rule on page 70 of *The Aysle Sourcebook* says a transformation is successful when the result points equal or exceed the greatest abstract difference between the target and resulting transform. Real

(as opposed to illusory) transformations are difficult without pre-buying a result modifier.

Example: *Linfir's Little Frog* spell (page 77 of *The Aysle Sourcebook*) has a result modifier of nine. It transforms the target into a frog with *Dexterity*, *Strength* and *Toughness* of one. Its effect value is fixed, so it affects characters whose greatest physical attribute is 14. To affect an attribute of 14, the spell must generate 13 final result points. The effect value of 24 against an attribute of 14 yields a difference of 10. On the Power Push table this is worth a "+4." The result modifier is nine, and $9+4=13$, the final result points for the spell.

One way to write up spells with a result modifier is the following. The result modifier effect becomes the base effect of the spell. Any additional result points obtained through the Power Push table is described as the variable portion of the result.

Example: A strength spell with a result modifier of five could be described in this way. The effect value of the spell must equal or exceed the target's *Strength*. Increase the target's *Strength* is then by five, plus the result points of the spell as read on the Power Push Table.

Example: If *Linfir's Little Frog* had the bonus number added to effect, rather than duration, the variable effect could be described as follows. The effect value of the spell must equal or exceed the target's largest physical attribute. The spell can transform a character whose greatest attribute is 10, plus the result points of the spell as read on the Power Push Table. If the Power Push result is "+4" the spell will transform a character whose greatest physical attribute is a 14.

Spell Types and State Paths

A normal spell may be cast in one of three ways: cast directly, focused or impressed. In each case the state path can be abstracted to look like:

Pattern Knowledge
Mechanism Knowledge
Result Knowledge
(+cast cost)

Impressed spells placed into objects

As discussed on page 73 of *The Aysle Sourcebook*, a spell that may be impressed into an object so that it may be cast later requires an extended state path. The state path is extended from the pattern knowledge to include living forces (for impressing the spell), then to folk (assuming folk are the casting race) and then to the element knowledge that best represents the material of the object. In abstract the state path looks like this:

Pattern Knowledge
(up from the pattern knowledge
to living forces
to folk
to element knowledge)
Mechanism Knowledge
Result Knowledge
(+ impressed)

The state path starts with the pattern knowledge, then goes through the mechanism and result knowledges for the first part of the path. The second part of the path goes from the pattern knowledge to the living forces—folk—element knowledge, to create the enchantment holding the spell within the object.

Wards

A ward is a spell impressed into an object, with the state path given above. In addition the mage pays for an extra control cost of eight (which gives the ward a detection value equal to the magician's divination magic value) plus an amount equal to the adds in the knowledge to be detected. Record this cost on the aspects line of the spell laboratory sheet.

Permanent Magic

Any magical process or pattern can be made permanent. If the process is permanent, the spell effect is permanent until dispelled. If the pattern is permanent, anyone with the correct magic skill (alteration, apportion, conjuration or divination) may cast the spell. A pattern may not be dispelled, but the effect of a casting from the pattern may be dispelled.

Creating permanent magic in Aysle requires the caster to cast the spell with a negative bonus modifier of -15. When creating permanent magic,



compare the backlash of the spell to the skill total, never the *Mind* of the caster. This makes permanent magic dangerous to create. Permanent magic is a form of spell creation, and so the same rules for generating totals apply: Possibilities may be spent, but no cards may be added to the roll.

Enchanting Permanent Magic Items

- There are three basic cases:
- 1. Casting a permanent focused spell into an item, which is done by casting the spell as permanent magic and declaring the process permanent.
 - 2. Placing the permanent pattern of a spell into an item, so that any user of the spell provides only the skill. To create a permanent pattern the mage cast the spell as permanent magic and declares the pattern as permanent.
 - 3. Creating an item that holds permanently impressed spells to be released by the caster. This first requires the item to be prepared with a perma-

nent effect allowing spells of the appropriate knowledge to be impressed. The state path of such a spell is:

- Pattern Knowledge (material of object)
- Mechanism (Life)
 - to living forces
 - to folk (to allow folk to cast the spell)
- Result Knowledge (the pattern knowledge of spells to be impressed)

The final result points, including any result modifier built into the spell, are the maximum number of spells that may be impressed into the object at any one time. Preparing an object in this way allows spells of the appropriate knowledge to be impressed directly into the object. This spell makes permanent the portion of a state path necessary to place an impressed spell into an object. See page 80 of *The Aysle Sourcebook*.

Permanent Impressed Spells

A spell designed to be impressed into an object may be cast as permanent magic. This requires two permanent castings, the first to make the pattern permanent, the second to make the process a permanent part of the pattern. The resulting spell recasts itself over the cast time of the spell, sitting suspended until triggered by the user of the item. Wards can be made permanent in this way. See page 80 of *The Aysle Sourcebook*.

The Knowledge Interaction Chart

We changed the chart below to reflect the comments from players and authors, and our greater understanding of Ayslish spell design.

Knowledge Interaction Chart

Pattern Knowledge	Acceptable Mechanisms	Acceptable Results
Essences	any Knowledge except a different Essence (Divination magic can use any Knowledge)	any Knowledge except a different Essence (Divination magic can use any Knowledge)
Darkness	Death, True Knowledge, Living Forces, Magic, Darkness	Death, True Knowledge, Kindred, Mixed Forces, Elements, Darkness
Light	Life, True Knowledge, Magic, Mixed Forces	Life, True Knowledge, Elements, Kindred, Mixed Forces, Light
Magic	any Knowledge except Kindred, Elements	any Knowledge
Mixed Forces	any Knowledge except other Mixed Force (Living/Inanimate)	Kindred, Element, Mixed Forces Principles, Essences (Time and True Knowledge can only be used by Inanimate Forces and only for Divination; Death and Life can only be used by Living Forces and only for Divination)
Kindred	any Knowledge except Kindred and Elements	Kindred, Elements, Light, Darkness, Mixed Forces (Essences for Divination only)
Elements	any Knowledge except Kindred and Elements	Kindred, Elements, Magic, Mixed Forces, Light (Essences for Divination only)

The page is framed by a wide, intricate border of interlocking Celtic knotwork. Inside this border is a rectangular area with a dotted line. A large, ornate initial letter 'P' is positioned on the left side of this area. The letter is filled with a complex Celtic knot pattern and has a small, stylized white cat's head at the bottom of its vertical stroke. To the right of the 'P', the title is written in a black, elegant serif font.

Pixaud's
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Chapter One

The Essences

Death

Grave Assistance

Axiom Level: 13 (17)
Skill: *alteration/death* 26

Backlash: 20
Difficulty: 14
Effect Value: 13
Bonus Number to: duration

Range: 5 (10 meters)
Duration: 29 (1 week)
Cast Time: 18 (1 hour)
Manipulation: cast time, duration

This **impressed** spell transforms an aspect of death into a group of skeletal warriors to act as body guards for the duration of the spell. The mage must stand within a grave yard during the night to prepare this spell. The mage then creates the pattern of this spell while holding and staring at a human bone. During the process, a darkness will be seen forming around the bone. The darkness seems to come from nearby graves, a dark wisp coming from each grave within a six meter radius (this is usually about eight graves). The number of skeletal warriors created is equal to the number of bodies buried within the radius of effect. At end of this ritual, the bone has figures etched onto its surface representing each grave within the spell's radius.

When the mage wishes to release the spell, she throws the bone onto the ground and says "come forth my warriors of the night, to serve and protect me. By the power of bone and night, I command thee arise." The ground rumbles as the skeletal warriors

emerge from the ground. Each warrior is clad in the ruined remains of armor, and carries a weapon of the caster's choice. They will always remain within six meters of the caster, protecting the caster from harm to the best of their abilities.

They are intelligent, and use some tactics to protect their summoner. There are enough to surround the mage to protect her. There will always be at least one, normally two, left to guard the mage if a distraction occurs. They know that their existence, and the chance for this second "life" depends on the mage's survival.

Skeletal Body Guard

DEXTERITY 13

Dodge 18, melee weapons 18, missile weapons 18, unarmed combat 18

STRENGTH 13

TOUGHNESS 13 (18)

PERCEPTION 13

Find 18

MIND 13

CHARISMA 13

SPIRIT 13

Intimidate 18

Possibility Potential: Some (50)

Natural Tools: armor (TOU+5/18), weapon (STR+5/damage value 18)

This is a very useful spell, but it deals with death and necromancy. It can warp and darken the spirit of the mage that uses it. If you deal with it, you will die by it.

— Kenipat

Rot of the Grave

Axiom Level: 13
Skill: *conjuration/death* 26

Backlash: 22
Difficulty: 18

Effect Value: 15
Bonus Number to: effect

Range: 10 (100 meters)
Duration: 29 (1 week)
Cast Time: 5 (10 seconds)
Manipulation: control, duration, state

Rot of the Grave is a **focused** spell. When a mage invokes this pattern, she causes a living body to corrupt and rot as if it were in the grave. To cast this spell, the mage must have soil from a grave and the ash of a burned body. Darkness forms around the hands of the mage as she casts; darkness that then shoots toward the intended target. The path of this bolt can be controlled by the mage by pantomiming the path with a bone wand.

The spell will hit the target if the caster's conjuration magic total equal or exceeds the *Dexterity* or *dodge* value of the target. If the spell hits, the effect value becomes the damage value of the spell. Compare the effect value of the spell to the target's *Toughness*, and then to his *Charisma*, on the Power Push table. The spell's result modifier increases any result points by six. The result points determine two things; the first is the damage the spell does to the target. The second is the number of points subtracted from the target's *Charisma*. No one likes dealing with a corpse.

This spell has an extended duration. The rotting caused by the pattern of death will remain with the target until the spell is broken or ends. Therefore, the target of this spell cannot heal normally until the spell ends. Not even miraculous healing can cure this damage caused by *Rot of the Grave* the spell ends.



Talking Dead

Axiom Level: 8

Skill: divination/death 14

Backlash: 21

Difficulty: 12

Effect Value: 15

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 18 (1 hour)

Casting Time: 18 (1 hour)

Manipulation: duration

With this spell, the mage uses the strength of her spirit to contact a spirit of the dead in hopes of gaining information from them. The mage must have something that belonged to the person that she wishes to question. This object must have had some significance to the person in life. Likely items would include a wedding ring, a pendant, a favored sword or other weapon, or even a book. Throughout the casting, and then the questioning, the mage must maintain physical contact with the item while maintaining strict control over her mind. If her concentration ever fails, then the spirit will find a way to break free from the mage and return to it's eternal rest.

After the casting, which includes meditation and chanting, the mage generates her spell total. Compare the effect total to the *Spirit* of the spirit summoned (usually in a range of from 10 to 15), and read the comparison on the Power Push chart. The spell has a result point modifier of six. Read the result points on the Interrogate column to find the spirit's reaction to the summoning mage. The mage must still coax the information out of the spirit that she summoned.

This is a very useful way to gain information, and it has been used in the past by the nobility to discover the true culprit of a crime. The dead know many secrets, and with this spell a mage can learn some of them. One thing that must be remembered is that they are dead, and do deserve some basic respect.

Another thing is that talking to the

dead can have a slightly warping effect on a person. I once knew a mage who was continually asked to speak to the dead relative of one family or another. After a couple of weeks of this, his mind began to snap. He started thinking that he was dead, that only the dead could hear, understand, or care for him. It took nearly a year to reverse the effects of this, and to this day he still feels more comfortable in a cemetery than anywhere else.

—Zeleephest

Visions of Death

Axiom Level: 13

Skill: conjuration/death 26

Backlash: 20

Difficulty: 18

Effect Value: 24

Bonus Number to: effect

Range: 10 (10 meters)

Duration: 32 (1 month)

Casting time: 18 (1 day)

Manipulation: duration, range

The caster of this **focused** spell must gain something of his target; a bit of hair, clothing, or any other object will do. From this object, the mage manufactures a focus that directs the energies of this spell to the target. During the formation of the focus, the mage intones the spell, binding an element of death into the focus, and therefore onto the person. The focus usually resembles an object the target keeps with him, such as a belt buckle, a ring, a bracelet, etc.. After the casting, the mage must place this object into the bedroom of the intended victim, or give it to them before the next dawn. When the target first sleeps within 100 meters of the focus, generate the spell total. Compare the effect value with the target's *Spirit* and read the result off the Power Push chart. The spell has a result modifier of five, which reflects the power that death has over the living. Read the result points on the combat results table to find spiritual damage. The spell generates a bonus for damage once each time the victim

sleeps. The effect of the spell is controlled. Unless the damage from the current attack exceeds the damage level the target currently suffers from, the spell does no damage.

From the first night on, the target of the spell dreams of his death, and each dream depicts a different version of his death. The target will begin to appear sad and melancholy. He will always seem depressed and becomes very pessimistic about everything.

While the spell has the result of death, the limited effect make it possible to recover from the wounds... except for one wound, which once inflicted shall not heal for the duration of the spell. The purpose of the spell is to cause the victim a lingering, nightmare-ridden death.

A spell that could only be cast by a person with no goodness left in her soul. This spell was created by Mixilia the necromancer. She used this spell to depose he cousin, Duke Alein from his throne. She also used this to prevent others from taking her from the throne. Her death, when it finally came, was as slow and painful as that she had chosen for her victims.

Her spell has the potential to corrupt even the most pure of heart. Once a mage travels down the path of darkness, and begins to use such destructive spells, her soul is forfeit. References to this spell, and other spells made by this mad woman, should never be presented to young mages, for they will have no defense against the corrupting power of her spells.

—Kenipat

Life

Conjure the Bouncing Hordes of Doom

Axiom Level: 13 (17)

Skill: conjuration/life 21

Backlash: 20

Difficulty: 11

Effect Value: 14

Bonus Number to: duration

Range: 10 (100 meters)
Duration: 14 (10 minutes)
Casting Time: 18 (1 hour)
Manipulation: range, duration

The mage casts this **impressed** spell to bring to life a group of enchanted warriors to fight for him. First the mage takes the gum/sap from a tree, then he heats the sap while reciting an incantation. The mixture must then be cooled, and from this rubbery mass the mage forms a ball. As the mage forms the ball, he impresses the pattern of the spell within the ball. The ritual prepares the ball to become the caster's warriors.

When the mage wishes to release his warriors, he says "I now release thee," and then throws the ball. While in the air, the ball will expand and then divide into six purple-black balls, giving the mage six warriors. The balls begin to bounce toward their intended targets, targets chosen by the mage. The caster controls targeting until the spell ends, or the mage is killed (which dispels the pattern).

When a ball approaches its target, it unfurls into a goblin-like creature with huge talons, toothy grin, and glowing green eyes. The hordeling shoots past its target, ripping and tearing as it goes past. After it has past, it will curl up into a ball again to keep moving. These creatures are swift and efficient. Their rubbery skin makes them very hard to hit.

Bouncing Hordeling

DEXTERITY 14

Dodge 19, maneuver 19, unarmed combat 19

STRENGTH 14

TOUGHNESS 14 (19)

PERCEPTION 14

Trick 19

MIND 14

CHARISMA 14

Intimidate 19

SPIRIT 14

Possibility Potential: Some (50)

Natural Tools: speed value 14, armor (+5/19, versus non-magical weapons only)

Hordelings are so hard to hit because they are extremely fast when bouncing, and can instantly change direction on every bounce. These creatures are intelligent and will gang up on someone who poses a threat to them. They come from all sides, often gaining the blindsides attack advantage.

As a favorite tactic, one of them hits their victim from the front, another hits from behind right after, causing the target to fall over. Sometimes three hordelings time their attack, causing the target to spin.

It is reported that the great mage Allanbrok formed this spell after the terrible accident with one of his students that left him slightly off balance mentally. He tells in his journals that he looked into another world and saw creatures of great physical prowess and incredible powers of movement. From here the information becomes sketchy. Some say that this vision was a hallucination from medicines that he was taking, while still others swear that it was an attempt to contact these creatures, but whatever the case, it is obvious that the spell was influenced by his state of mind. He was unstable, and so are the creatures his spell creates.

—Kenipat

Create Homunculus

Axiom Level: 13

Skill: conjuration/life 22

Backlash: 16

Difficulty: 14

Effect Value: 15

Bonus Number To: duration

Range: 10 (100 meters)

Duration: 38 (1 year)

Cast Time: 32 (1 month)

Manipulation: control, duration

The mage forms this **focused** spell by first focusing the power and pattern of this spell into a caldron made of iron. The mage places the ingredients of the spell into the caldron, seal the lid with wax, and letting it brew over a flame for at least 10 months. The mage unseals the cauldron and a new life, formed by the mage's power, emerges.

The power only grants life to the creature, so the mage must provide it's substance, and with this substance, it's purpose. The mage must gain ingredients for his homunculus, used by the spell to mold the basic form of the new being. Thus, the ingredients will influence what the homoculus will look like. If the mage wants it to have tiger fur, he has to use the skin of a tiger. If he wants it to have scales, dragon scales would do nicely. The mage must add items that will affect it's personality, such as the heart of a lion for bravery, the heart of a dog for loyalty or the wing of a dove for compassion. The mage also can implant abilities into the homunculus, using ingredients that are contagion for the ability.

Example: If the mage wanted his creation to have the ability of flight, then he would have to include a pair of wings. Remember, the homunculus will have wings that look like the ones used. If you use insect wings, it will have insect wings. If the mage wanted to give the homunculus the ability to breathe underwater, then he would have to use the gills of a fish.

The homunculus can be given the ability to learn and use magic, but this requires the heart and mind of a mage in the mix. Normally the creation is sterile, unable to reproduce. The magician can provide the homunculus with abilities beyond the normal attributes.

A normal homunculus with no extra abilities will have a gestation period of ten months. After the gestation period it is a real entity, and magic is no longer needed to keep it alive. Every extra ability placed into the creation adds one month to the gestation period. Each extra ability also requires an additional conjuration total against the difficulty of the spell during the month the homunculus gains this ability. The magician spends one hour to generate this additional total, and he may generate it anytime in the month during which the ability is developing. The homunculus gains extra abilities after the initial ten months. All extra abilities the homunculus gains must be added to the mix during



the casting of the spell; none may be added (or removed) after the magician casts the spell. A maximum of 18 additional abilities may be added.

The last thing the mage must add to the mixture is a drop of his own blood. This is to both give the creature the spark of life, and possibly imbue the creature with loyalty. The mage gains a +3 bonus modifier to any charm attempts because of the bond of blood. After sealing the cauldron, the mage must keep a fire under it for the entire time the homunculus is forming. The flame brews the creature, and symbolizes the spark of life the mage is instilling into his creation.

The homunculus dies if it has not fully grown before the spell is up. If the spell ends before it has fully grown, only a stinking mass of protoplasm will remain in the cauldron. Upon sealing the cauldron the mage generates his conjuration total. The effect value of the spell becomes the homunculus' attribute values. The additional abilities are derived effects rated at the Power Push of the effect value.

Example: Mirrar has decided to create a companion to accompany him on his missions. He wants a creature that is strong, brave, and fast. He collects his ingredients: the blood of a brave warrior, the hide of a leopard (for unarmed combat ability), the claws of a bear (for strength), the wings of a hawk (for flight), the brain of a dog (for loyalty and a mind), the scales of a dragon (for protection), and the venom of a snake (for poison). To this he adds various other things such as bones and muscle. The wizard places all ingredients in a nutrient broth. The final step is to add a drop of blood his own blood before sealing the vat to give the creature the spark of life.

The homunculus has the following additional abilities: unarmed combat, flight, armor, and poison. The spell must last 14 months to create the homunculus. Mirrar generates his conjuration total, getting a bonus of three. The spell has a duration of 41 (two and a half years), more than enough time for the homunculus to form.

During the eleventh month he again uses conjuration magic to imbue the creature with unarmed combat ability. In the twelfth month he adds flight. He adds armor in the thirteenth, and poison in the fourteenth and final month. Assuming Mirrar is successful with the four additional conjurations, the homunculus forms this way:

Homunculus

DEXTERITY 15

Flight 21, unarmed combat 21

STRENGTH 15

TOUGHNESS 15 (21)

PERCEPTION 15

MIND 15

CHARISMA 15

SPIRIT 15

Possibility Potential: Some (If all parts are from possibility rated creatures, 7. If at least one part is from possibility rated creature, 25. none otherwise.)

Natural Tools: speed value 21, armor (+6/ 21), poison (damage value 21)

The creation of life is better left to the gods. When wizards try it, something unexpected often results. Giving a new creature a will of its own allows it to leave, or turn upon, its creator. The blood of the mage does not give him much control over his creation. How do you think manticores were created?

—Kenipat

Enchanting Growth

Axiom Level: 9

Skill: alteration/life 18

Backlash: 19

Difficulty: 13

Effect Value: 10

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 18 (1 hour)

Cast Time: 5 (10 seconds)

Manipulation: control

The mage casts this **focused** spell to imbue the vegetation in a 40 meter radius (up to a height of 10 meters) with an infusion of life energy. He

must touch the ground upon which he stands. This burst of life energy causes all plants in the area to grow at accelerated rates. Within a few seconds fast growing plants, such as vines and grasses, grow to fill the area of effect. This growth though can be controlled by the mage if he concentrates on the pattern of growth. The mage can cause the plants to overgrow a road, or even build a beautiful garden with this spell.

The mage can retard movement through the area. Within seconds, no movement is possible without cutting and hacking through the undergrowth. The plants under the effect of the spell will have a *Toughness* equal to the spell effect total. It is not easy to exit an area of enchanted growth.

The *Dexterity/dodge* value of the plants is zero, each wound scored allows a person to move one meter. Use the ords damage chart to find the damage done to the plants.

The area of growth refills any area cut within five rounds. A person who does not move quickly will find himself trapped again.

Since this spell only alters the rate of growth, the change in the plant life will be permanent when the spell ends. The change in the *Toughness* of the plants ends when the spell ends. Anyone still trapped in the area of effect will still be trapped when the duration ends but getting out is much less of a problem.

Hibernation

Axiom Level: 8

Skill: alteration/life 20

Backlash: 19

Difficulty: 13

Effect Value: 24

Bonus Number to: duration

Range: touch

Duration: 29 (1 week)

Cast Time: 9 (1 minute)

Manipulation: duration, state

Hibernation is a **focused** spell. A touch from the mage's hand sends the target into a deep sleep in which all his metabolic processes slow. The target's





Dexterity, Strength and Toughness must all be 13 or less for the spell to take effect. The spell completely suspends the target's bodily functions for the duration of the spell. The target does not have to drink, eat, or even breathe. This spell stops the progression of poisons, disease or damage in a person. The mage can touch the target again and end the spell.

Sense Life

Axiom Level: 7
Skill: *divination/life* 17

Backlash: 15
Difficulty: 11
Effect Value: 17
Bonus Number To: effect

Range: 9 (60 meters)
Duration: 14 (10 minutes)
Cast Time: 9 (one minute)
Manipulation: duration, state

The mage can use this spell to feel the presence of life around him. The spell affects all creatures with a *willpower* less than or equal to the effect value for this spell. The caster knows where these creatures are, and can discern the type and number of creatures present.

The spell indirectly finds undead, and other entities that are not truly alive. The caster senses any undead with a *willpower* less than or equal to the effect value of this spell as a dark hungry presence. The caster knows it is there, but cannot tell what type of undead, how many, or even its exact location. The mage just knows there are things that feed on life near him.

Sensing life can be a rewarding experience, for many mages have been inspired to do great deeds once they have felt a pure source of life, but be careful where you cast this spell. There was once a mage who cast this spell in a cemetery in hopes of finding a lost companion. It is said that the hunger of the grave proved too much for her, and that this started her on the path of necromancy, and her life of cruelty and treason.

—Zeleftest

Touch of Healing

Axiom Level: 8
Skill: *alteration/life* 19

Backlash: 17
Difficulty: 10
Effect Value: 21
Bonus Number To: effect

Range: touch
Duration: 25 (1 day)
Cast Time: 9 (1 minute)
Manipulation: control

Touch of Healing is a **focused** spell. A mage touches his target to accelerate the natural process of healing within a person, gesturing for the wounds to close as he does so. A successful spell quickly brings the target back to health. Compare the effect value to the *Toughness* of the target, reading the results from the Combat Result table for Possibility-rated characters. This is how much the accelerated healing heals.

The spell accelerates healing so that a character recovers a wound every 40 minutes. If the spell ends for any reason after healing a wound, the wound does not reappear.

Example: Kate was wounded in battle and suffered 2Wnd KO. Mirror cast the *touch of healing*, generating an effect value of 22. Kate's *Toughness* is a 12, thus the spell can accelerate her healing up to "Wnd K 4." The spell immediately heals the "K" and four shock; in forty minutes Kate recovers a wound.

This spell also heals damage taken later. If the target is wounded again during the duration of the spell, the spell begins to heal the target's new wounds.

Tinkering with the forces of life can be a dangerous thing to do, and the accelerating of life processes just as stupid. Remember that the target's other life processes must be accelerated to accelerate healing. The person under the influence of this spell tends to eat up to ten times the normal

amount of food, and sleep a lot. This is a bad spell to cast on someone in the middle of a battle.

—Kenipat

Time

Curse of Infinite Shapes

Axiom Level: 10
Skill: *alteration/time* 20

Backlash: 21
Difficulty: 15
Effect Value: 28
Bonus Number to: effect

Range: 10(100 meters)
Duration: 18(1 hour)
Cast Time: 19(100 minutes)
Manipulation: duration, control

Curse of Infinite Shapes is an **impressed** and **focused** spell. When a mage casts this spell, she causes an element of change to be bound onto a target of her choice. Compare the effect value of the spell to the target's largest physical attribute. If the result points are greater than or equal to that same attribute, the spell is successful.

When this occurs, the victim of this spell begins to change, assuming the form of another living being (as defined by the seven kindreds). As a transformation, the attributes of the new creature must not differ from the target's original attributes by more than the result points of the spell.

Every minute after the beginning of the spell, the victim changes again, taking 10 seconds to transform. The spell transforms only the victim's body. The initial transformation discards any clothing or equipment the character has on his person. The victim can use the natural and mundane abilities of the form he has assumed; this is not much help when you are flying as a bird and then turn into a sea turtle. If the mage can stay within range during the duration of the spell, she can control what shape the victim will assume. This control is only general; the





mage can make the victim assume the shape of a bird, but she cannot control what type of bird.

Flowers of Frustration

Axiom Level: 13(17)

Skill: *conjunction/time* 28

Backlash: 21

Difficulty: 17

Effect Value: 27

Bonus Number to: effect

Range: 9 (60 meters)

Duration: 18 (one hour)

Cast Time: 18 (one hour)

Manipulation: state, range, speed

This is an **impressed** and **focused** spell. To cast the spell the magician requires at least a dozen flowers. Dried flowers will do, but live flowers give a +3 bonus modifier. The mage sits with the flowers in his lap, envisioning the pattern of the spell, then imagining the pattern into a shape similar to the flowers in his lap. Out loud, he quietly and firmly describes the pattern of flowers, finishing the casting as he finishes the description. Once cast, the spell is impressed.

To release the spell, the caster must generate a *conjunction magic* total greater than or equal the defender's *Dexterity* or *dodge*. The spell is focused on the target, but as long as the target is within range, the spell's duration and effect continue to be controlled by the caster. Whenever the target casts a spell, compare the effect value of *flowers of frustration* to the casting total of the target spell. Read the result points on the Power Push table. A result modifier of 10 is added to these result points. Subtract the final result points from the effect value of the target spell. The energy which has been drawn off from the target spell is converted into flowers that shower down from the spell.

Example: *Flowers of frustration* is cast with an effect value of 31. Subsequently, the caster successfully targets a mage. The target character then attempts to cast an *altered fireball* spell,

generating an *alteration magic* total of 19. $31-19 = 12$. 12 on the Power Push table is +5. The result modifier of 10 brings to total to 15. The fireball's effect value is reduced by 15. The caster would cast the fireball and watch it approach its target streaming flowers, to finally "pfft" ineffectually upon impact.

If a spell does not have an effect value, the reduction affects the volume and area of the spell. For every two final result points, the volume is reduced by one. If the spell only has area, each final result point reduces the area by one point. If the above spell had been a *mage light* spell, which has a volume of 10 meters (value five), the volume would have been reduced by seven, shrinking it to a small glowing sphere.

Flowing Shapes

Axiom Level: 10

Skill: *alteration/time* 20

Backlash: 18

Difficulty: 15

Effect Value: 32

Bonus Number to: duration

Range: self

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Manipulation: duration, cast time

The mage conjures an element of change by casting this spell. The caster then binds this pattern of change into his body. This spell allows a mage to assume the form of any living creature. If the mage's greatest physical attribute is 14 or less, this pattern can be successfully placed onto the mage.

Once the caster has successfully cast this spell, he can physically change his body to resemble that of any other living thing. As a transformation, the attributes of the new creature must not differ from the target's original attributes by more than the result points of the spell.

The caster gains the mundane benefits associated with the new body, such as wings for flight, gills for breathing water, fur for keeping warm,

etc. The caster does not gain any mystical abilities associated with a creature, such as a faeries' magic or a demon's power. A mage cannot use this spell to take the shape of a specific person or creature.

While under the effects of the spell, the mage can change form at will. To change form, the mage must concentrate, and visualize the new form to be taken. It takes the body 10 seconds to complete the transformation.

The great stage mage Zalendef used this spell, as well as a few illusions, to do his one man version of the classic play, Three Mages and a Changeling. It was a hit for nearly two years, until that fateful day when one of the audience members thought he was a real dragon. Poor old Zalendef was never the same again.

—Zeleftest

Freeze Time

Axiom Level: 12 (17)

Skill: *alteration/time* 22

Backlash: 19

Difficulty: 13

Effect Value: 30

Bonus Number to: range

Range: 10 (100 meters)

Duration: 15 (15 minutes)

Cast Time: 18 (one hour)

Manipulation: control, duration, state

Freeze time is an **impressed** spell. The mage must spend an hour sitting perfectly still — any voluntary movement shatters the spell, and the caster must begin again.

Freeze time forms a 15 meter radius sphere, freezing time within the sphere. For the entire duration of the spell those trapped inside experience only one second of time. All of those inside of it, save the caster, are trapped in between moments. While the beings are trapped in the sphere, they benefit from some protection. Time is the essence of change, so characters cannot be damaged or otherwise changed while fro-





zen in time. Movement is possible, so theft or rearrangement of items is possible.

Anyone entering the sphere may also fall victim to the time-lock. If more than 10 beings are ever within the sphere, the mage loses his ability to control the effect; all characters including the caster are frozen in time for the rest of the spell. The mage can end the spell any time she wishes, as long as she is not frozen in the spell.

A rite that tampers with the flow of time itself, freeze time is not to be used lightly. Although nothing has ever been proven, there have always been members of the sorcerous community who oppose all essence spells, and particularly this one, claiming that damage may be done to one of the prime forces of the cosm by repeated use.

—Kenipat

Ravages of Time

Axiom Level: 12

Skill: alteration/time 21

Backlash: 20

Difficulty: 13

Effect Value: 29

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 5 (10 seconds)

Cast Time: 5 (10 seconds)

Manipulation: duration, cast time

With this spell, a mage can subject a volume of 10 meters radius to the rapid passage of time. All inanimate substances (as defined by the arcane knowledge) within the sphere of effect age at a greatly accelerated rate. Items within the area of effect begin to show signs of age. Metal items start to rust or become brittle, stone cracks, liquids evaporate, plants rot, fires die down, and air will seem stale and stagnant.

Compare the effect value of the spell to the *Toughness* of the target. Reduce the target's *Toughness* by the result points of the spell. This reduction is permanent (at least until reversed by another spell). If the spell reduces the target's *Toughness* to zero or less, the

item fractures and turns to dust.

As a general rule, armor has *Toughness* equal the Power Push of its maximum value, plus the weight value of the armor: leather armor has a *Toughness* of 12, while full plate has a *Toughness* of 17. Melee weapons have *Toughness* equal to the Power Push of their maximum damage value, plus their weight value: a dagger has a *Toughness* of six, while a two handed sword has a *Toughness* of 12. Firearms have a *Toughness* equal to the Power Push their damage value plus their weight value: a .38 revolver has a *Toughness* of six, while a browning .50 caliber has a *Toughness* of 16.

Do you need to devastate the fighting capability of a group of warriors? This spell will do it. Laugh as you see their armor and weapons rust before you. Many mages have used this spell to great effects, from getting rid of the garbage, to gaining access to a castle during a siege.

—Zelephest

Spell Lock

Axiom Level: 12

Skill: alteration/time 21

Backlash: 20

Difficulty: 16

Effect Value: 31

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 9 (1 minute)

Cast Time: 0 (one second)

Manipulation: control

Spell Lock is a **focused** spell. This spell alters the flow of time around a spell just cast, slowing the spell process to a halt. The mage shouts the words "spell lock" while casting the spell, making certain to stop speaking just before finishing the phrase. The effect value must be greater than the skill total generated by the target spell. A bubble of temporal stasis appears, freezing the spell in one place, holding the process in check. The spell lock holds the target spell for one minute, or until the caster of the releases the spell to continue on its path.

This spell has a clever design, affecting two "attributes" of the target spell, the spell itself and the time in which it existed, a step possible only with time as its pattern. This insight led its creator to a more effective spell than any previously designed. However in his hurry to provide proof to his fellow wizards, he spent a scant 15 weeks on this spell's creation. Some ambitious mage shall someday design a better "Spell Lock."

—Zelephest

Visions of the Past

Axiom Level: 8

Skill: divination/time 24

Backlash: 19

Difficulty: 12

Effect Value: 38

Bonus Number To: duration

Range: touch

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Manipulation: duration

In casting this spell, the mage can gain information about one object that he touches. The mage receives visions of events that occurred around the object in the past. The mage can see events which occurred within a sphere of 10 meters radius centered on the object. The object must fit completely within the sphere. The mage, and only the mage, can view a scene from any point in past less than or equal to the effect value of the spell. The wizard observes the scene in real time. After selecting the initial past-point, the magician may scan through images either futureward or pastward of the initial past-point, searching for interesting scenes. He scans images at a rate of one week of images per minute of spell.

True Knowledge

Banishment

Axiom Level: 15

Skill: conjuration/true knowledge 22





Backlash: 17
Difficulty: 14
Effect Value: 35
Bonus Number To: effect

Range: 10 (100 meters)
Duration: 5 (10 seconds)
Cast Time: 5 (10 seconds)
Manipulation: range, control

The mage casts this spell to force a creature from other dimensions back whence it came. The mage speaks the incantations while pantomiming pushing something through a portal, and then closing it up. A portal to the home dimension of the entity appears in front of the entity to be dispelled.

Compare the effect value of this spell to the entity's greatest physical attribute. If the result points are equal to or greater than the entity's *Spirit*, the caster forces the entity back to its home dimension.

This spell cannot be used to bridge the gap between cosms. If the entity is not in its native cosm, a physical path must exist to connect the entity's location with its cosm. Maelstrom bridges do just fine as connections.

Blink Walk

Axiom Level: 10
Skill: *alteration/true knowledge* 19

Backlash: 18
Difficulty: 14
Effect Value: 25
Bonus Number to: range

Range: 10 (100 meters)
Duration: 9 (one minute)
Cast time: 5(10 seconds)
Manipulation: control, duration, range

A mage calls forth the pattern of this spell to move himself from one location to another, travelling the distance through an extradimensional "tunnel". The caster disappears upon casting the spell, reappearing at the destination a short time later.

Only the caster can benefit from

blink walk. If the caster has any attribute greater than 25, this spell fails. The caster must see, or otherwise sense, the location to which he will move. He must know the location of both the starting point and the destination. A mage could *blink walk* beyond his field of vision if he knew the location, perhaps through a divination, and the location was in range.

The mage travels from the start point to the destination at a rate of 250 meters per round. No matter how large the bonus number generated, the maximum effective range is 1,500 meters. More than that and the duration expires before the mage arrives at his destination, randomly depositing the mage at (or into) a point near his line of travel.

Call Forth Spirits of Earth

Axiom Level: 15
Skill: *conjunction/true knowledge* 19

Backlash: 17
Difficulty: 10
Effect Value: 35
Bonus Number to: effect

Range: 0
Duration: 5 (10 seconds)
Casting Time: 18 (1 hour)
Manipulation: control, duration, range

This is a **focused** spell. The mage must first mold an image, made from some aspect of the element earth (such as clay, stone, or crystal). The image must be formed underground while the mage intones the spell. Compare the effect value of the spell with the greatest physical attribute of the earth spirit. If the result points equal or exceed the target's *Spirit*, the caster successfully summons the spirit. An extradimensional rift opens, the spirit is summoned, and then the rift closes.

The elemental emerges from the image as a glowing form that then coalesces into a physical form resembling the image. The elemental is not necessarily under the control of the mage, who had best have some charm

elemental spells at his disposal.

Typical Earth Elemental

DEXTERITY 9

Unarmed combat 12

STRENGTH 20

TOUGHNESS 20 (28)

PERCEPTION 7

Find 12, Trick (10)

MIND 11

Willpower 15

CHARISMA 9

SPIRIT 9

Intimidate 12

Possibility Potential: Some (50)

Natural Tools: thick rock hide
(TOU+8/ 28)

Element Shaping

Axiom Level: 9 (17)
Skill: *alteration/true knowledge* 22

Backlash: 17
Difficulty: 2
Effect Value: 28
Bonus Number To: effect

Range: 8 (40 meters)
Duration: 18 (one hour)
Cast Time: 18 (one hour)
Manipulation: control, duration, state

Element Shaping is an **impressed** spell. The mage influences the shape of any element by altering the true, essential knowledge of the element. The mage can use this spell to induce a permanent change in the shape of an element, as long as the *Toughness* of the element does not exceed the effect value of the spell.

The mage can control a volume of material in a sphere of 10 meters radius. While the caster concentrates, he can move the effect to another part of the element, or even switch to another elemental force. If the mage ever ceases to concentrate, the spell falters and stops. A mage cannot change one element to another with this spell.

This is a very useful spell for any mage to possess. Beside the obvious benefits of building your home, as Master Titimus





did with his tree house, it also gives a mage a great way to escape from potentially dangerous situations. Maleric once told me that he used this spell to stop a band of brigands catching him by turning their long straight swords into metal pretzels.

—Zelephest

Erase from Mortal Memory

Axiom Level: 13 (17)

Skill: alteration/true knowledge 42

Backlash: 20

Difficulty: 25

Effect Value: 40

Bonus Number To: effect

Range: 37 (25,000 kilometers)

Duration: 15 (15 minutes)

Cast Time: 29 (one week)

Manipulation: control, range, state

The mage casts this **impressed** spell by touching her target. The caster must hold an item from that person, such as a lock of hair, a piece of cloth, or jewelry. If the spell succeeds, then the mage has removed the memory of the person touched from the minds, and records, of every person who has met or ever heard of the target character. In effect, the mage removes the knowledge of the target from the universe. However, this spell must leave some remnant of memory of the character. Completely obliterating the memory requires death as the result, which is not possible with true knowledge as the pattern knowledge.

Compare the effect total to the target's *Charisma* value. Read the result points on the combat results table. If the spell scores seven wounds or more, it obliterates the memory of the target. No one will remember the target. There will be no record of her anywhere. It will be as if she never existed, save for the one remnant.

A person who knew the target who finds the remnant of the target's memory may try to recreate the memory of the target character. The character generates a *Mind* total; if the *Mind* total exceeds the effect total of the spell, he successfully recreates the memory.

This bizarre spell required over nine years of research to develop. No one knows who developed it, for the mage who did so cast this spell upon himself, leaving only this spell as the remnant required by the spell. Ingenious, if perverse.

—Kenipat

Extradimensional Gate

Axiom Level: 15

Skill: conjuration/true knowledge 22

Backlash: 14

Difficulty: 10

Effect Value: 13

Bonus Number to: duration

Range: 5 (10 meters)

Duration: 18 (one hour)

Cast Time: 15 (15 minutes)

Manipulation: cast time, control, duration

This **focused** spell opens a gate to another dimension within the same cosm as the caster. The mage draws an image of the gate onto the ground. Into this image he then inscribes images of what he believes the extradimensional location to look like. A depiction containing gross inaccuracies requires a *spectacular* success to open the gate. A rendering that is basically correct, but lacks detail, opens the gate on a *superior* success. An accurate, detailed rendering opens the gate on a *good* success, while an image that contains an item or substance drawn from the pictured location succeeds on a *minimal* or *average* success.

The gate remains in the ground as the focus of the spell. The ground (or gravity field) on the other side of the gate is perpendicular to the ground of the caster's dimension. A character "jumps down" into the gate to enter the other dimension. Falling into the gate is disorienting, as the character goes from the gravity field of his dimension to that of the other dimension. A character is *stymied* for one round unless he generates an *acrobatics* total of 15 or more. When returning it is necessary to run through the gate, as the characters are exiting "up" in the origi-

nal dimension. *Acrobatics*, *jumping* or *running* totals of 15 are necessary to leap through and clear of the gate on the return trip. If the character generates a total of from eight to 14, the character runs or jumps part way. Next round a climbing total of six gets him out of the gate. On a jumping or running total of seven or less the character falls back through the gate, and must try again.

The effect value is the maximum weight (400 kilos) that can be moved through the gate in one round. The mage can control the form, duration, and effect of this spell. This spell does not open a gate to another cosm.

Free Spirit

Axiom Level: 10

Skill: alteration/true knowledge 22

Backlash: 19

Difficulty: 12

Effect Value: 34

Bonus Number to: range

Range: 25 (100 kilometers)

Duration: 18 (1 hour)

Cast time: 18 (1 hour)

Manipulation: control, duration, range

A mage casts this spell to detach a part of her spirit, so that it can roam free and gain information. Only the mage may benefit from this spell, since she becomes part of the pattern woven into the spell. While her spirit roams free, the mage must maintain the link between her body and her spirit form. If the mage's concentration is ever broken, the spirit form dissipates, and returns to the body. This spell may be cast by a mage with a *Spirit* 17 or less. Mages with a higher *Spirit* cannot completely detach their spirits with this spell.

During the hour required to cast this spell, the mage must be alone, and remain undisturbed. She composes her mind and relaxes her body so the spirit may roam free. During the spell, the mage may direct her spirit form at the rate of a kilometer per round, to any point within the range of the spell. Places protected against entities, liv-





ing forces, or true knowledge bar the spirit form from entering.

The spirit form can move through ordinary walls, over water, through fire, any normal physical barrier. Through the link, the mage can use all information gathering skills based on *Perception*, *Mind*, *Charisma*, or *Spirit*. The spirit cannot cast spells; doing so would break the concentration on the *free spirit* spell, snapping the spirit back to its host. Only beings that can detect magic can sense the spirit; it is undetectable to all other senses. The spirit cannot interact with any being that cannot sense magic.

Hidden Tracks

Axiom Level: 10

Skill: alteration/true knowledge 22

Backlash: 18

Difficulty: 14

Effect Value: 25

Bonus Number To: effect

Range: 15 (1 kilometer)

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Manipulation: cast time, control, duration

The mage cast the spell to confuse attempts to track, scry, or detect anything within 10 meters of her. To cast the spell, the mage must hold a loadstone in her hand and then use the other hand to mimic motion away from the stone. She must concentrate for the duration of the spell.

The effect value of the spell must exceed the highest *Spirit* of anyone (or thing) within the 10 meter radius of effect. Anyone watching (with magical or mundane devices) anything within the volume of effect mislocates it, for the spell alters the knowledge of the protected areas. The objects or characters of the search appear to be in a different location, somewhere within the kilometer range of the spell. This spell alters the true knowledge of the location, a very real effect. If someone is tracking the object in question, they follow the false trail set up by the spell. If

someone is trying to scry into the area, the spell alters the location so that the person sees only the altered location.

Any searchers who generate a *find* (or other searching skill) total equal to or greater than the effect value of *hidden tracks* know that the information is somehow wrong. They still have no clue of the target's actual location.

Characters' apparent selves can take shock and KO damage, but no physical wounds as their physical selves are elsewhere.

Hidden tracks is a spell of great theoretical importance, with less practical value than might be first supposed. The mage alters the true knowledge so that the apparent location and the true physical location of the target separate. The key phrase is the "apparent" location. This applies to the target's own perceptions, as well as those of any pursuers. If your apparent location is 60 meters to your left, you will see, hear, and otherwise sense everything from 60 meters away. You will sense your physical self at the apparent location; this makes movement extremely difficult. On the other hand your apparent self can experience pain, but cannot take any lasting physical damage. It just feels that way.
—Zelephest

Invisibility

Axiom Level: 12 (17)

Skill: alteration/true knowledge 23

Backlash: 17

Difficulty: 12

Effect Value: 24

Bonus Number to: effect

Range: touch

Duration: 25 (ten hours)

Cast Time: 18 (one hour)

Manipulation: control, duration, state

The mage must have a small figurine of glass to perform this **impressed** spell. He begins with the figurine dirty. He cleans the figurine throughout the casting of the spell, checking its transparency several times during the casting. The spell is impressed upon casting. The spell is released by touching the

recipient or object with the figurine.

Compare the effect value to the recipient's *Toughness* on the Power Push table. To these result points add nine. If the final result points equal or exceed the target's *Toughness*, then he is rendered completely transparent to light. Any character trying to spot an invisible character must generate a *Perception* total at least equal to the effect value of the spell in order to see him. Note that hearing, or otherwise sensing the character, might be easier than seeing him. Invisible characters who have not been perceived increase their defense against visually targeted attacks by +10. Even after he is perceived, an invisible character still has his defense increased by +5 against all visually targeted attacks.

Mirror of Other Worlds

Axiom Level: 14

Skill: divination/true knowledge 17

Backlash: 16

Difficulty: 13

Effect Value: 27

Bonus Number to: duration

Range: 10 (100 meters)

Duration: 14 (10 minutes)

Casting Time: 9 (one minute)

Manipulation: control, duration, state

The mage stands before a large (6 feet) mirror and intones the spell, focusing her power through the mirror. As the final phrases fall from her lips, the mirror fogs and then quickly clears. Instead of a reflection, the mirror shows a scene from a different dimension within the same cosm. By focusing her will and concentrating, the mage can control what location is seen in the mirror.

The mage may choose to change her point of view in any direction up to 100 meters from the initial point of view. The point of view travels at the rate of 250 meters per round. The mage can use any searching skills or visual information gathering skills, but the skill effect totals are capped at 27, the effect value of this spell.

Anyone can look into the mirror



and see the scene, but only the casting mage knows where the location of world shown. This gives her information on how to open a gate there. Some enchanted creatures (or entities) can sense the scrying. If they have the divination magic and true knowledge, they can see the caster of this spell, using the link the spell has created. The mage though can turn off the spell whenever she wishes, giving herself a little protection.

The mage Vourer created this spell to view things in other dimensions. His journals are full of descriptions of other worlds and the creatures that inhabit them. A crucial thing we don't know about this great mage is the code that he used in some of his entries. Whoever breaks this code shall gain a wealth of knowledge.

—Zelephest

Scrying Eyes

Axiom Level: 9

Skill: *divination/true knowledge* 19

Backlash: 18

Difficulty: 10

Effect Value: 25

Bonus Number to: range

Range: 25 (100 kilometers)

Duration: 18 (1 hour)

Cast Time: 14 (10 minutes)

Manipulation: cast time, control, duration

The mage must possess a device for scrying. This device could be a mirror, a crystal ball, or even a calm pool. The device must produce a clear reflection. When the mage casts the spell the device shimmers and then displays the scene the mage wishes to see. Anyone else looking into the device also sees the scene it reveals. *Scrying eyes* produces visual information only. The mage can only see what is obvious. Others observing the mirror may use *find* or other skills to analyze visual information. Their skill totals are capped at 25, which is the effect value of the spell.

If the mage concentrates, she can manipulate the spell to see the scene from a different view, or a new scene can be located. The viewpoint may be moved at a rate of a kilometer each round. Sensitive people may feel that they are being watched (on a *Perception* total of 25 or more), and *detect magic* reveals this method of scrying.

Spatial Feelings

Axiom Level: 8 (17)

Skill: *divination/true knowledge* 19

Backlash: 20

Difficulty: 12

Effect Value: 15

Bonus Number To: effect

Range: 15 (one kilometer)

Duration: 18 (one hour)

Cast Time: 18 (one hour)

Manipulation: control, duration, range

When the mage speaks the words of this **impressed** spell, she gains the ability to feel her environment. Everything within a 100 meter radius sphere of the magician's chosen center of effect can be sensed by the caster. The circle of effect may be moved anywhere in range within one round.

If the effect value of the spell is greater than the *Spirit* of the target, the mage knows the target's exact location. This spell may find some targets, while failing to find others with higher *Spirits*. Compare each target's *Spirit* individually. While this spell pinpoints location with ease, it limits other information. Read the result points on the General Success chart. On a *minimal* or *average* success the spell can only differentiate between the living and unliving. On a *good* success, the spell reveals the arcane knowledge that best represents the target. On a *superior* success, the spell identifies the type of being or object (assuming the caster is familiar with such beings or objects). On a *spectacular* success, the caster also identifies any objects a being is carrying, again assuming the caster is familiar with such objects.

Summon Scholar

Axiom Level: 13

Skill: *conjuration/true knowledge* 19

Backlash: 14

Difficulty: 9

Effect Value: 13

Bonus Number To: effect

Range: 5 (10 meters)

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Manipulation: control, duration, state

In casting this spell, the mage summons a spirit sage to answer questions. The mage must hold a book in his hands and voice aloud the type of knowledge, such as technical, magical, business, tactics, history, or religious knowledge. He also must state how powerful a spirit he is trying to summon, what its *Spirit* shall be. The mage summons the spirit if the effect total of the spell equals or exceeds the scholar's *Spirit*.

The appearing spirit has scholar skills pertinent to the questions the mage wishes to ask. The spirit has mental and spiritual attributes equal to (or possibly less than) its *Spirit*. It can have up to two scholar skills, with *scholar* adds equal to the Power Push value of its *Spirit*.

The spirit speaks the truth, for it is the purpose of spirit sages to impart knowledge to mortals. They may be irritated, and refuse to answer questions without persuasion, but they always answer truthfully. Spirit sages are very reluctant to answer questions about specific individuals, and they know nothing of darkness devices, or eternity shards, or knowledge from beyond the cosm of Aysle.

This spell maintains the opening to the spirit's dimension for the duration of the spell. By controlling the apparation of the effect, the mage can return the spirit just before the spell expires.

Spirit sages are a great source of information. If you can keep one around it will teach you most anything you ever wanted to know. One problem is that they are





normally very arrogant, and very intolerant of ignorance. They also pontificate at times. You will often spend time getting the spirit to stay on track, or not to go into so much detail, but they are still the greatest source of information around.

—Zeleephest

Sylph Call

Axiom Level: 13

Skill: *conjunction/true knowledge* 20

Backlash: 18

Difficulty: 17

Effect Value: 32

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Manipulation: duration, range, state

This is a **focused** spell. A mage may call a sylph to serve him by blowing on a clear blue crystal while concentrating on the pattern of this spell. The sylph will emerge in a glowing nimbus from the crystal and take the form of an intangible female composed of clouds. From the figure issues gentle and refreshing breezes. She speaks in whispered tones.

The summoning mage does not necessarily command the sylph, but controls the apportionment of the sylph when in range, at least giving the mage safety while negotiating. The spell continuously maintains a small opening to the sylph's dimension, focused in the blue crystal or jewel.

Typical Sylph

DEXTERITY 15

Dodge 18, flight 20, maneuver 18, unarmed combat 20

STRENGTH 20

TOUGHNESS 14 (25)

PERCEPTION 15

Find 18, trick 18

MIND 13

Control wind (*apportation/air*) 18, willpower 16

CHARISMA 13

Charm 17

SPIRIT 13

Intimidate 15

Possibility Potential: Some (50)

Natural Tools: swirling, windy form (TOU+1125 versus physical weapons only); speed value 12.

The sylph uses *control winds* to bring forth whirlwinds to attack her victims. The *control winds* total is the to-hit total. Sylph whirlwinds have a damage value of 20, and affect everyone within four meters of the target. She can touch a person with her bare hands, which freezes their blood; this attack also has a damage value of 20.

The sylph can use her winds to lift objects and transport them to another location. She can lift any object that weigh less than or equal to her *Strength*, lifting all objects in a circle of radius four meters. She can move these objects, even humans, at a rate equal to her speed.

The sylph's powers can impede the movement of people or objects. She can form a spherical wall of air four meters in radius. Her *Strength* equals the armor value of this air wall, and only a character who generates a *Strength* total greater than her *Strength* can walk through it.

If the summoning mage is knocked unconscious, the apportionment protection against the sylph vanishes. If the sylph is hostile toward the mage, she may carry the mage off to her dimension.

This spell maintains the opening to the sylph's dimension for the duration of the spell. By controlling the apportionment of the effect, the mage can return the spirit just before the spell expires. If the jewel is broken before the duration expires, the extradimensional opening is closed.

True Light

Axiom Level: 15

Skill: *conjunction/true knowledge* 22

Backlash: 17

Difficulty: 7

Effect Value: 13

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 18 (one hour)

Cast time: 5 (10 seconds)

Manipulation: control, duration, state

True light conjures a glowing, streaming mass of true light, one of the three Principles of nature. The mage casts the spell by imagining all he believes true to be coalescing before him, and he shapes these beliefs into the light. The light illuminates anything within 10 meters. *True light* drives away darkness, whether physical, mental or spiritual.

In addition the mage may concentrate upon one being within the radius of the light, one being per round. The mage generates an effect total for the spell. Lies and evil intentions appear as shadows about the creature if the effect total is greater than the *Mind* of the creature (if lying) or the *Spirit* (if harboring evil intentions).





Chapter Two

Principles

Darkness

Abrasion

Axiom Level: 10
Skill: *alteration/darkness* 15

Backlash: 18
Difficulty: 14
Effect Value: 15
Bonus Number to: duration

Range: 6 (15 meters)
Duration: 10 (100 seconds)
Cast Time: 3 (four seconds)
Manipulation: duration

This **focused** spell causes the affected target to become violently angered at an individual who has slightly irritated her (i.e., bumped into her, spilled some ale on her skirt, disagreed with her in a discussion, etc.).

Compare the spell's effect to the target's *Mind* or *willpower*, reading the result points on the Power Push Table. Add seven and read the final result points on the Interrogation column of the Interaction Results Table. If the result is equal to the target's attitude, they fight. For the duration of the spell, reduce her base attitude toward everyone around her two steps.

Abrasion is used to start tavern brawls. Multiple targets are possible with the usual one-on-many penalties. To cast abrasion, the mage pricks himself with a needle or tack in the buttocks, while pointing at his target(s).

The caster should not point at the target while she is casting the spell, since the target may not like people pointing at her. Battered and bruised mages can attest to this.

— Zelephest

Black Bart's Deadly Darts

Axiom Level: 10 (17)
Skill: *apportation/darkness* 17

Backlash: 15
Difficulty: 13
Effect Value: 20
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 8 (40 seconds)
Cast Time: 18 (one hour)
Manipulation: control

This **impressed** spell requires a piece of black obsidian and a dart of some sort. The mage utters dark arcane words while touching the tip of the dart to the stone. The darkness travels into the dart, draining the stone of its pigment.

To release the spell, the caster throws the dart at his target. The mage must generate an apportation magic total, adding +2 bonus for the increased accuracy of the spell. The target uses *Dexterity* or *dodge* to avoid the attack. The target takes damage equal to the effect value of the spell in the round the dart hits and the next three rounds. The spell ends if the target moves beyond the spell's range.

The dart can't be removed before the spell ends other than casting dispel magic, which does not heal damage already taken from the dart. A possibility point may be used to reduce the damage each round.

Conceal Evil

Axiom Level: 12
Skill: *alteration/darkness* 17

Backlash: 14
Difficulty: 10

Effect Value: 15
Bonus Number to: effect

Range: touch
Duration: 25 (one day)
Cast Time: 9 (one minute)
Manipulation: duration

This **focused** spell hides evil feelings and/or intentions by transforming them into an article of clothing, such as a hat, scarf or belt. The caster touches the forehead of the target and mimics the donning of the article of clothing. A black colored piece of that attire appears in place on the target.

Compare the spell's effect to the target's *Spirit*. Read the result points on the Power Push Table. The spell has a result modifier of +6. Add the final result points to the target's *Spirit* when resisting a *detect folk evil*, or similar detection spell. The article of clothing reads positive for evil detection spells. If the clothing is removed, it vanishes and the spell is broken.

Create Fear

Axiom Level: 11
Skill: *conjunction/darkness* 17

Backlash: 16
Difficulty: 14
Effect Value: 26
Bonus Number to: duration

Range: 8 (40 meters)
Duration: 15 (15 minutes)
Cast Time: 5 (10 seconds)
Manipulation: control, duration state

Create fear is a powerful **focused** spell that should not be cast indiscriminately. The caster must possess an item belonging to the target. The





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caster mutters words of power and points at the target. The spell creates fear through the intimidation skill.

Compare the spell's effect to the target's *Spirit* or *intimidation*. Read the result points on the Power Push Table. The spell has a result modifier of +6. Find the final result points on the intimidation chart of the Interaction Results Table.

Create fear is, of course, an illusory spell. Once the duration of the spell expires, the effect will wear off swiftly, and the target is apt to be extremely angry. To disbelieve the spell, the target must generate a successful *Mind* or *willpower* total of 19.

I have found this to be a very good spell with which to introduce students to the power of magic. Its use helps prevent excessive talking in class as well as doodling in the grimoires. Although the effect only lasts five minutes, the memory of it can last years.

—Kenipat

Dark Cloud

Axiom Level: 11

Skill: *alteration/darkness* 20

Backlash: 17

Difficulty: 14

Effect Value: 20

Bonus Number to: effect

Range: 2 (2.5 meters)

Duration: 25 (one day)

Cast Time: 9 (one minute)

Manipulation: duration

This **focused** spell must be cast in some source of darkness (magical or natural). The mage circles the recipient (or turns in place if he is the target) while chanting words of power relating to storms. The darkness condenses over the recipient's head, forming a black cloud that is barely visible when the casting is complete. The spell resists the effects of darkness spells with a casting total less than the effect value of the dark cloud. The recipient controls the duration of the spell.

Detect Folk Evil

Axiom Level: 8

Skill: *divination/darkness* 15

Backlash: 13

Difficulty: 7

Effect Value: 19

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 14 (10 minutes)

Cast Time: 6 (15 seconds)

Manipulation: control

The magician thinks dark thoughts about himself or others about whom he cares, and then casts the spell with a quick scowl in the direction of the target character. The mage must concentrate for the duration of the spell. The spell effect ends as soon as the mage performs an action other than directing the spell. He may change the target of the spell.

Compare the effect value of the spell to the target's *Spirit* or *faith* value. *Minimal* or *average* success lets the caster know if the target character harbors evil intentions which he plans to put into effect within the duration of the spell. *Good* success allows the caster to know if the target harbors any evil intentions toward the caster (or the character the magician thought about when casting the spell). *Superior* success lets the caster know if the target character harbors evil intentions toward anyone and the degree of harm planned. *Spectacular* success lets the caster know who the target is planning to harm, if not the caster or the character about whom the magician thought dark thoughts.

Fields of Death

Axiom Level: 10

Skill: *apportation/darkness* 21

Backlash: 14

Difficulty: 11

Effect Value: 15

Bonus Number to: duration

Range: 12 (250 meters)

Duration: 32 (one month)

Cast Time: 14 (10 minutes)

Manipulation: cast time, duration, control

This **focused** spell of darkness causes an area of land to become incapable of sustaining plant life. Once cast, it slowly kills all plant life existing in the zone and prevents any new vegetation from growing for the duration of the spell. It attacks all plants with the spell's effect value every round for the duration. The spell cannot kill animal life, but any small creatures living within the area of effect usually die or move away from lack of food.

The zone is disk shaped, 500 meters in diameter with a height of 25 meters. The height is divided in half at ground level, creating one cylinder 12-1/2 meters below the ground and one 12-1/2 meters above the ground.

Fields of death may only be cast at night. The mage walks the circumference of the area that the spell is to deaden and then journeys to the center of the circle. There he plucks some native vegetation from the ground and crumples it. He raises his arms high and then lowers them toward the ground as if to pull the night sky down with them. Darkness falls from the sky and settles within the parameters thus set by the mage.

Originally created in a dispute between two farmers, Uthorion's forces now use this spell to change lands of light over to darkness.

—Kenipat

Guardian Script

Axiom Level: 15

Skill: *alteration/darkness* 19

Backlash: 18

Difficulty: 15

Effect Value: 15

Bonus Number to: effect

Range: 2 (2.5 meters)

Duration: 11 (2.5 minutes)

Cast Time: 18 (one hour)

Manipulation: control, state





Guardian script is a **ward** used to punish unauthorized readers of protected literature. It requires a mixture of black ink and dragon blood that will be prepared during the casting of the spell.

The mage adds three drops of the blood into a jar containing the ink. He then scribes up to three separate lines into the single work to be protected. The wards may be placed on different pages, but they must be all part of a single bound edition.

The ward is released when someone reads a line written with the spell's ink. The ward's skill level is the caster's *divination/light* skill, with a difficulty of eight to trigger the ward (see page 73 of *The Aysle Sourcebook*). A character may try to avoid detection by rolling a *divination* magic total. If the ward detects and the character does not have permission to read the volume, the ward will attack.

The letters unbend themselves and form a single dark string that leaps from the page. The cord tries to wrap around the reader's neck and strangle him. It attacks with a base *Dexterity*, *Strength* and *Toughness* of six plus the result point total when found on the *Extended Power Push Table* (*The Aysle Sourcebook*, p. 83). An unsuccessful attack dissipates the spell.

If the attack succeeds, damage is the *Strength* plus the bonus number. Characters gain armor benefit only if it covers the neck. The target takes damage each round of the spell's duration unless the spell is turned off by the caster, dispelled, or someone breaks the cord (the cord uses its *Toughness*). If the victim falls unconscious, he will take a wound each round the cord remains on his neck in addition to the normal damage.

Master magicians use this spell to keep their young apprentices' noses out of more powerful grimoires. Unfortunately, it has reduced the apprentice population when the master was not around to cancel the spell.

—Zeleephest

Low Spirits

Axiom Level: 11

Skill: *conjurat*ion/darkness 15

Backlash: 16

Difficulty: 6

Effect Value: 21

Bonus Number to: effect

Range: 6 (15 meters)

Duration: 5 (10 seconds)

Cast Time: 4 (six seconds)

Manipulation: range

The caster of *low spirits* creates feelings of dread and failure in her



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target(s), causing fatigue. Compare the effect total to the target's *Spirit* value. Read the result points on the Power Push Table. The spell has a result modifier of +8. Read the final result on the maneuver column of the Interaction Results Table. To cast the spell, the mage simply applies pressure to a black heart sculpture, made specifically for this purpose, while pointing at her victim.

Mage Dark

Axiom Level: 12

Skill: *conjunction/darkness* 15

Backlash: 18

Difficulty: 12

Effect Value: 0

Bonus Number to: duration

Range: 8 (40 meters)

Duration: 15 (15 minutes)

Cast Time: 5 (10 seconds)

Manipulation: control

The **focused** spell is cast by blowing a bit of soot or ash into the air and pointing at a target. A thick, palpable darkness enshrouds everything within 25 meters. *Mage dark* is not completely impervious to light, but ordinary light appears as random sparkles, more common near a light source, but insufficient for illumination and sight. *Mage light* combined with *mage dark* fills the overlapping areas with a suffused glow like an illuminated fog and vision is barely possible (*Perception* checks at +10 difficulty). *Sunstore* creates a condition similar to dusk, and *true light* destroys the *mage dark*. The spell is an illusion and may be disbelieved with a *Mind* or *willpower* total of 15.

Maungo's Malicious Mastiff

Axiom Level: 13 (17)

Skill: *conjunction/darkness* 17

Backlash: 14

Difficulty: 8

Effect Value: 21

Bonus Number to: duration

Range: 8 (40 meters)

Duration: 9 (one minute)

Cast Time: 18 (one hour)

Manipulation: range

This **impressed** spell requires the mage to bring into his mind all manner of evil thoughts and corrupt deeds. He then lets out a loud bark that projects the feelings out of his body to hover as a cloud of darkness in front of him. The caster gets down on all fours and begins to growl. The billowing darkness takes on the form of a large black dog, next to the crouching mage. It slides sideways, reentering his body. The spell is now **impressed** and can be released by a mere whistle from the mage's lips.

The mastiff can be directed by the mage to sit idle or attack anyone he chooses, changing targets freely, until the spell expires or something destroys the mastiff. The dog is made of pure darkness and can do only malicious violence.

Maungo's Malicious Mastiff

DEXTERITY 16

Dodge 22, unarmed combat 22

STRENGTH 16

TOUGHNESS 16

PERCEPTION 16

MIND 16

CHARISMA 0

SPIRIT 0

Natural Tools: armor TOU+6/22; teeth, damage value STR+6/22

Note that while the mage need not concentrate on the spell to maintain the dog's attack, he must redirect it to another target if the original expires or it will randomly attack any being save the caster (a fact Maungo's companions will not let him forget).

—Kenipat

Maungo's Mind Madness

Axiom Level: 14

Skill: *conjunction/darkness* 20

Backlash: 14

Difficulty: 11

Effect Value: 24

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 8 (40 seconds)

Cast Time: 5 (10 seconds)

Manipulation: range

The magician casting this **focused** spell requires a black scarf or cloth. As he points at his target, he drops the scarf over his hand. Compare the effect value of the spell to the victim's *Mind*. Read the result through the Power Push Table. The spell has a result modifier of +9. Find the final result points on the General Success Table. *Minimal* success results in the victim becoming unskilled. *Average* success causes him to be stymied. *Good* success causes him to stand confused taking no action. A *Superior* result causes the victim to attack the nearest being in range. *Spectacular* success knocks the victim unconscious. Results last for each round that the spell is in effect. *Maungo's mind madness* is illusory and can be disbelieved by generating a *Mind* or *willpower* total of 15 or more.

Phantom Darkness

Axiom Level: 12

Skill: *conjunction/darkness* 15

Backlash: 16

Difficulty: 13

Effect Value: 14

Bonus Number to: effect

Range: 3 (four meters)

Duration: 9 (one minute)

Cast Time: 5 (10 seconds)

Manipulation: state

Phantom darkness is a **focused** illusion that convinces the target that a *mage dark* spell has been cast about her. In actuality, the illumination of the area remains unchanged. The effect value of the spell must exceed the target's *Mind* for the spell to be successful. The disbelief difficulty is 15. The actions of casting *phantom darkness* are the same as *mage dark*, save that the mage holds one hand behind his back while crossing his fingers.





It should be noted that some victims of this spell have reacted to this illusion by casting light spells, such as *sunstore*. Light spells allow the victim to see under the same effects described under *mage dark*, since the victim believes that *mage dark* was the original spell.

—Zelephest

Shadow Bats

Axiom Level: 10
Skill: *alteration/darkness* 16

Backlash: 11
Difficulty: 8
Effect Value: 18
Bonus Number to: effect

Range: 6 (15 meters)
Duration: 12 (four minutes)
Cast Time: 3 (four seconds)
Manipulation: cast time, duration

Shadow bats is **focused** on a target. The caster throws a black silk at the target. The silk transforms into a group of dark bats that fly around and whip into their target causing the effect of a maneuver action.

Compare the effect value of the spell to the target's *Dexterity* or *dodge*. Read the result points through the Power Push Table. The result modifier is +7. Read the final result points on the maneuver chart of the Interaction Results Table. The shadow bats bother the victim until the spell's duration ends, the victim makes a successful active *dodge*, or the caster moves the bats to another target. The bats form a cone around the target, five meters in diameter, and 2-1/2 meters high. The victim will take the maneuver result each round that the bats are annoying him. If moved to another target, compare the effect total to the new target's *Dexterity* or *dodge*. The victim may disbelieve the spell by generating a *Mind* or *willpower* total of 18.

This spell is very useful to distract your opponent while you cast another spell or make a quick getaway. Getting into *melee*

with your victim is not advisable, as you may fall prey to the effect of your own spell.

—Kenipat

Withering Touch

Axiom Level: 12
Skill: *conjuration/darkness* 19

Backlash: 18
Difficulty: 15
Effect Value: 15
Bonus Number to: effect

Range: touch
Duration: 9 (one minute)
Cast Time: 5 (10 seconds)
Manipulation: cast time

The mage casting this **focused** spell speaks words of sickness and decay in a raspy voice. A cloud of darkness forms in front of the mage, into which he places his hand. The dark cloud vanishes and the mage has a glove of darkness on his hand.

The caster has six combat rounds to hit one of the opponent's appendages by generating an unarmed combat total greater than his target's *dodge* or *Dexterity*. Compare the effect value to the target's *Toughness*. Read the result points through the Power Push Table. The spell's result modifier is +7. The target's appendage withers and loses the final result points worth of *Strength*, *Dexterity* and *Toughness*. If any attribute is reduced to zero or less, the appendage is useless and hangs limp.

Magic, such as *restore limb* (see light spells), must be used to regain lost attribute points and use of the appendage. It is not possible to target the victim's body. The victim's head can be withered if the effect total is greater than the target's combined *Toughness* and *Mind*. Subtract the spell's final result points from the target's *Toughness* and *Mind* value. There are no *Dexterity* or *Strength* adjustments. A successful hit on an opponent fully discharges the spell; a spell would only reach its full duration if the caster keeps missing his target.

Light

Away Sight

Axiom Level: 7
Skill: *divination/light* 18

Backlash: 18
Difficulty: 15
Effect Value: 9
Bonus Number to: range

Range: 13 (400 meters)
Duration: 13 (six minutes)
Cast Time: 15 (15 minutes)
Manipulation: range, speed

Away sight forms a small, slowly revolving series of translucent tubes that catch the images of everything in a 10 meter radius. The whirling construct travels 250 meters per round (60 mph). The caster can make *Perception* skill checks, but is limited to a maximum effect value of 9. The mage controls the movement of the tubes. The spell is focused through a glass lens for the duration.

Eradicate Fear

Axiom Level: 12
Skill: *conjuration/light* 17

Backlash: 16
Difficulty: 16
Effect Value: 18
Bonus Number to: effect

Range: touch
Duration: 15 (15 minutes)
Cast Time: 5 (10 seconds)
Manipulation: range

This is a **focused** spell. The mage casting *eradicate fear* helps a folk under the effects of a *create fear* or similar spell conquer the emotion that grips him.

After shaking and screaming at the target to stand up to his fears, the mage slaps him in the face. Compare the spell's effect value to the target's *Mind*. Read the result points through the Power Push Table. The result





modifier is +7. Add the final result points to the target's *Mind* for purposes of defeating the fear. The target may make another roll against the fear.

This spell is usually very successful, but some people under the effects of create fear do not take kindly to being slapped in the face (especially when the eradicate fear spell does not do its job). This spell is more difficult when the target is trying to run from his fears. I have seen many mages have a harder time catching their companions than casting the spell.

—Kenipat

Funtari's Fantastic Fireworks

Axiom Level: 12

Skill: *conjuration/light* 21

Backlash: 13

Difficulty: 14

Effect Value: 16

Bonus Number to: effect

Range: 15 (one kilometer)

Duration: 15 (15 minutes)

Cast Time: 9 (one minute)

Manipulation: control, speed

This spell allows the mage to create an illusion of light within a sphere 500 meters in diameter. The illusion is limited only by the mage's imagination and the effect must take shape as some form of light. Consider the illusion created an art form and judge its artistic quality as described under the artist skill (*Torg Rulebook*, p. 56). Use the effect total as the artist skill total. Ignore the minimum creation time on the work quality chart. A *Mind* or *willpower* total of 20 or greater is required to disbelieve the spell.

To cast the spell, the mage must imagine the illusion in her mind as she mimics its movements with her arms and body. She must concentrate for the duration of the spell.

The Great Funtari, creator of this spell, is the owner of "Funtari Light Shows", a band of specially trained mages who travel the world of Aysle performing light shows for special occasions. Each mage times her

spell in a magnificently orchestrated program that also includes a group of mages casting Rinaldo's Resounding Racket spells for a fantastic show of light and sound. Other companies have put together travelling shows, but I have seen none that compare to Funtari's.

Would-be light show owners should avoid using cheap copies of this spell. I have been to a few shows using lesser forms of this spell, only to have the illusions disbelieved by their audience. The performers left with very real wounds (if they left at all).

—Zeleephest

Language Enhancer

Axiom Level: 9

Skill: *divination/light* 16

Backlash: 18

Difficulty: 16

Effect Value: 20

Bonus Number to: effect

Range: touch

Duration: 14 (10 minutes)

Cast Time: 5 (10 seconds)

Manipulation: state

Language enhancer is a **focused** spell that increases the recipient's language ability. The target must possess adds in the language to be enhanced as this spell does not bestow new languages. Compare the effect total to the target's *Perception*. Add the final result points to the recipient's *Perception* for purposes of the specified language only. The recipient of the spell speaks aloud in the language to be enhanced while the mage touches his head and repeats the words spoken.

Light Writing

Axiom Level: 12

Skill: *apportation/light* 15

Backlash: 10

Difficulty: 9

Effect Value: 0

Bonus Number to: duration

Range: 5 (10 meters)

Duration: 20 (2.5 hours)

Cast Time: 3 (four seconds)

Manipulation: control, range

The magician casts the spell by quickly reciting the first word she intends to write while spelling it out with movements of her hand. The spell affects a 2.5 meter radius circle. The caster controls the target aspect, effect, duration and form of the spell.

As the mage thinks the words in her mind, the light within the area of effect gathers to form the letters. The rest of the area darkens as the light leaves it, making the letters more legible. The spell's effect may be switched off and on.

Mage Light

Axiom Level: 12

Skill: *alteration/light* 17

Backlash: 13

Difficulty: 10

Effect Value: 0

Bonus Number to: duration

Range: touch

Duration: 18 (one hour)

Cast Time: 5 (10 seconds)

Manipulation: control

The mage needs a mirror and at least a faint glimmer of light to cast this focused spell, catching the reflection of the light in the mirror. The mirror glows with a gentle brightness, illuminating everything within a 25 meter radius. *Mage light* has a strange, "thick" quality to it, and objects appear coarse and grainy, occasionally with a few random gray or black speckles. Colors are muted. The spell is not focused through the mirror, but it is a necessary component of the spell. The spell ends if the magician is separated from the mirror.

Multiple Images

Axiom Level: 12 (17)

Skill: *conjuration/light* 19

Backlash: 15

Difficulty: 11





Effect Value: 0

Bonus Number to: duration

Range: 12 (250 meters)

Duration: 18 (one hour)

Cast Time: 18 (one hour)

Manipulation: control, duration, cast time

This **impressed** spell is useful, particularly if all of a caster's impressed magic has failed him and he needs time to cast something directly. *Multiple images* allows the caster to create unliving simulacrum of himself within a 250 meter radius of the casting location. The images can confuse and distract a foe.

To impress the spell, the caster recites the incantation in a room filled with mirrors. Once impressed, the caster stands at each spot he wishes a double to appear and mentally repeats the incantation. There are no elaborate hand gestures to warn an opponent of your plan.

Keep in mind that doubles have no physical mass. Be prepared to cast your next spell in a hurry. Most mages, when faced with a score of identical foes, will blast all of them to insure a nasty death for the true sorcerer.

—Kenipat

New Hope

Axiom Level: 11

Skill: alteration/light 15

Backlash: 16

Difficulty: 15

Effect Value: 15

Bonus Number to: effect

Range: 6 (15 meters)

Duration: 5 (10 seconds)

Cast Time: 4 (six seconds)

Manipulation: cast time, control

New hope causes the targets to feel as if all obstacles have been removed and that nothing can stop them from their goals. The spell removes fatigue. Compare the effect total to the target's *Spirit*. Read the value on the Combat Results Table, subtracting the number of shock points from the target. Any

"extra" shock points are lost.

To cast this spell, the mage conjures in her mind the image of a stone wall. Then she points at her target(s), while shattering the image of the wall in her mind.

Rainbow Bracers

Axiom Level: 11

Skill: alteration/light 17

Backlash: 13

Difficulty: 15

Effect Value: 20

Bonus Number to: effect

Range: touch

Duration: 25 (one day)

Cast Time: 9 (one minute)

Manipulation: cast time

This spell must be cast in some form of light and the caster must have a prism or piece of glass that he touches to the target's wrists. Light swirls in front of the prism and then flows through it to the recipient's wrists. A barely visible band of rainbow colored light adorns each wrist. The spell resists the effects of light spells with a casting total less than the effect value of the rainbow bracers. The recipient controls the spell's duration.

Rainbow Bridge

Axiom Level: 9

Skill: alteration/light 22

Backlash: 18

Difficulty: 15

Effect Value: 15

Bonus Number to: effect

Range: 15 (one kilometer)

Duration: 18 (one hour)

Cast Time: 12 (four minutes)

Manipulation: control, range

Rainbow bridge must be cast with some source of light, sunlight being best. Focusing the light through a lens, prism or similar piece of glass, the caster traces the outline of a rectangle in the area he wishes cross. When cast, a bridge of multicolored light, resembling a flattened rainbow, spans

the area designated by the caster. The bridge may be up to one kilometer long, with a maximum height of 60 meters.

The bridge's *Strength* is the effect value. The bridge may be smaller than the effect value total if the mage so chooses. The bridge may be disbelieved with a *Mind* or *willpower* total of 15.

The magician who researched this spell also allowed the caster to collapse the bridge before the duration of the spell ends. This proves useful if the caster does not wish to be followed.

—Kenipat

Restore Limb

Axiom Level: 13

Skill: alteration/light 20

Backlash: 19

Difficulty: 16

Effect Value: 21

Bonus Number to: effect

Range: touch

Duration: 37 (10 months)

Cast Time: 25 (one day)

Manipulation: control

With *restore limb*, a **focused** spell, the mage repairs damage to a limb that is suffering from the effects of a withering touch spell (see darkness spells). The spell will also reattach severed limbs.

The caster must have a white silk or sheet large enough to cover the limb. The target lies down on the floor. The mage drapes the cloth over his outstretched hands and speaks arcane words of light and life. The cloth glows with a brilliant white light and it is laid over the limb (if severed, the limb must be placed next to the recipient). The recipient must lie still for the duration of the spell while the light drains from the cloth into the limb.

With severed limbs, compare the effect to the target's *Toughness*. Read the result points through the Power Push Table. The result modifier is +8. Find the final result points on the General Result Table. *Minimal* success does not reconnect the limb. *Average* success, or better, reconnects the limb, but the target may take a number of wounds de-





pending on how successful the spell is. *Average* success causes three wounds, *good* success causes two wounds, *superior* success causes one wound and *spectacular* success reconnects the limb with no ill effects.

With withered limbs, compare the effect value to the target limb's reduced *Toughness*. Read the result points through the Power Push Table. The result modifier is +8. The limb regains any lost *Strength*, *Dexterity* and *Toughness* attribute points up to the total of the final result points.

Shield of Light

Axiom Level: 12
Skill: *alteration/light* 19

Backlash: 15
Difficulty: 9
Effect Value: 15
Bonus Number to: effect

Range: touch
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: cast time

This is a **focused** spell. To cast shield of light, the magician touches the beneficiary's head with the tips of her fingers, while uttering theorems and equations. Compare the effect to the target's *Mind* or *Spirit* (whichever is greater). Read the result points through the Power Push Table. The result modifier is +6. The recipient increases his *Mind* and *Spirit* by the final result points for purposes of defense only. Shield of light is illusory. It may be disbelieved with a *Mind* or *willpower* total of 19.

Sunstore

Axiom Level: 10
Skill: *alteration/light* 22

Backlash: 18
Difficulty: 15
Effect Value: 21
Bonus Number to: effect

Range: 10 (100 meters)
Duration: 10 (100 seconds)
Cast Time: 3 (four seconds)
Manipulation: control

The mage places a glass sphere in the sunlight so that the sunlight catches on some part of the sphere. The mage quickly utters the spell and the sunlight is trapped in the sphere. The sphere flashes brightly and illuminates a 15 meter radius sphere with near-blinding sunlight. Compare the effect value to the *Dexterity* or *dodge* of any creature caught in the 15 meter radius sphere. Read result points through the Power Push Table. Find the final result points on the General Success Table. With *minimal* success, the creature is stymied. With *average* or *good* success, the target is setback. With *superior* success, the target is setback for two rounds. With a *spectacular* success, the target is setback for four rounds. The spell is often used to flash opponents into temporary blindness, although it may be used merely for illumination, as with simpler versions of the spell. The effect may be turned on and off or reduced.

Sweet Dreams

Axiom Level: 9
Skill: *appotation/light* 12

Backlash: 17
Difficulty: 15
Effect Value: 14
Bonus Number to: duration

Range: touch
Duration: 22 (six hours)
Cast Time: 5 (10 seconds)
Manipulation: duration

The mage casting this **focused** spell must truly care for the target of the spell. While humming a lullaby, the mage touches the head of the sleeping target. The recipient will have good and peaceful dreams for the duration of the spell. Nightmares created through magic must have an effect total greater than that of the *sweet dreams* spell to affect the target.

Voltof's Little Bird

Axiom Level: 12 (17)
Skill: *alteration/light* 18

Backlash: 12
Difficulty: 12
Effect Value: 9
Bonus Number to: range

Range: 15 (one kilometer)
Duration: 19 (100 minutes)
Cast Time: 18 (one hour)
Manipulation: cast time, control, range, speed

Voltof's little bird is an **impressed** and **focused** spell that allows the caster to send a message to a specific person or place. The spell must be cast in sunlight (either natural or magical). The caster needs an object from the person or location. The mage holds the contagion in his hands and raises it above his head. He then concentrates on the person or place while making sounds like a chirping bird. The casting consumes the contagion.

To release the spell, the mage simply flaps his arms like a bird while speaking the message aloud. The message may be up to one minute long (the spell's effect value). When the message has been completed, a small white light streaks forth from the mage's mind and takes to the sky in the form of a bird.

The bird travels at a speed value of 15 (one kilometer per round). The target must be within the range total generated by the spell, which has a maximum of value of 25 (100 kilometers). The bird seeks the person or location with a divination skill of 15. The bird travels to the midpoint of the range and circles the caster at that distance until it detects the target. The searched area is a vertical circle with a radius of 23 (40 kilometers). The target's range - 10 is the minimum time to reach the target. The maximum time is range - 7.

The bird can travel through cracks and crevices to get to its destination. Upon arrival, the bird will whisper the message in the ear of the receiver. If a





place was designated, the bird will continuously repeat the message aloud until the end of spell's duration or someone tells it to stop.

If time is of the essence, most casters send the bird to the left of where they believe the target to be because the spell circles clockwise.

—Kenipat

Zero Light

Axiom Level: 9

Skill: *apportation/light* 20

Backlash: 13

Difficulty: 13

Effect Value: 15

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 18 (one hour)

Cast Time: 5 (10 seconds)

Manipulation: duration

Zero light causes all light within an 80 meter diameter sphere to be driven away for the duration of the spell. While this does not automatically cause darkness, any available darkness in the area of effect will spread to fill the whole area. Any light spells cast in the area will be driven away unless they have an effect total greater than that of the zero light spell.

To cast zero light, the mage covers his eyes with one hand while thinking of the area to be effected. He waves a fan with his other hand in the direction of that area.

Magic

Carminstabolous' Conductive Cover

Axiom Level: 12

Skill: *conjuration/magic* 14

Backlash: 14

Difficulty: 11

Effect Value: 18

Bonus Number to: effect

Range: touch

Duration: 9 (one minute)

Cast Time: 5 (10 seconds)

Manipulation: speed

The mage stands next to the recipient of this **focused** spell and begins to rub his feet on the floor. After building up a charge of static electricity, he touches his target. A blanket of shimmering sparks and tiny lightning bolts cascade around the target for the spell's duration. If the individual protected by the conductive cover is hit by a weapon made of metal, the wielder takes electrical damage equal to the effect total of the spell. This spell is an illusion and can be disbelieved by generating a *Mind* or *willpower* total of 15.

Cast Lasher

Axiom Level: 12(17)

Skill: *alteration/magic* 20

Backlash: 22

Difficulty: 8

Effect Value: 25

Bonus Number to: effect

Range: 9 (60 meters)

Duration: 18 (one hour)

Cast Time: 18 (one hour)

Manipulation: range

This **impressed** spell increases the backlash of an opponent's spell castings. To cast the spell, the mage mimics the casting of another spell, one from which he usually takes backlash. As he pantomimes the effect of the backlash, the magician casts *cast lasher*. To be effective the magician must take some backlash when casting the spell, as this is the contagion. The caster controls the effect of the spell. If the casting total is high enough that he would take no backlash, the mage may reduce the casting total and the effect to a level where he takes backlash.

When released, the caster generates an *alteration magic* total that must exceed the target character's *Dexterity* or *dodge* to hit him. As the effect value has already been set, do not add the bonus number from the targeting roll

to the effect value. Compare the effect value is compared to the target's highest magic skill value. Read the result points through the Power Push table. The final result points is the increased backlash the target character takes when casting spells. The magician controls the duration of *cast lasher*.

Cleanse Area

Axiom Level: 8

Skill: *apportation/magic* 14

Backlash: 13

Difficulty: 6

Effect Value: 2

Bonus Number to: range

Range: 4 (six meters)

Duration: 16 (25 minutes)

Cast Time: 5 (10 seconds)

Manipulation: range, control

This spell cleans an item or area. The mage makes a sweeping motion. The spell moves all dirt and refuse into a pile wherever the caster dictates. The spell cleans a 2.5 meter radius area, up to one meter high. The caster can change targets to clean any area.

Destroy Magic

Axiom Level: 12 (17)

Skill: *alteration/magic* 21

Backlash: 15

Difficulty: 10

Effect Value: 20

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 9 (one minute)

Cast Time: 18 (one hour)

Manipulation: control

Destroy magic is an **impressed** spell that seeks to void an area of magic. The spell affects a 60 meter radius sphere. The mage must conjure spell patterns in her mind and subsequently shatter them. After an hour of this mentally tiring work, the spell is impressed.

The caster releases the spell by swirling her finger in the air and





pointing at the center of the area of effect. The spell affects any spells with a pattern knowledge that the caster possesses; spells using a pattern knowledge the caster does not have are unaffected. The spell works through the principle of definition.

An affected spell must generate a casting total greater than the effect value of the *destroy magic* spell in order to survive. The *destroy magic* affects spells apportioned into the area and spells affecting beings who enter the sphere. Any spell with an effect total higher than *destroy magic* will dispel it.

Detect Magic

Axiom Level: 5

Skill: *divination/magic* 15

Backlash: 18

Difficulty: 16

Effect Value: 18

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 8 (40 seconds)

Cast Time: 8 (40 seconds)

Manipulation: range, speed

The spell requires the magician to hold a grimoire. The mage opens the grimoire and incants the spell while slowly turning in a circle. If magic is in effect within the range of the spell, the pages will flutter softly. Compare the effect value to the effect of the spell detected. Read the result points on the General Success Table. On a *minimal* or *average* success, the caster will know the general direction of any magic. A *good* success, tells the caster the specific direction to the magic. With a *superior* success, the caster knows the exact range of the magic, while a *spectacular* success will tell the caster the skill and pattern knowledge of the magic in effect.

Devil's Pit

Axiom Level: 15 (17)

Skill: *conjunction/magic* 23

Backlash: 20

Difficulty: 17

Effect Value: 17

Bonus Number to: effect

Range: 7 (25 meters)

Duration: 38 (one year)

Cast Time: 18 (one hour)

Manipulation: control, state, speed

The *devil's pit* spell is a **ward** used to protect corridors and rooms from unwanted intruders. To impress the spell, the caster uses specially carved wooden replicas of iron spikes. She sets them on the floor that is to be protected and then stands among them. Concentrating on each in turn, she mentally causes them to sink into the floor, until they vanish. The ward is thus impressed into a section of corridor or room.

The ward detects folk with a divination skill of 21. When triggered, the illusion of a pit trap covers an area, usually three meters by three meters, with a depth of 10 meters. If checked for traps, a normal pit trap will be revealed with a difficulty of 10. Any character stepping on the pit must make a Dexterity roll of 12 to avoid falling in the pit. The damage value equals the spell's effect.

The truly annoying part of this ward is not revealed until someone attempts to get to the other side of the pit. A second pit, constructed like the first, lies directly next to the first, with the same chances for detection and the same damage sustained for falling in. The *devil's pit* is an illusion. It may be disbelieved with a *Mind* or *willpower* total of 18.

Dispel Magic

Axiom Level: 13

Skill: *alteration/magic* 20

Backlash: 18

Difficulty: 16

Effect Value: 29

Bonus Number to: effect

Range: 9 (60 meters)

Duration: 5 (10 seconds)

Cast Time: 3 (four seconds)

Manipulation: state, duration

The magician must concentrate when casting this spell, envisioning the pattern that he plans to disrupt with this spell. The caster must know the arcane knowledge of the spell she is dispelling. If she does not know the pattern skill and knowledge of the target spell effect, the caster suffers a -10 bonus modifier when casting this spell. She must gesture to draw the pattern she envisions, and then aloud commands the pattern to break.

Dispel magic works through the principle of definition. The casting mage is copies the pattern of the spell effect closely enough to invoke the principle of definition and dispel the spell. Compare the effect value of *dispel magic* to the casting total of the target caster. This spell affects one target.

Doelaran's Door of Shooting Fire

Axiom Level: 15

Skill: *conjunction/magic* 22

Backlash: 16

Difficulty: 10

Effect Value: 17

Bonus Number to: effect

Range: 3 (four meters)

Duration: 5 (10 seconds)

Cast Time: 18 (one hour)

Manipulation: range, duration

This **ward** harms those who wish to enter places which the caster would rather not have them go. The caster must have five adds in the living forces arcane knowledge.

When casting the spell, the wizard paints dots of red ink in a circular pattern on the door that is to be protected. He burns the pattern into the door by voicing words of arcane power. At the end of the casting, all markings of the dots disappear from view.

The spell detects kindred who touch the door with a divination skill of 21. Jets of flame gush forth from the dots on the door, hitting the individual standing at the door. Generate a conjunction skill total greater than that person's *dexterity* or *Dodge* to hit.





Damage equals the effect total of the spell. Doelaran's door of shooting fire is an illusion and can be disbelieved by generating a *Mind* or *willpower* total of 15.

Enchanted Error

Axiom Level: 13
Skill: *alteration/magic* 15

Backlash: 18
Difficulty: 16
Effect Value: 20
Bonus Number to: effect

Range: touch
Duration: 18 (one hour)
Cast Time: 5 (10 seconds)
Manipulation: state

By casting this **focused** spell a mage attempts to booby trap an item that has a spell impressed in it. The wizard must hold or otherwise touch the item while whispering arcane words of magic backward.

Any spell cast from the item must have a casting total greater than the effect value of the enchanted error spell to function properly. If the enchanted error succeeds, the item will make a fizzling sound and produce a small wisp of smoke.

Floor of Binding

Axiom Level: 12
Skill: *conjunction/magic* 25

Backlash: 18
Difficulty: 11
Effect Value: 17
Bonus Number to: effect

Range: 6 (15 meters)
Duration: 18 (one hour)
Cast Time: 18 (one hour)
Manipulation: duration

This magical **ward** will protect a circular area 50 meters in diameter. The magician walks backward in a spiral pattern, sprinkling iron filings on the floor while chanting arcane words of binding. The mage points to the center of the area of effect.

The ward detects folk with a divination skill of 28. The folk must touch the ward to activate it. The part of the body touching the floor will instantly be stuck to the spot. Once triggered in this fashion, the spell will remain in effect for one hour. During this time, any other folk who touch the affected area will be stuck.

A bound victim must generate a *Strength* total greater than the effect value of the spell to free himself. He must generate a total for each limb stuck. A character may attempt to disbelieve this illusion by generating a *Mind* or *willpower* total of 20 or better.

While this spell doesn't sound particularly dangerous, I might point out that I have seen a mighty warrior companion run full tilt through a corridor protected by it. The scream of pain when both his ankles snapped in two is something I will live with forever.

—Kenipat

Heat Object

Axiom Level: 12
Skill: *alteration/magic* 15

Backlash: 12
Difficulty: 8
Effect Value: 12
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 8 (40 seconds)
Cast Time: 6 (15 Seconds)
Manipulation: state

By casting this **focused** spell, the mage seeks to cause extreme heat in an object either held or worn by another individual. The mage holds a lit candle in front of his face and gazes at the target of the spell. The victim feels intense heat emanating from the object in question. Heat damage equals the spell's effect value. Apply damage each round that the target wears or holds the object.

The object itself is unharmed, because the spell is illusory. The victim may disbelieve the spell by generating a *Mind* or *willpower* total of 15 or more.

Hide from Magic

Axiom Level: 12
Skill: *alteration/magic* 19

Backlash: 10
Difficulty: 9
Effect Value: 20
Bonus Number to: duration

Range: touch
Duration: 25 (one day)
Cast Time: 9 (one minute)
Manipulation: control, duration

Most mages have access to a *tracker* or *pathfinder* spell, which they often use to hunt down foes. *Hide from magic* allows the caster to create a bubble of mystic energy around himself that conceals his presence from divination spells. The caster is still be visible to the naked eye. Conjunction, alteration, and apportation-based spells still affect him.

To create the sphere, the mage closes his eyes and mimics the sculpting of the field around him, as if it were being made from clay. Compare the spell's effect value to the casting total of any divination spell seeking the caster. The hide from magic protects the caster if it has the higher effect value.

Imprisonment

Axiom Level: 12
Skill: *conjunction/magic* 19

Backlash: 17
Difficulty: 10
Effect Value: 20
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: control, duration

The rite of *imprisonment* traps a foe within bars made of mystic energy. To cast this, a mage must beckon with his hands as if exhorting something to rise from the ground. He then mimics the struggle to escape from a narrow cell. He points at his target, and if the casting total of the spell



is greater than the target's *Dexterity* or *dodge*, it effectively traps its quarry.

The spell's effect value is the *Strength* of the bars. The target can free himself by generating a successful *Mind* or *willpower* total against difficulty number equal to the spell's effect value. The rite confines the target to a 2.5 meter radius sphere. It cannot be used on creatures larger than the sphere.

Magic Ladder

Axiom Level: 12

Skill: *conjuration/magic* 15

Backlash: 16

Difficulty: 16

Effect Value: 14

Bonus Number to: duration

Range: 9 (60 meters)

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Manipulation: speed

The spellcaster must have a small, hand-held carving of a ladder. While staring at the carving, he mentally envisions a small ladder of magical energy forming from the original. He mentally places the magic ladder in the desired locale, and begins chanting in ever increasing octaves. As his chant increases in pitch, the ladder grows to its full height of 12 meters. The mage can stop the growth at any height up to this maximum. The ladder has a *Strength* and *Toughness* of 12.

The ladder can be moved from its original placement and in all respects is a physical object. The magic ladder may be dispelled at anytime if the caster is within the range of the spell.

Magic Repulsion

Axiom Level: 10 (17)

Skill: *apportation/magic* 20

Backlash: 14

Difficulty: 8

Effect Value: 20

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 9 (one minute)

Cast Time: 18 (one hour)

Manipulation: cast time

This is an **impressed** spell. The caster must chant magic words of motion while he dances, using every part of his body possible. He dances in a circular pattern, beginning in the center and traveling outward. The caster must dance in this manner for 20 such circles.

The caster releases the spell by simply waving a hand in a fan-like motion and pointing where the center of the effect is to appear. Any spell cast inside the 12 meter diameter sphere must have a casting total greater than the magic repulsion spell or it is moved to the edge of the sphere. Even a spell with a range of touch will be pulled away from the target. Any spell carried beyond its range will dissipate.

Spells directed into the area will stop at the edge if they do not meet the required effect total. Spells which have targets outside of the sphere can be cast normally, but the magic repulsion spell does not extend the range of a spell. This spell only affects spells using arcane knowledges that the caster knows.

This spell can be hazardous for anyone in the area, including the caster, as it remains invisible until a spell with visual effect gets within its range. I have heard stories of wizards who forget exactly where they put the spell's center, only to have other spells they cast literally blow back in their faces.

—Kenipat

Maungo's Magic Magnet

Axiom Level: 10 (17)

Skill: *apportation/magic* 18

Backlash: 18

Difficulty: 17

Effect Value: 15

Bonus Number to: effect

Range: touch

Duration: 9 (one minute)

Cast Time: 18 (one hour)

Manipulation: range

This spell is normally **impressed** into a small iron ball, but any small metal object should due. The mage holds the object in his outstretched hands while bombarding it with magical energy bolts. He then mentally pulls the magic from the object, impressing the spell.

Anyone rubbing the object three times releases the spell. Beginning one round later, the object will attract any spell within a 10 meter radius that has a casting total less than the magic magnet spell. The spell will be sucked into the object, which will continue to attract spells until the end of the sixth round. At the expiration of the spell, the glowing object fades into oblivion.

Spells which normally affect an area will have the object at the center of the effect. Spells last one round regardless of the normal duration.

Maungo originally intended for this spell to be cast on items worn by his companions as a means of magical protection. He expected the item to absorb any spell cast at the target.

He changed this theory after his companions entered battle wearing armor protected with magic magnet spells. The armor attracted the opposing wizards' fireball and lightning spells, including their destructive effects. The resulting blaze was said to light the night sky for kilometers away.

Maungo, among others who cast this spell, now impresses it into small iron balls that he throws or rolls at his opponents. Maungo and his new companions believe this to be much more useful.

—Zelephest

Maungo's Magic Message

Axiom Level: 15 (17)

Skill: *conjuration/magic* 15

Backlash: 15

Difficulty: 8

Effect Value: 0

Bonus Number to: duration

Range: 4 (six meters)

Duration: 9 (one minute)

Cast Time: 18 (one hour)

Manipulation: state, duration, range





To cast this **ward**, the caster must have a paint brush and some form of ink. Maungo's magic message allows the mage to write a message in magical lettering within an area six meters by six meters. The mage must complete the message within one hour. The area on which the message is to be written must be some type of earth, usually a stone wall or floor. The message may be any length as long as it fits within that boundary. When the casting is complete the message disappears.

The ward detects any folk touching the area with a *divination* skill of 22. The message will appear in glowing letters, remaining for one minute and then fade away. Simply walking past a wall with a magic message on it will not release the message; someone must touch the wall.

Maungo's magic message may be left for a specific folk by tying some hair from the individual in the paintbrush

used to write the message. The message would appear only if that individual touches the ward.

Mystic Shield

Axiom Level: 12

Skill: *conjurat*ion/magic 19

Backlash: 16

Difficulty: 11

Effect Value: 25

Bonus Number to: effect

Range: touch

Duration: 25 (one day)

Cast Time: 9 (one minute)

Manipulation: control, duration

To cast this spell, the mage stands with his hands held out before him, and acts as if an invisible barrier stands before him. He pushes against the barrier with his hands and discovers that

it surrounds him. As he finishes this action, he mouths the words of the rite, and a cone of magical force forms around him.

The spell's effect value is the *Strength* of the shield. Spells directed against the caster with an effect value less than or equal to the spell's effect value will be absorbed. A spell that is stronger than the shield will cause it to shatter, and the now vulnerable mage takes full damage from the spell.

This rite is one of the most effective means of magical defense. Like any powerful spell, the mystic shield has its drawbacks. For example, when encased in the magic-absorbing barrier, a mage cannot cast a spell against an enemy. To attack, the mage must drop the shield. The shield can only protect one individual.

Cheap versions of this incantation are not to be relied upon. During my youth in the Land Between, I once saw a mage toss



V. Valusek



up a shield in battle, only to see it collapse when his opponent cast a detect magic spell against him.

—Kenipat

Mystic Star

Axiom Level: 12

Skill: *conjunction/magic* 21

Backlash: 20

Difficulty: 15

Effect Value: 30

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 5 (10 seconds)

Cast Time: 3 (four seconds)

Manipulation: cast time, state, duration

Mystic star allows the mage to create a swirl of mystic energy with very sharp edges. The mage voices one word of power while reaching back to throw. The star appears in her hand as she hurls it toward her victim. She must generate a conjunction skill total, with a +10 accuracy modifier. Compare the casting total to the target's *Dexterity* or *dodge*.

Compare the effect total to the target's *Toughness* or *armor value* (the spell will affect enchanted armor). Find the final result points on the Combat Results Table. The star can be disbelieved with a *Mind* or *willpower* total of 15.

Rinaldo's Resounding Racket

Axiom Level: 12

Skill: *conjunction/magic* 19

Backlash: 15

Difficulty: 13

Effect Value: 15

Bonus Number to: effect

Range: 15 (one kilometer)

Duration: 9 (one minute)

Cast Time: 12 (four minutes)

Manipulation: control, cast time

This spell allows the magician to create illusory sounds for the duration of the spell. Explosions or loud banging noises are common, but other sounds, even musical notes, may be conjured. This spell cannot imitate noises generated by living beings, such as groans, screams, speech, or barking. Sounds are limited to those that come from inanimate objects. The magician covers his mouth with a scarf or silk and points in the direction the sound is to come from. The sound is created within a 100 meter radius sphere.

Music created with this spell is considered an art form. Judge its artistic quality as described in the *Torg Rulebook* under the artist skill (page 56). Use the spell's effect total as the artist skill total. Ignore the minimum creation time on the work quality chart. The spell may be disbelieved by a listener by generating a *Mind* or *willpower* total of 15.

Ryggin's Steel Bands

Axiom Level: 12

Skill: *alteration/magic* 12

Backlash: 11

Difficulty: 10

Effect Value: 20

Bonus Number to: duration

Range: 5 (10 meters)

Duration: 8 (40 seconds)

Cast Time: 5 (10 seconds)

Manipulation: control

The caster of this spell must have a metal bar or rod. She holds the bar in one hand while creating three identical images of the bar in her mind. When the mage points at her target, three metal bands appear and stream toward the target of the spell. Generate a conjunction skill total greater than the target's *dodge* or *Dexterity* to hit. If successful, the bands wrap around the victim's body, restraining his arms and legs.

The bound individual must generate a *Strength* total of 20 or more to break the bonds. Ryggin's steel bands is an illusion and a *Mind* or *willpower* total of 15 or more will cause the bands

to fade. This spell can only be used on human sized or smaller beings.

Shards of Ice

Axiom Level: 12

Skill: *conjunction/magic* 15

Backlash: 15

Difficulty: 12

Effect Value: 17

Bonus Number to: effect

Range: 6 (15 meters)

Duration: 5 (10 seconds)

Cast Time: 5 (10 seconds)

Manipulation: range, speed

The mage faces his target and makes circular motions with his hand in the air in front of him, as if cleaning a glass window. A round sheet of ice, one meter in diameter, takes shape in mid-air. The caster punches the ice, shattering it. The shards streak toward the target of the spell.

Generate a conjunction skill total greater than the target's *Dexterity* or *dodge* to hit. Damage equals the spell's effect value. Shards of ice is illusory and may be disbelieved by generating a *Mind* or *willpower* total of 15.

Spell Bouncer

Axiom Level: 10 (17)

Skill: *apportation/magic* 15

Backlash: 13

Difficulty: 11

Effect Value: 20

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 5 (10 seconds)

Cast Time: 18 (one hour)

Manipulation: duration

The mage must have a small mirror to **impress** this spell. She conjures a glowing ball of magical energy with which she performs rigorous exercises, manipulating the ball toward herself while reflecting it away with the mirror. When the mage finally allows the





ball to strike her, the spell is impressed.

The wizard may release her spell by putting up her hand in a stopping motion when an enemy mage targets her with a spell. She must announce the use of the spell bouncer before she discovers any effects of the attacker's spell. The spell is cast normally if it has an effect total greater than the spell bouncer. If the spell bouncer has a greater effect total, the spell is reflected a distance equal to the result points of the spell bouncer. Spells take effect where they are reflected to. This spell may be cast by one or more wizards to bounce the same spell more than once.

This spell achieved notoriety when the Westlain Triplets, Maret, Bergan and Loogin, bounced a lightning bolt between them 16 times before Loogin missed. Unfortunately, Maret and Bergan had to celebrate their achievement as the Westlain Twins.

—Zelephest

Spell Snatcher

Axiom Level: 13

Skill: *apportation/magic* 19

Backlash: 19

Difficulty: 14

Effect Value: 30

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 9 (one minute)

Cast Time: 3 (four seconds)

Manipulation: control, range, speed

The magician makes a sweeping gesture from the target character to his head, while reciting the opening words to the theory of state. The spell steals

an impressed spell from the target's mind. The stolen spell immediately impresses itself in the mind of the caster, but it must be cast before the end of the duration of *spell snatcher* or it fades away.

Compare the effect value with the target's *conjunction magic* value (his *Mind* if he does not have *conjunction magic*). Read the result points on the General Results table. On a *minimal, average, or good* success the victim chooses the impressed spell he loses (assuming he has more than one impressed). On a *superior* success the gamemaster randomly determines the spell to be gained. A *spectacular* success allows the caster to choose the spell he gains.





V. Valusek





Chapter Three

Mixed Forces

Inanimate Forces

Dispel Magic Fire

Axiom Level: 9

Skill: *alteration/inanimate forces* 19

Backlash: 14

Difficulty: 8

Effect Value: 30

Bonus Number to: effect

Range: 15 (1 kilometer)

Duration: 0 (1 second)

Cast Time: 9 (1 minute)

Manipulation: control, duration, state

A very specific magical dispel, this spell can be directed only at magical fires. If cast successfully, the mage compares the result value of the spell to the casting total generated by the caster of the magical fire. If the effect value is the higher of the two, then the magical fire disappears.

Although the duration of the spell is only one second, its speed is almost instantaneous. However, the spell only affects *magical* fire; not fire created by magic and maintained by normal means.

Though the limitations of this spell are obvious, it is included in the *Gimoire* because of the wide use of fire as an elemental pattern.

—Zeleephest

Enchant Armor

Axiom Level: 10

Skill: *alteration/inanimate forces* 17

Backlash: 14

Difficulty: 9

Effect Value: 25

Bonus Number to: effect

Range: touch

Duration: 32 (one month)

Cast Time: 25 (one day)

Manipulation: control, duration, cast time

The caster takes each piece of armor to be enchanted and holds it before him. With his other hand he takes arrows, daggers and other weapons and touches them to the metal; then he shatters the weapons, simulating the effect the magically toughened armor will have for the duration of the spell.

Compare the effect total of the spell to the armor value and read the difference on the Power Push Table. Add the result points to the armor's maximum value.

A poor sorcerer using a cheap version of this rite can find himself with a suit of armor that cannot stand up to a stiff breeze off the Trade Sea. I once heard a Draconis Teutonica laugh heartily when faced with a paladin wearing armor with a flawed enchanted armor spell focused into it. That is a sound I do not wish to hear again, and the best reason I can produce for why I am teaching and writing texts rather than on the continent of Aysle, making twice the trades I do here.

—Kenipat

Enchant Bow

Axiom Level: 10

Skill: *alteration/inanimate forces* 17

Backlash: 19

Difficulty: 10

Effect Value: 22

Bonus Number to: effect

Range: touch

Duration: 32 (one month)

Cast Time: 25 (one day)

Manipulation: control, duration, cast time

The *enchant bow* spell is based on the same pattern of magic as *enchant armor*, and the effectiveness of the spell can be determined in the same manner, increasing the maximum damage value and adds of the weapon.

To cast this spell, the mage should take a piece of armor and heat it until it begins to grow soft. He then puts an arrow into the bow and fires it at the armor, which it will easily pierce. He must repeat this action several times, while reciting the proper incantation. When he finishes the casting, the bow will fire straight and true and cause great damage to the enemy.

Again, wizards should beware of copies of this spell. If the stave of the bow absorbs the enchantment, but the string does not, it may snap at a crucial moment. In addition, some versions of this spell increase the strength wonderfully well, but destroy the weapon's accuracy to the point where even the best archer cannot hit the broad side of a Fomorian.

—Kenipat

Find Things

Axiom Level: 7

Skill: *divination/inanimate forces* 13

Backlash: 16

Difficulty: 8

Effect Value: 0

Bonus Number to: range

Range: 7 (25 meters)

Duration: 9 (one minute)

Cast Time: 5 (10 seconds)

Manipulation: duration





To the casual observer, the magician who uses this spell appears to have an uncanny ability for locating lost or hidden objects. Casting this spell merely requires that the magician have an accurate description of the object he is searching for, or he must have seen it once. The object may not be larger than the caster.

Once the spell is cast, the mage will locate the object if it is within range of the spell and has not been magically hidden. The caster may move while the spell is operating and he may change target or even cancel the effect.

This spell is quite popular among the "hedge wizards" of Aysle, who make a tidy sum locating lost trinkets, tools, and pet collars (which are usually attached to the pet). A prospective buyer of their services would be wise, however, to first get an exact price from the mage in question—as fees often run higher than the value (sentimental and otherwise) of the lost object.
—Kenipat

Frost Bridge

Axiom Level: 11

Skill: alteration/inanimate forces 16

Backlash: 14

Difficulty: 9

Effect Value: 12

Bonus Number to: effect

Range: 15 (one kilometer)

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Manipulation: none

This spell is cast by a mage who wishes to cross a body of water. The caster makes a sweeping motion with her arm over the water she wishes to cross. This creates a disc of extremely low temperature just below the water's surface, freezing that small area almost instantly. The caster may then step on the disc and, controlling the apportation of the spell, move across the water at a rate of 40 meters per round, simultaneously forming a bridge of water behind him. This bridge can hold up to the effect total of the spell in kilograms.

The caster may, if she chooses, start the disc on the opposite shore (up to one kilometer away and within sight) and have the bridge form backward. This works nearly as well, except there is a chance of fog forming over the low temperature disc and obscuring it from sight. The caster may dispel the disc and/or the bridge at any time. Otherwise, it will melt naturally after the duration expires.

Glue

Axiom Level: 12

Skill: conjuration/inanimate forces 16

Backlash: 17

Difficulty: 13

Effect Value: 18

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 15 (16 minutes)

Cast Time: 5 (10 seconds)

Manipulation: control

This is a **focused** spell. The *glue* spell conjures the inanimate forces that hold objects (or people) together. The spell produces a sticky film that forms over a 10 meter surface area, centering on the target point of the caster's choosing. Anything that comes in contact with an object covered with *glue* must make a *Strength* roll exceeding the effect value of the spell to break free. For each attempt at breaking free from the spell's effect, a creature will suffer two shock points of fatigue.

To cast this spell, the magician must have a small amount of pine sap and a coin. While casting the spell, the mage applies the sap to the coin and then presses her thumb firmly against the sticky surface. This spell is illusory, and a *Mind* or *willpower* total of 17 is necessary to disbelieve its effect.

Increase Weight

Axiom Level: 9 (17)

Skill: alteration/inanimate forces 19

Backlash: 13

Difficulty: 6

Effect Value: 24

Bonus Number to: duration

Range: 10 (100 meters)

Duration: 14 (10 minutes)

Cast Time: 18 (one hour)

Manipulation: control, duration, state, cast time

This is an **impressed** spell. By manipulating the inanimate forces knowledge, this spell makes it possible for a sorcerer to increase the weight of an opponent, sending him crashing to the ground.

The effect value of this spell is equal to the force that is pulling the target to the ground. To move, a creature must generate a *Strength* total greater than the effect value of the spell. A flying creature that fails its *Strength* action will plummet to the ground, taking a damage value equal to the effect value of the spell plus the value of the distance fallen.

This spell is cast by holding a pebble in the palm of your hand and then letting it drop to the ground, as if it had grown too heavy to support. In battle, the spell requires only a gesture in the direction of the target to be released. If the casting total is greater than the *Dexterity* or *dodge* value of the target, the spell will be effective.

Note that this spell is of limited use against dragons, whose great *Strength* and high *Toughness* render the spell a nuisance. In addition, their connections with elemental magic may have unforeseen effects upon the spell.

Flying creatures have long been a problem for travelers in Aysle. Dragons, griffins, harpies and various other beasts have an annoying habit of swooping down, wounding, and then soaring out of reach of their prey, and doing so too quickly for the unfortunate victim to accurately aim a missile weapon. (Naturally, this rite can be used against non-flying foes with equal effect, but doubling the weight of a griffin and then admiring the crater it makes leaves one with a true sense of accomplishment).

This spell suffers from an undeservedly poor reputation, owing to the appearance of a flawed version in the popular "Rothenlynn's Grimoire for Beginners."





That increase weight spell had a tendency to backfire, causing the caster's arm to grow heavier while the rest of his body remained the same, usually with unpleasant consequences for the limb in question.

—Kenipat

Light Armor

Axiom Level: 11

Skill: alteration/inanimate forces 16

Backlash: 12

Difficulty: 11

Effect Value: 16

Bonus Number to: effect

Range: touch

Duration: 9 (one minute)

Cast Time: 4 (six seconds)

Manipulation: duration

This spell only affects the mage who casts it. He must cross his arms on his chest and summon the power of magic and transform it into light. The result of light gives the mage a glowing suit of armor that covers his entire body with a *Toughness* equal to the effect value of the spell. The mage may not turn it off, but may shape it into any form he wishes. It must, however, cover his entire body.

The glow of the armor will also make non-death or darkness aligned creatures react somewhat more favorably toward the caster (GM's discretion on how favorably).

Though this spell is undoubtedly one of the most positively oriented protective spells created, the careful mage knows when to use discretion in its casting. After all, the armor acts as a beacon for hungry creatures in the wilderness.

—Zelephest

Lightning

Axiom Level: 10

Skill: alteration/inanimate forces 19

Backlash: 19

Difficulty: 11

Effect Value: 20

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 8 (40 seconds)

Cast Time: 5 (10 seconds)

Manipulation: control, speed, range

Quick, jagged motions by the caster's arms begin this spell. If successful, powerful electricity charges well up within the caster (doing no harm other than making his hair stand up). He may then cast a lightning bolt for each of the next four rounds, and each bolt has a damage value equal to the effect value of the original casting. To hit the target, the mage must make an *alteration* total that exceeds the target's *Dexterity* or *dodge*. This is a separate roll and has nothing to do with the initial success roll of the spell.

Magic Marker

Axiom Level: 9

Skill: alteration/inanimate forces 18

Backlash: 12

Difficulty: 7

Effect Value: 0

Bonus Number to: duration

Range: 5 (10 meters)

Duration: 14 (10 minutes)

Cast Time: 3 (four seconds)

Manipulation: control, duration, cast time

This spell appears to create a colored marker in the air beside a flat, vertical surface. In actuality, it converts the inanimate forces present in front of the surface into light—light whose form and duration can be controlled by the caster.

Usually, the mage will create a marker out of light that will then write words or draw diagrams "on" the flat surface. The surface that can be so affected may not have an area greater than 3 meters, however, and it must be reasonably flat. It can be of any composition.

The letters can be produced or changed within seconds of the mage's

command. The whole area, or just selected parts, may be affected immediately.

This spell is very popular at the Academy. Instructors, tired of chalk stains (and of turning their backs on impertinent neospellcasters) spent a lot of time researching this spell. It was created so that its manipulation is above the skills of all but the most advanced journeymen. Its state path is convoluted, and there are three controlling theorems involved in its manipulation. However, figuring out and tampering with the mechanism of this spell has sadly become a "rite of passage" among some of the older students.

—Zelephest

Major Eraser

Axiom Level: 9

Skill: alteration/inanimate forces 22

Backlash: 20

Difficulty: 17

Effect Value: 40

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 5 (10 seconds)

Cast Time: 3 (four seconds)

Manipulation: duration, range

Based on the less potent (but more widely used) *minor eraser* spell (below), this spell may only be cast on humans who are under the effect of spells with the pattern of inanimate forces. To cast, the mage must "brush himself off" while nodding in the direction of the person to be affected. If the result value of the spell is higher than the casting value of the magic that is being "wiped away," then it will erase the prior effect. If not, then nothing happens.

Minor Eraser

Axiom Level: 9

Skill: alteration/inanimate forces 18

Backlash: 16

Difficulty: 10

Effect Value: 20

Bonus Number to: duration





Effect Value: 6
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 12 (4 minutes)
Cast Time: 5 (10 seconds)
Manipulation: range, state

A simple apportionment spell, it is usually used as an alternative to the *arm of air*. The caster need only point at the object, make a "lifting" motion with her hand, and direct the apportionment of the inanimate object. The maximum mass that may be moved at one time is equal to the effect value of the spell.

While the duration lasts, the caster may lift more than one object by simply gesturing with her free hand (this is, however, a One-on-Many action). Once in the air, the object(s) will hover if not directed by a hand motion—for as long as the duration lasts, or until the caster puts it(them) down.

Telekinesis Major

Axiom Level: 6 (17)
Skill: *apportionment/inanimate forces* 16

Backlash: 18
Difficulty: 12
Effect Value: 15
Bonus Number to: effect

Range: 15 (one kilometer)
Duration: 15 (20 minutes)
Cast Time: 18 (one hour)
Manipulation: control, state

This is an **impressed, focused** spell. A more powerful version of the *telekinesis* spell, this version may be impressed into non-spell casters. The impressing of the pattern is done by having the target sit in the middle of the room while the caster (or an assistant if the caster is the recipient of the spell) moves objects at the target's command. In all other aspects, *telekinesis major* is identical to its lesser counterpart.

This spell was, soon after its development, often impressed in servants of the mage guilds, making them more able to carry large loads of supplies and clothing over short distances, or to lift the furniture to clean underneath. Unfortunately, the servants—having the usual amount of self control assigned to non magic using beings—quickly abused this privilege and engaged in illicit tomfoolery and mischief. While Linfir of the Four Towers was able to get this mischief under control eventually, his solution left us with a very few servants and a considerable number of frogs.

—Kenipat

Visual Aid

Axiom Level: 11
Skill: *conjuration/inanimate forces* 18

Backlash: 17
Difficulty: 13
Effect Value: 0
Bonus Number to: range

Range: 6 (15 meters)
Duration: 14 (10 minutes)
Cast Time: 5 (10 seconds)
Manipulation: range, duration, state, control

All this spell requires of the caster is a clear vision of the illusion to be produced. The caster can summon forth and control a pattern of colored light with a 15 meter radius. The light can take on any shape or form, and may shrink or expand (up to the maximum radius) to the caster's will. It is, however, an illusion (with a *Mind* or *will-power* disbelief difficulty of 17).

While teaching classes to younger apprentices or instructing the older students in spell effect recognition, many instructors find this spell particularly handy. There is nothing like a large, colorful diagram in the front of the room to attract the attention of young students. Also, when teaching spell effect recognition—such as that of the altered fire ball or the bath of death—it is generally less messy to use this illusion rather than the real thing.

—Zelephest

Whiteboard

Axiom Level: 9
Skill: *alteration/inanimate forces* 14

Backlash: 14
Difficulty: 9
Effect Value: 0
Bonus Number to: duration

Range: 5 (10 meters)
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: control, duration, range, state

To cast this spell, the mage need only use his mind to outline the area of the *whiteboard*. This area can cover a surface area of up to 6 meters, and it may be of any rectangular shape. After casting, the mage has a large, perfectly white, luminescent board hanging in the air. The board has a *Toughness* of zero, so it is only really good for its intended purpose—writing upon. The board may be dispelled by the mage at any time.

Of all the schoolroom spells, this is probably the most useful. The whiteboard provides a perfect backdrop for normal writing or illustration—but be careful when applying the magic marker or eraser; one touch and the board will probably be dispelled.

—Zelephest

Living Forces

Awaken

Axiom Level: 9
Skill: *conjuration/living forces* 10

Backlash: 13
Difficulty: 8
Effect Value: 12
Bonus Number to: effect

Range: touch
Duration: 5 (10 seconds)
Cast Time: 4 (five seconds)
Manipulation: none





Range: 5 (10 meters)
Duration: 5 (10 seconds)
Cast Time: 3 (four seconds)
Manipulation: duration, range

To cast this spell, the mage need only glance at the area to be affected and summon the energy. The spell creates a small eraser of light that will move to the caster's will for the duration. It can only be used to erase letters made by the *magic marker* spell. The result value of the spell must exceed the original casting value of the *magic marker*. If it does, then the caster can use it to wipe away the letters she chooses.

This spell is nicknamed "Jurytyl's Folly" for a very good reason. Jurytyl was a journeyman on the verge of washing out of the Academy. Not because of his lack of skills, mind you; he was very well accomplished in the mixed forces and the light disciplines. It was because of his laziness. Given one year to come up with a spell that would be useful to the academicians or be removed from the Academy, Jurytyl supposedly spent almost the entire fifty-two weeks on this spell—or so he said. There is some doubt to his veracity. He did, however, produce the spell one day under the time limit, and it was enough to earn him a second chance.

Jurytyl went on to become a master and submitted the major eraser spell as his Magister's Thesis. It is because of this spell that I doubt he really spent the year he claimed working on the minor eraser—he created the major in under two months!

—Kenipat

Prismatic Alteration

Axiom Level: 8
Skill: alteration/inanimate forces 15

Backlash: 17
Difficulty: 13
Effect Value: 16
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 9 (one minute)
Cast Time: 5 (10 seconds)
Manipulation: cast time, duration

To cast this spell, the mage must hold an irregular piece of glass in front of a light source, so that the image of the light is bent as it passes through. The *prism* spell expands this effect so that it covers a 10 meter area and volume in the direction indicated by the caster. The spell hampers many actions based on *Perception* and *Dexterity* (such as the skills *find*, *tracking*, *missile combat*, and *melee*). Anyone attempting to use one of these skills in or through the *prismatic alteration* has the difficulty of the attempt increased by the number of result points difference between the effect total and their *Perception* skill.

The spell will last for the full duration, and the caster has no control over (or immunity from) its effects.

Rocket

Axiom Level: 10
Skill: alteration/inanimate forces 20

Backlash: 17
Difficulty: 12
Effect Value: 18
Bonus Number to: duration

Range: 10 (100 meters)
Duration: 8 (40 seconds)
Cast Time: 5 (10 seconds)
Manipulation: control, duration, range

This is a **focused** spell. This spell transforms the gravitational pull on the target object into heat. The sudden lack of gravity causes the object to shoot skyward—expelling the heat as it goes. The spell will launch the object at a speed equal to its effect value minus the target's mass. The object will continue to travel upwards until the duration ends or the caster wills it to stop.

Storm Kill

Axiom Level: 9 (17)
Skill: apportionation/inanimate forces 22

Backlash: 25
Difficulty: 17
Effect Value: 18
Bonus Number to: effect

Range: 20 (10 kilometers)
Duration: 25 (one day)
Cast Time: 29 (one week)
Manipulation: control, duration, range

Nicknamed "Mage Kill," this **impressed** spell is one of the most dangerous—but effective—weather control spells ever produced. The spell must be prepared by a caster for an entire week. The mage must stand outside and act as if he were within a terrible storm; swaying back and forth and "fighting" to stay erect. He must also open and close a jar, pretending to "capture" the storm within.

To release this spell, the caster takes his jar (open) out into the midst of a fierce storm and hold it up. Then, he quickly caps and seals the jar. The storm will actually not rush into the jar but, rather, be forced out of the five kilometer radius at a rate of 2.5 kilometers a round. As the *storm kill* is only moving the actual force of the storm and not the air, however, it does not have overly devastating effects to the locale.

The storm will remain "killed" for the duration or until the caster reopens the jar—at which time it returns at the same rate it left. As long as the duration lasts, the caster may continue to "kill" and release the storm.

While this is undoubtedly a useful spell, there has been some debate as to whether the over five years that went into its development were well spent. In addition to being a risky spell to cast, it is one of the most hoarded works to ever come out (or not come out) of the magic industry. The casting fee alone is higher than the yearly income of many small villages, and for the developers to release its secrets would be a major feat indeed.

—Zelephest

Telekinesis

Axiom Level: 5
Skill: apportionation/inanimate forces 11

Backlash: 16
Difficulty: 10





E. Danforth

This spell can awaken a sleeping or unconscious target. To cast, the mage need only shake the subject lightly and will her to awaken. The spell, if cast successfully, will automatically awaken the target (if the object of the spell is naturally unconscious). It will also remove all shock points and the O of a KO condition if the target has been asleep for more than 10 seconds and has not suffered a Mortal wound.

Charm Person

Axiom Level: 11

Skill: *conjuration/living forces* 16

Backlash: 18

Difficulty: 10

Effect Value: 14

Bonus Number to: effect

Range: 2 (2.5 meters)

Duration: 9 (one minute)

Cast Time: 5 (10 seconds)

Manipulation: control, duration, state

The casting of this spell begins with a smile and a gesture resembling a greeting. Substitute the effect value of the spell for the caster's *charm* skill (or is used as the *charm* skill if the mage does not have the ability). Unlike the skill, however, the caster may roll each round instead of every few minutes. *Charm person* is limited to living beings of man size or smaller, and those that can understand the caster's language.

Charm person is an illusory spell with a difficulty of 12. If the spell is disbelieved, then it has no effect. If the spell duration lapses, the effect wears off rather quickly; it usually takes about an hour for intelligent creatures or up to a day for simpler ones.

Command Obedience

Axiom Level: 10 (17)

Skill: *alteration/living forces* 18

Backlash: 18

Difficulty: 13

Effect Value: 20

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 16 (30 minutes)

Cast Time: 12 (four minutes)

Manipulation: duration

This is an **impressed, focused** spell. To work the spell, the caster must have a metal item, such as a ring or collar, that can be worn by the target. After the spell is impressed in the caster's mind, the mage presents the contagion to his target, speaking the words "I am your master; wear this and serve me well,"





when the target puts on the item. The spell is then released (focused on the item), and the target must make a *Mind* or *willpower* roll greater than the effect value of the spell. If this resistance fails, the target will obey the caster for the duration, or until the enchanted object is removed from target a distance greater than the spell's range.

If the caster commands the target to commit a self-destructive act or an act totally against its nature, the target receives additional resistance rolls.

Detect Living Beings

Axiom Level: 7

Skill: *divination/living forces* 12

Backlash: 18

Difficulty: 13

Effect Value: 16

Bonus Number to: duration

Range: 7 (25 meters)

Duration: 9 (one minute)

Cast Time: 5 (10 seconds)

Manipulation: range, state

This spell can be used to locate kindred within range of the caster. To throw the spell, the mage must have a body part of one of the kindred in her right hand (a lock of hair from a human, a scale of a lizard, a feather of a bird, etc.). The origin of the contagion has no influence on the spell's effect, as long as it comes from one of the kindred.

The caster then burns the object (if it is flammable) or heats it (if not) and inhales the smoke, all the while concentrating on expanding her awareness. After the casting time ends, the mage can then sense any kindred within range of the spell.

Initially, the mage may only detect the presence of kindred—and their location within the range—but, once detected, she may attempt to discern what they are. If the mage decides to do so, she must concentrate on that one specific target. If the kindred has a *Mind* value less than 16 (the effect value), then the caster knows which of the kindred races it belongs to. If the *Mind* value of the creature is equal to or higher than 16, then the spell is

broken. The caster does not have to attempt to discern specific race.

Diminished Senses

Axiom Level: 8

Skill: *alteration/living forces* 17

Backlash: 22

Difficulty: 14

Effect Value: 15

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 15 (16 minutes)

Cast Time: 5 (10 seconds)

Manipulation: control

This nasty little curse will reduce the *Perception* of any kindred that fall victim to the spell. If the spell is cast correctly then the effect value of the spell is compared to the target's *Perception* and the difference is read as result points on the Power Push Table. The total result points, plus a modifier of +5, are then applied to the difficulty of any *Perception*-based skill performed by the victim. This modification lasts the entire duration of the spell.

Enhanced Aura

Axiom Level: 9(17)

Skill: *alteration/living forces* 16

Backlash: 16

Difficulty: 11

Effect Value: 21

Bonus Number to: effect

Range: 5 (10 meters)

Duration: 29 (one week)

Cast Time: 18 (one hour)

Manipulation: control, state, cast time

This is an **impressed, focused** spell. This spell affects the *Charisma* and *Spirit* of any kindred. The casting requires a long ritual involving holy symbols from the religions of the caster and the target. The target must stand silently in a circle, surrounded by the holy symbols while the mage invokes the power of the spell.

When the spell is released, the effect value of the spell must be greater than the larger of the target's two attributes. The target's *Spirit* and *Charisma* are then increased by 8 plus the result points of the spell on the Power Push Table.

Example: Giffuduhayem has a *Charisma* of 11 and a *Spirit* of 9. The spell, when released, generates a +2 bonus number, making the total effect value 23—higher than the higher of the two attributes by 12. Giffuduhayem's *Charisma* and *Spirit* are each increased by the result modifier of 8 plus 5 for the Power Push.

Facade of Normality

Axiom Level: 9(17)

Skill: *alteration/living forces* 15

Backlash: 16

Difficulty: 13

Effect Value: 18

Bonus Number To: duration

Range: touch

Duration: 18 (one hour)

Cast Time: 18 (one hour)

Manipulation: control

This is an **impressed, focused** spell. As a mage releases this spell, she weaves a web of illusion over the target such that anyone who looks at him will see nothing out of the ordinary. No one will give the target a second glance.

If the target does something unusual (picking a lock, stealing a purse), then all observers may roll *Mind* totals to overcome the power of the spell. Any witness to an incongruous act must beat the spell's effect value or ignore the object of the spell. If the target is noticed by one person, then the spell is broken.

Whenever the target performs an extremely unusual action or one that affects something very large (larger than he is), every bystander is allowed to generate a total with an automatic +4 bonus modifier.

If the target of the spell injures another person or affects a really large object (over twice his size), all observers receive a +10 bonus modifier. Anyone who is *directly* injured by the tar-





get *automatically* notices and breaks the spell (unless that person is immediately killed or KO'ed).

First Aid

Axiom Level: 8
Skill: *alteration/living forces* 14
Backlash: 10
Difficulty: 9
Effect Value: 20
Bonus Number to: effect

Range: 6 (15 meters)
Duration: 5 (10 seconds)
Cast Time: 5 (10 seconds)
Manipulation: control, range

To cast this **focused** spell, the mage crosses her arms over her chest and mimes the casting of a *healing* miracle. Then, she points at the being to be aided. The effect value of the spell is applied to the *first aid* table in the *Torg Rulebook* (pg. 55). If the effect value, modified by the bonus number, equals or exceeds the necessary first aid roll for the wound in question, then the *first aid* succeeds. If not, then the spell fails and the caster may not try to stabilize the same wound on the same character that day. The caster must concentrate during the casting and the duration, or the spell will fail.

Gain Sense

Axiom Level: 9
Skill: *alteration/living forces* 18
Backlash: 18
Difficulty: 14
Effect Value: 18
Bonus Number to: duration

Range: touch
Duration: 18 (one hour)
Cast Time: 12 (four minutes)
Manipulation: cast time

This is a **focused** spell. A useful and versatile spell for the magician who desires the vision of a hawk or the smell of a hound. The spell requires that some part of the creature whose

sense is to be gained must be dried and ground into a fine powder during the casting of the spell. The caster (and the target) cannot perform any other actions during the casting of the spell and she must concentrate on assuming the sense desired.

After the spell has been cast, the mage may use the effect value as a bonus number to any *Perception* roll that the target makes which directly uses this sense as a mechanism.

Example: A mage with the bonus sense of smell (from a hound) can use the effect value as a bonus number for a *find* or *tracking* skill roll. The nose of a hound would obviously not help her *Perception*-based skill of *language*, however.

The academicians of the Two Towers were correct in describing this as a versatile spell. While there are other spells that can achieve similar effects, none allow the caster as much freedom of choice and as much latitude with spell components. Dormatt's Great Vision spell, for example, is absolutely useless unless you happen to have a tail feather of a giant eagle. This spell works fine with any body part you can liberate from its owner.

—Kenipat

Heal

Axiom Level: 8
Skill: *alteration/living forces* 15
Backlash: 17
Difficulty: 8
Effect Value: 15
Bonus Number to: effect

Range: touch
Duration: 25 (one day)
Cast Time: 9 (one minute)
Manipulation: control, duration

To apply this **focused** spell to a wounded creature, the caster must touch each of the target's wounds, and examine the creature as if the mage were a doctor. During this time, the mage must concentrate on the kindred's wounds healing at an accelerated rate.

When this spell is cast, the effect value of the spell is read on the Power Push

Table and added to a result modifier of +6. This total then generates a bonus number that is applied to the character's recovery roll against the *medicine* skill chart on page 56 of the *Torg Rulebook*.

Example: Bargaran the Knight has sustained a *heavy wound* from a battle with the Evil Sorceress. He visits the Mad Mage of the Woods who casts the *heal* spell. The mage has an *alteration* skill of 15. He rolls an 8, yielding a cast roll of 13—the spell has been cast successfully. The -2 is then applied to the spell's effect value of 15, yielding a casting value of 13. The gamemaster consults the Power Push Table and gets a result of +5. Added to the +6 result modifier, this equals a total +11 to Bargaran's healing check. He consults the *medicine* table and makes his roll.

This spell may only be cast on the same target once per day. This is because the duration of the spell must be twenty four hours—the same time period that it takes to attempt wound recovery. After the duration has elapsed, the kindred's body will have repaired itself, making the magical healing permanent. If the duration of the spell is interrupted—by a *dispel magic* or by a *living forces* spell of greater casting value than the *heal*—then the kindred's wound will return immediately, along with an additional K2 resulting from the sudden shock of the returning wound.

Improved Dexterity

Axiom Level: 9
Skill: *alteration/living forces* 17
Backlash: 16
Difficulty: 12
Effect Value: 15
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 14 (10 minutes)
Cast Time: 4 (six seconds)
Manipulation: duration, state

This spell can be **focused** on any kindred. To cast this spell, the mage moves her hands—slowly at first, but increasing





in speed for five seconds. Then, she gestures with both hands at the target.

Compare the effect value of the spell to the *Dexterity* of the target. If the effect value is higher, then read the difference as a *Power Push* and add the *Power* result, plus a modifier of 3, to the target's *Dexterity*.

Improved Magical Strength

Axiom Level: 9

Skill: *alteration/living forces* 18

Backlash: 20

Difficulty: 16

Effect Value: 14

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 14 (10 minutes)

Cast Time: 4 (six seconds)

Manipulation: control, duration

This spell uses magic as a mechanism and can be **focused** on any kindred. Compare the effect value of the spell to the target's *Strength* and, if the effect value is higher, then the target's attribute is increased to the effect value of the spell. The caster controls the duration of the spell and may even change its target. The maximum effect that can be generated (using Possibilities, cards, and additional rolls) is 21.

Light Levitation

Axiom Level: 7

Skill: *apportation/living forces* 18

Backlash: 14

Difficulty: 8

Effect Value: 14

Bonus Number to: duration

Range: 7 (25 meters)

Duration: 13 (six minutes)

Cast Time: 5 (10 seconds)

Manipulation: duration

To cast this spell, the magician must hold a feather in her right hand. The caster makes a slow, upward motion with both hands and the target of the spell (if its mass is less than 600 kilo-

grams) will rise into the air at a speed of 25 meters per round. If the target is living, then the caster must exceed the *dodge* or *Dexterity* of the victim. The caster then has full control of the object's appotation, and may even change targets of the spell or end it entirely.

Since the mechanism of this spell is *Light*, the target will have a slight luminescence about it. If the spell is turned off, dispelled, or if the mage changes the target of the spell, the original object will float to the ground slowly and safely.

This is a most enjoyable way to control unruly students who believe they needn't pay attention in class. Simply levitate them to an uncomfortable and embarrassing height and let them ponder their situation: either remain aloft and a spectacle for their fellow apprentices, or come down and behave.

—Kenipat

Murgee's Energy Drain

Axiom Level: 10(17)

Skill: *apportation/living forces* 20

Backlash: 15

Difficulty: 14

Effect Value: 18

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 18 (one hour)

Cast Time: 18 (one hour)

Manipulation: range

This is an **impressed** spell. This is a devious spell produced by the master of dark forces. *Murgee's energy drain* gives the caster additional energy at the expense of a foe. To cast the spell, the mage must simply concentrate on drawing energy from a living creature—since it is an impressed spell, the caster should keep several small, inoffensive creatures handy—and she must indicate each of them with, first, a pointing of the right index finger and, second, by making a “come hither” gesture with the left hand. When releasing the spell, the mage need only repeat the gesture once, indicating the primary target. The cast-

ing value must exceed the target's *Toughness* plus a result modifier of 2 for the spell to work. The result points, plus 7, are read on the *Power Push* Table. The *Power* value equals the number of shock points inflicted on the target creature and transferred to a “pool” set up by the caster.

This pool acts as an “extra” amount of shock damage the caster can sustain. Any shock (but not wound) damage taken by the caster is first subtracted from this pool and, if there is any remaining shock to be taken, then applied to the caster's *Toughness*.

In order for the pool to remain, the caster must concentrate on keeping its energy around her body. If she does not, the extra shock resiliency will dissipate immediately. The caster may, however, change targets for the duration of the spell, draining many creatures in succession. Each additional attack must be resolved using the *One-on-Many* table.

Example: Kathrissa is being attacked by two Viking warriors. Each has a *Toughness* of 8. Kathrissa has sustained two shock points of damage from fatigue, but the Vikings are fresh and ready to slay. The mage releases her *energy drain* on the nearest Viking. Since she has an *apportation* skill of 18, the bonus of +1 (when she rolls a 13) lets her succeed easily. To see how many shock points she drains, she subtracts the Viking's *Toughness* +2 (10) from the result points of 19, equaling 9—a +4 on the *Power Push* Table. Added to the +7 result modifier, this means Kathrissa can “drain” the Viking for 11 shock points. Because the Viking only has a *Toughness* of 8, he falls unconscious and Kathrissa only gets 8 points for her pool. Since she has already taken 2 points of shock damage, she recovers those first, giving her a final total of 6 points in her pool. The other Viking gets worried.

If Kathrissa decides to drain the second Viking, she will have to make another casting roll. Additionally, since she is affecting a third target (the first Viking was one, Kathrissa herself was the other), her difficulty will be increased by 2 points.

Persuasion

Axiom Level: 11

Skill: *conjuration/living forces* 16

Backlash: 19

Difficulty: 12

Effect Value: 20

Bonus Number to: effect

Range: 7 (25 meters)

Duration: 14 (10 minutes)

Cast Time: 5 (10 seconds)

Manipulation: control, duration, state

The mage casts the spell by nodding in agreement with the proposition he intends to offer, and then he speaks the proposition to finish the spell. It is necessary to speak the entire proposition out loud within the cast time of the spell, so complicated suggestions are usually out of the question.

Substitute the effect value of the spell for the caster's *persuasion* skill. *Persuasion* only works on beings who can understand the proposition being offered. The spell is illusory, and even after the proposition is accepted, a *Mind* or *willpower* total of 12 or more negates the effect of the spell. After the duration expires the character is no longer persuaded, although unless the character has a pressing reason to re-examine his acceptance of the offer, or has an attitude of *hostile* or *enemy* toward the caster, he will continue with the terms of the agreement.

Sense Abilities

Axiom Level: 7(17)

Skill: *divination/living forces* 19

Backlash: 8

Difficulty: 6

Effect Value: 21

Bonus Number to: effect

Range: 7 (25 meters)

Duration: 14 (10 minutes)

Cast Time: 18 (one hour)

Manipulation: control, duration

This is an **impressed** spell. If the magician wishes to size up another kindred, then he may wish to use this spell. To cast the spell, the mage must flip through as many texts and sources of lore (all regarding kindred) as he can in the cast time. To release the spell, all the mage needs to do is stare at the creature.

If the effect value of the spell is higher than the *Mind* of the creature inspected, then the number of result points is read on the Success Column of the General PushTable. On a *Minimal* result, the caster learns what skills the target has under one ability (*Dexterity*, for example). For an *Average* result, the mage would get descriptions of two attribute skill groups. And so on. If the caster gets a *Spectacular* success, he should learn just about every ability the creature has—but there may be one or two held back by the GM anyway.

The caster may change targets as long as the duration lasts, and he may negate the spell at will.

Perhaps one of my favorite spells, this magic has saved many a wise mage's life. Those spell casters who travel the world seeking fame, adventure, and—most importantly—monetary remuneration, would do well to remember that while experience may be the best teacher, it is also the leading cause of death among know-it-all magicians.

—Kenipat

Sixth Sense

Axiom Level: 6(17)

Skill: *divination/living forces* 15

Backlash: 15

Difficulty: 7

Effect Value: 14

Bonus Number to: duration

Range: 10 (100 meters)

Duration: 10 (100 seconds)

Cast Time: 18 (one hour)

Manipulation: cast time, duration

This is an **impressed, focused** spell. The caster must touch the recipient of

the spell with a dead (and preferably dried) bat for the entire cast time. He must move it about the target and mimic the cry of the animal. The target may then release the spell at any time, and he will have a "sixth sense" that allows him to perceive things not normally seen. When searching for something, the target can make a *Perception* or *find* roll, based on the effect value of the spell, *after his initial attempt fails*. He is also allowed to make such a roll *even when he is unaware there is anything to search for* (the GM should do this in secret, only informing the player on a success).

Likewise, any creatures that comes within 100 meters of the spell's target are subject to the same automatic *Perception* roll—with no modifications for *stealth*, cover, or even invisibility. The character can "feel" their presence. Intelligent creatures use their *Mind* totals as the difficulty number, while inanimate and non intelligent beings are automatically perceived.

If a creature or object has been magically "cloaked" from perception, however, the effect value must overcome the casting total of the other spell to work.

Suggestion

Axiom Level: 10

Skill: *conjuration/living forces* 14

Backlash: 18

Difficulty: 15

Effect Value: 15

Bonus Number to: effect

Range: 7 (25 meters)

Duration: 11 (two minutes)

Cast Time: 5 (10 seconds)

Manipulation: control, range

This spell acts as a *persuasion* attempt by the caster, using the mage's result value instead of the *persuasion* skill. The character must speak a "suggestion" to the target (in a language the target can understand) while casting the spell. Compare the effect value of the spell to the target's *willpower* or



E. Danforth

Mind with the result read on the Charm/Persuade Column of the Interaction Results Table.

The *suggestion* spell is illusory, and it can be disbelieved by the target (on a result of 12 or higher). After the duration lapses, the suggestion will stay with the creature, with disbelief rolls increased by the value of the time after the spell has expired.

The spell uses darkness as a mechanism, so the creature's welfare or interests do not effect the casting of the spell.

One must be careful in the casting of this spell, as, while it can be effective in attaining help from reluctant acquaintances, it does have the drawback of only working on folk. If one needs to persuade

animals, I have always preferred hiring a professional driver.

—Zelephest

Vigor

Axiom Level: 9

Skill: *alteration/living forces* 15

Backlash: 15

Difficulty: 11

Effect Value: 18

Bonus Number to: duration

Range: 8 (40 meters)

Duration: 16 (30 minutes)

Cast Time: 3 (4 seconds)

Manipulation: control, state

This **focused** spell will increase the *Toughness* of any kindred. The caster need only gesture at the target and flex his arm to cast the spell.

The effect value is compared to the *Toughness* of the target. If the effect value is greater, then the difference is read as result points on the Power Push Table. The target's *Toughness* is increased by 3 plus the result points of the Push.

If a creature affected by this spell sustains shock damage exceeding its original *Toughness*, it will remain conscious until the spell ends. If it has not recovered from the shock before this time, then it will go down.





Chapter Four

Kindred

Aquatic

Detect Fish Schools

Axiom Level: 6
Skill: *divination/aquatic* 12

Backlash: 14
Difficulty: 10
Effect Value: 6
Bonus Number to: effect

Range: 15 (one kilometer)
Duration: 21 (four hours)
Cast Time: 17 (40 minutes)
Manipulation: control, duration

Detect fish schools allows the caster to know the location of a school of fish. To cast, mage chants over a bucket in which she has placed fish tails. The bucket is covered when the spell begins. As the spell progresses, the caster gradually pulls back the cover, shines a light in the bucket, and looks in. The spell will find the closest fish school up to a kilometer away. The spell yields knowledge about a 10 meter diameter sphere and travels at 25 meters per round. Compare the spell's effect value to the difficulty number of fire. Read the results on the Power Push Table. The result modifier is +3. Read the final result points on the General Results Table.

A *minimal* success tells the caster the direction of the school. An *average* success tells the exact location of the school. A *good* success yields the size of the school. A *superior* or *spectacular* result yields the type of fish in the school.

Find Pearl

Axiom Level: 5
Skill: *divination/aquatic* 11

Backlash: 9
Difficulty: 9
Effect Value: 2
Bonus Number to: duration

Range: 7 (25 meters)
Duration: 15 (15 minutes)
Cast Time: 5 (10 seconds)
Manipulation: duration

Find pearl is a divination spell of extreme simplicity. The caster cups his hands as if holding a pearl and the nearest oyster bearing a pearl in it (up to a distance of 25 meters) glows softly. The caster can turn the spell to the next closest oyster, and so on. It can be cast while holding one's breath.

Fish Eyes

Axiom Level: 5 (17)
Skill: *divination/aquatic* 11

Backlash: 10
Effect Value: 4
Bonus Number to: duration

Range: 13 (400 meters)
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: control

Fish eyes allows the mage to see through the eyes of a single aquatic creature. It only conveys information to the mage and doesn't control the creature. The mage must touch a living aquatic creature, hold it for a second to make the link, and then release it. The

caster must concentrate on the visions the creature sends him. The spell can be ended at any time. The caster sees through the fish's eyes if the spell's effect value is greater than the fish's *Perception*. Any *Perception*-based skill totals the caster generates may not exceed the fish's *Perception*.

There are several magics that let a land-dweller operate underwater, but it is usually more efficient to get some knowledge of what's down there first.

—Kenipat

Fish Grab

Axiom Level: 9
Skill: *apportation/aquatic* 13

Backlash: 11
Difficulty: 11
Effect Value: 5
Bonus Number to: effect

Range: 6 (15 meters)
Duration: 2 (2.5 seconds)
Cast Time: 0 (one second)
Manipulation: control

The caster must see an aquatic creature less than 15 meters away to use this spell. To cast, the caster barks a two word command. If the spell's effect value is greater than the fish's *Strength*, the fish is jerked out of the water and into his hands.

The spell is irreverently called "conjure lunch." This spell has also caused the decline of some fishing runs. Of course, it can be hazardous if a foolish mage brings up a fish with stinging spines or sharp scales.

—Kenipat





Hatchery

Axiom Level: 9

Skill: *alteration/aquatic* 15

Backlash: 12

Difficulty: 7

Effect Value: 5

Bonus Number to: effect

Range: 2 (2.5 meter sphere)

Duration: 28 (four days)

Cast Time: 21 (four hours)

Manipulation: control, cast time

In *hatchery*, the mage constructs a large weir, incorporating some fish and fish eggs into it, while singing a chant. After four hours, the caster lowers the weir into the water. The weir attracts 10 ready-to-spawn fish (assumed to be present in the vicinity) and charms them into spawning there. It also increases the vitality of the spawn that they leave there, making for more fish from the successful spawning.

Just about the first aquatic spell everyone learns is "conjure lunch" (i.e., fish grab) — where a fish throws itself out of the water to you. A convenient enough thing until the fish supply disappears. Hatchery helps counteract this problem.

— Kenipat

Marker Barnacle

Axiom Level: 9

Skill: *divination/aquatic* 19

Backlash: 9

Difficulty: 9

Effect Value: 1

Bonus Number to: duration

Range: 30 (1000 kilometers)

Duration: 18 (one hour)

Cast Time: 21 (four hours)

Manipulation: duration, cast time

With *marker barnacle*, the caster chooses a barnacle on the bottom of a ship, knocks off a small piece and keeps it. When the mage wants to trace the ship, he casts the spell. His awareness hurtles outward to the rest of the barnacle at a rate of 1000 km/hour (speed

value 17). Once it reaches the barnacle, the caster has True Knowledge of it, including its location. He also knows if it is moving and its facing (up or down). His knowledge lasts one hour, less the time it takes for his awareness to reach the rest of the barnacle. He can make repeated castings for tracking.

Summon Kraken

Axiom Level: 17

Skill: *alteration/aquatic* 21

Backlash: 20

Difficulty: 19

Effect Value: 25

Bonus Number to: range

Range: 24 (60 kilometers)

Duration: 29 (one week)

Cast Time: 25 (one day)

Manipulation: duration

Summon kraken is a **ward** spell. It allows the mage to summon a kraken through a taunt to attack the target of the spell. The mage must spend one full day examining the sailing vessel that is the target of the spell. The caster must possess a kraken figurine. During his examination, the mage searches the ship for its faults and strengths.

At the end of the day, the mage must place his hands upon the ship, saying "I challenge thee, foul beast." The mage has an hour to accomplish this portion of the spell. He is projecting his supernatural image onto the ship.

The ward will detect a kraken within the range of the spell with a divination skill of 15. Once a kraken is detected, the ward broadcasts the taunt (at a speed of 15 kilometers per round). Compare the spell's effect value to the taunt value of the kraken. The caster must achieve a minimal success to taunt the kraken.

Yield Pearl

Axiom Level: 5

Skill: *apportation/aquatic* 11

Backlash: 10

Difficulty: 6

Effect Value: 6

Bonus Number to: effect

Range: touch

Duration: 0 (one second)

Cast Time: 4 (six seconds)

Manipulation: control

Yield pearl coaxes an oyster in one's hands to expel a pearl. The caster speaks the spell aloud and the pearl pops out without harming the oyster or the pearl.

Avian

Charm Bird

Axiom Level: 8 (17)

Skill: *alteration/avian* 19

Backlash: 12

Difficulty: 7

Effect Value: 22

Bonus Number to: effect

Range: 2 (2.5 meters)

Duration: 38 (one year)

Cast Time: 16 (25 minutes)

Manipulation: cast time, control, range

This **impressed** spell allows the caster to make multiple charms on a bird within range. A charm attempt may be made each round until the caster gets a satisfactory result or fails (birds are generally neutral toward a character). The caster may persuade the bird, attempting to get a *yes* or *vow* (the caster may try over each round until a satisfactory result or failure occurs). Make *Charm* and *persuasion* rolls versus the bird's *Mind* or *will-power*. Read result points directly on the charm/persuade column of the Interaction Results Table.

Communicate with Birds

Axiom Level: 7

Skill: *divination/avian* 18

Backlash: 7

Difficulty: 8





V. Valusek





Effect Value: 12
Bonus Number to: effect

Range: 10 (100 meters)
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: cast time, control, state

The caster of this spell requires feathers from the type of bird he wishes to communicate with. The caster uses the feathers to draw the figure of the bird in the ground. The caster then imitates the speech of the bird as he swishes the feathers across the drawing. Compare the effect value of the spell to the difficulty of 12. Read the result on the Power Push Table. The result modifier is 5. Add the final result points to the caster's *Perception* for purposes of using the language skill only. If unskilled, the caster gains the language skill for the duration of the spell. The caster may end the spell at any time.

Students using this spell should remember that most birds are not capable of carrying on long conversations or complex thoughts.

— Kenipat

Create Giant Avian Servant

Axiom Level: 11
Skill: *alteration/avian* 19

Backlash: 17
Difficulty: 18
Effect Value: 21
Bonus Number to: duration

Range: 3 (four meters)
Duration: 17 (40 minutes)
Cast Time: 3 (four seconds)
Manipulation: control, state

Create giant avian servant is a **focused** spell that transforms a normal sized avian into a large sized avian of the same type. The transformed avian is large enough to be used as a mount by the caster. The caster simply takes hold of the avian and quickly runs his hands from head to tail of the avian.

The avian grows to the large size and remains in that form for the duration of the spell. This spell requires the caster to have feathers from the particular avian he intends to transform.

The spell assumes the bird has a *Strength* of 1. Its talons do STR+3, while the beak does STR+2. The avian retains its mental attributes, but its physical attributes change as follows:

DEXTERITY 16
STRENGTH 16
TOUGHNESS 16

Natural Tools: talons, STR + 9/25;
beak, STR + 8/24

Eagle Eye

Axiom Level: 7
Skill: *divination/avian* 16

Backlash: 15
Difficulty: 19
Effect Value: 20
Bonus Number to: duration

Range: 20 (10 kilometers)
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: cast time, control, state

Eagle eye allows the caster to see through the eyes of any avian type the caster specifies. The caster must hold the avian and trace its body with feathers of the same type of avian. He then traces the feathers across his face and eyes, as he releases the avian. The caster can see through the avian's eyes if the spell's effect value is greater than the avian's *Perception*. Any *Perception*-based skill totals the caster generates may not exceed the bird's *Perception*. The caster must concentrate to perceive the images from the eyes of the avian. The avian's vision travels back to the caster at 4,000 meters per round (speed value of 18).

As long as the avian remains within the range of the spell, the caster will see through its eyes. The spell's effect stops if the avian exceeds the spell's range. If the avian returns within range, the connection resumes.

Fly

Axiom Level: 8
Skill: *apportation/avian* 20

Backlash: 8
Difficulty: 8
Effect Value: 13
Bonus Number to: duration

Range: touch
Duration: 18 (one hour)
Cast Time: 5 (10 seconds)
Manipulation: control

Fly is a **focused** spell and requires the feathers, skin or other covering from the skin of a flying creature. The mage flaps the component as if flying, then gives them to the recipient of the spell. The character can fly as long as the component touching the character's skin. Passing the component to another character does not allow the other to fly. The character immediately loses the ability to fly if the component is lost. The speed of flight is equal to the effect value.

Scarecrow

Axiom Level: 15
Skill: *apportation/avian* 18

Backlash: 18
Difficulty: 12
Effect Value: 21
Bonus Number to: effect

Range: touch
Duration: 37 (10 months)
Cast Time: 23 (10 hours)
Manipulation: control, state

Scarecrow is a **focused** spell used by the farmers of Aysle to keep birds and other avian creatures from eating their crops. The caster focuses the spell into a scarecrow and places it into the middle of the field it is to protect. The caster must walk about the field for 10 hours touching all the plants that encompass the perimeter of the field. At the end of the cast time, the caster approaches the scarecrow and sticks



three feathers into it, shouting, "Flee, flee!" At this time, the spell takes effect. Once cast, the spell cannot be removed, except through the use of dispelling magic.

Read the spell's effect total on the Power Push Table to generate result points. The result modifier is +8. The final result points equals the total mass of birds that will be moved from the field or prevented from entering. The spell affects a cylinder 100 meters in radius with a height of six meters.

This is a utilitarian spell, but it is significant enough to be included in this volume. Pity the mage who casts this spell poorly. There are few things as frightening as an irate farmer who discovers that this spell only protects his field from a few dozen crows.

—Zelephest

Summon Bird

Axiom Level: 8
Skill: *appotiation/avian* 16

Backlash: 8
Difficulty: 8
Effect Value: 5
Bonus Number to: effect

Range: 15 (one kilometer)
Duration: 16 (25 minutes)
Cast Time: 14 (10 minutes)
Manipulation: cast time, state

This spell allow the caster to summon a bird within a one kilometer radius. The caster must specify the type of bird to be summoned and needs to have feathers of that type of bird. The casters stands alone in the forest and rubs the feathers on his arms and legs. He then makes a full circle while imitating the sounds of the bird. The bird is summoned if effect total is greater than the bird's *Strength*.

Earthly

Animal Shield

Axiom Level: 8 (17)
Skill: *alteration/earthly* 14

Backlash: 13
Difficulty: 9
Effect Value: 15
Bonus Number to: duration

Range: touch
Duration: 23 (10 hours)
Cast Time: 19 (90 minutes)
Manipulation: duration

Animal shield is an impressed and focused spell. The adept prepares a large, roaring bonfire and hangs a bag of coal ash above it. While chanting and screaming, she tosses pieces of animal skins onto the fire. The smoke from the burning skins glow red and concentrates in and around the bag. Later, the adept pours out ash from the bag to form a circle of ash around the area to be protected. While touching the ash circle, the adept releases the spell. The circle can be up to 20 meters in diameter. The ash is good for one use.

The spell protects those within the circle from attacks by wild beasts. The spell uses a test attack on any earthly creature attempting to enter the circle. Compare the effect value of the spell to the animal's *Mind* or *willpower*. Read the result points on the Power Push Table. The spell's result modifier is +6. Find the final result points on the test column of the Interaction Results Table. Animals with a *Mind* of 6 or less are automatically setback, preventing them from entering the circle.

Communicate with Animals

Axiom Level: 7
Skill: *divination/earthly* 16

Backlash: 14
Difficulty: 10
Effect Value: 26
Bonus Number to: effect

Range: touch
Duration: 13 (five minutes)
Cast Time: 4 (five seconds)
Manipulation: control, duration

The caster must have something from the specific species of animal with which he wants to communicate (a lock from the mane of a horse, the claw of a mantichore). He places the specific contagion on the ground before him, and draws a line in the ground leading from the object to himself. He draws a second line in the opposite direction. Compare the effect value to the difficulty of 12. Add the result points to the caster's *Perception* for use in the language skill only. If unskilled, the caster gains the language skill for the duration of the spell.

Whether or not the animal will wish to answer the caster's questions, and its honesty if it does so, depends entirely on its temperament.

—Kenipat

Enhance Horse

Axiom Level: 9
Skill: *alteration/earthly* 19

Backlash: 19
Difficulty: 14
Effect Value: 19
Bonus Number to: duration

Range: touch
Duration: 18 (one hour)
Cast Time: 16 (25 minutes)
Manipulation: control

Enhance horse adds to a horse's speed limit value, *Dexterity* and *Toughness*. To cast the spell, the mage needs three hairs from the target horse's mane. While casting the spell, the mage braids the hairs and ties them into a strong knot. Compare the spell's effect value to the horse's *Dexterity* or *Toughness* (whichever is higher). Add the result points to both attributes. Read the result points on the Power Push Table and add it to the speed limit.

The spell leaves the horse ravenously hungry when it wears off. If the horse is given sufficient food, the spell can be safely cast repeatedly.



Horse

DEXTERITY 9

Dodge 10, running 11, unarmed combat 10

STRENGTH 13

TOUGHNESS 10

PERCEPTION 6

MIND 3

Willpower 8

CHARISMA 3

SPIRIT 3

Natural Tools: hooves, damage value STR+2/15; speed value, 11

Insect Repellent

Axiom Level: 8

Skill: alteration/earthly 13

Backlash: 10

Difficulty: 9

Effect Value: 12

Bonus Number to: duration

Range: touch

Duration: 25 (one day)

Cast Time: 14 (10 minutes)

Manipulation: duration

Insect repellent is a **focused** spell. A small willow twig must be peeled of bark and placed above a smouldering, smoky fire for 24 hours (several can be made at once). The adept can render any folk immune from insects for a day by rubbing the twig on the folk's arm while incanting. The smoke twig is good for one application only. Twigs retain their potency until broken. The spell protects an area 1.5 meters in radius and volume, through a *test* attack. Compare the spell's effect value to the *Mind* of the insect. Find the result on the Power Push Table. The result modifier is +5. Find the final result points on the test chart of the Interaction Results Table. Insects with a *Mind* of 0 are automatically setback.

Mighty Mouse

Axiom Level: 13 (17)

Skill: alteration/earthly 18

Backlash: 12

Difficulty: 9

Effect Value: 18

Bonus Number to: duration

Range: 7 (25 meters)

Duration: 13 (six minutes)

Cast Time: 15 (15 minutes)

Manipulation: control

Mighty mouse is an **impressed** and **focused** spell that changes a mouse into a lion. The mage needs a lion's tooth to cast the spell. The mage conceals the tooth in the palm of his hand, point down. He begins casting the spell crouched down and speaking in a high, squeaky voice. As the casting continues the mage gradually exposes the tooth below his fist while standing up and deepening his voice. To cast, the magician points at the mouse he wants to transform and roars loudly.

The transformed mouse has the following statistics:

Lion

DEXTERITY 10

Running 11, stealth 13, unarmed combat 11

STRENGTH 14

TOUGHNESS 12

Natural Tools: bite, STR+4/18; claws, STR+3/17

Note that this spell just changes the mouse's body; it doesn't change the mouse's mind. The mouse's behavior can be unpredictable.

— Kenipat

Paralyzation

Axiom Level: 8

Skill: alteration/earthly 16

Backlash: 18

Difficulty: 16

Effect Value: 17

Bonus Number to: duration

Range: 6 (15 meters)

Duration: 14 (10 minutes)

Cast Time: 3 (four seconds)

Manipulation: control

Paralyzation reduces the target's *Dexterity* so that it is incapable of physical action. The mage needs a small handful of sand. He flings several pinches at the target's eyes and each of the major joints. Compare the spell's effect value to the target's *Dexterity*. Reduce the target's *Dexterity* by the result points of the spell. If the target goes beyond the range of the spell, it regains normal movement and coordination, but the spell will resume if the animal reenters the range of the spell.

Scarebeast

Axiom Level: 10

Skill: alteration/earthly 14

Backlash: 10

Difficulty: 9

Effect Value: 13

Bonus Number to: duration

Range: 10 (100 meters)

Duration: 29 (one week)

Cast Time: 21 (four hours)

Manipulation: control, duration

Scarebeast is a magical analog to a scarecrow: it keeps animals away from fields and granaries. It repels deer, rats, rabbits, worms, insects, and other earthly creatures. The caster chants the spell while assembling a display of tokens representing what happens to animals that intrude: pelts of rabbits, skulls of rats, deer antlers, locusts impaled on pins, etc. The affected area (100 meter radius circle) makes an intimidation attack against earthly creatures. Compare the effect value to the animal's *Spirit*. Read the result points on the Power Push Table. The result modifier is +5. Read the final result points on the intimidate column of the Interaction Results Table. If successful, the creatures seek food elsewhere.

Farmers often use charms to protect beasts of burden and watchdogs from the effects of this spell. Alternative ways of getting the work done, usually magical in nature, are also popular.

—Zelephest



Shear Sheep

Axiom Level: 8

Skill: alteration/earthly 11

Backlash: 10

Difficulty: 9

Effect Value: 1

Bonus Number to: duration

Range: touch

Duration: 23 (10 hours)

Cast Time: 12 (four minutes)

Manipulation: duration

With *shear sheep*, the adept places her hands over a pair of cutting shears. Both the cutting shears and the adept's hands glow blue while he recites the spell. To shear a sheep, the adept makes shearing motions along the sheep's skin. The caster must concentrate to maintain the spell.

Few people even begin to realize how difficult the life of farmers and shepherds was until the advent of modern magic. However, it is generally believed that crude versions of spells like shear sheep had been used well before records were ever kept. How users maintained control without our unified magic theory remains a mystery.

—Zeleephest

Soothe Animal

Axiom Level: 8

Skill: alteration/earthly 11

Backlash: 9

Difficulty: 10

Effect Value: 14

Bonus Number to: duration

Range: 2 (2.5 meters)

Duration: 18 (one hour)

Cast Time: 3 (four seconds)

Manipulation: range

During *soothe animal*, the caster makes a strong brew of camomile tea. The caster places a leather bladder over the tea to capture the tea's odor, which is sewn shut until needed. To release the spell, the caster pierces the bladder and compresses it toward the animal's head while speaking in a soothing voice. Yellow-green vapors condense around the animal's nose as the spell takes effect.

Compare the spell's effect value to the animal's *Mind*. Read the result points on the Power Push Table. The spell's result modifier is +5. Read the final result points on the General Results Table. With a *minimal* success the animal will stand still quietly. On an *average* or *good* success, the animal will relax and be calm. With a *superior* or



V. Valusek





spectacular success, the animal will go to sleep.

Tame Horse

Axiom Level: 9 (17)
Skill: alteration/earthly 14

Backlash: 18
Difficulty: 16
Effect Value: 15
Bonus Number to: duration

Range: 3 (four meters)
Duration: 29 (one week)
Cast Time: 18 (one hour)
Manipulation: control

This spell is **impressed** and **focused**. To use *tame horse*, a new rope must be braided using hairs from the mane of a previously tamed horse.

While braiding the rope, the mage must softly chant the spell in a sing-song voice. The caster must lasso the wild horse and then release the spell. If successful, the rope will flare white, and a white corona envelops briefly around the horse. Compare the spell's effect value to the horse's *Mind* or *willpower*. Read the result points on the Power Push Table. The spell's result modifier is +6. Find the final result points on the charm column of the Interaction Results Table. A successful charm versus a neutral or hostile attitude is necessary to charm the horse.

The rope must remain on the horse for one week. At the end of the week, horses generally become accustomed to their new role in life and remain tame.

Of course, who would ever want to tame a horse? This spell is useful only as a research vehicle to determine a protection from the dark spell, enslave folk, known to have been perverted from the tame horse spell.

— Kenipat

Winged Horse

Axiom Level: 13
Skill: alteration/earthly 19

Backlash: 10
Difficulty: 10

Effect Value: 9
Bonus Number to: duration

Range: touch
Duration: 21 (four hours)
Cast Time: 15 (15 minutes)
Manipulation: control

Winged horse transforms a horse physically and mentally, but not spiritually, into a pegasus. The horse gains the ability to fly, but has the same attitudes and loyalties.

The caster cuts five hairs from the mane of the target horse. He braids these hairs into a circle and inserts two white feathers into the braid. He places the braid on the horse's back. The braid transforms into the wings of a pegasus. See *enhance horse* (earthly) and *train pegasus* (enchanted) for statistics.

Enhance horse and this spell are the legacy of Teronia Darvor, a mage who specialized in spells affecting horses. She was known for her great affection for the animals and for her rough, raspy voice. She never included the voice theorem in her spells. She stopped casting the winged horse spell after an unfortunate accident in which she overestimated the spell's duration. She survived the subsequent fall. Her horse was not as lucky.

—Zelephest

Elemental

Charm Elemental

Axiom Level: 11 (17)
Skill: conjuration/elemental 21

Backlash: 18
Difficulty: 18
Effect Value: 27
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 25 (one day)
Cast Time: 21 (four hours)
Manipulation: cast time, control, state

This **impressed** and **focused** spell allows the caster to charm a conjured

elemental. The spell uses the same contagion as the conjure elemental spell. The spell charms the elemental each round until achieving a satisfactory result or failing. The elemental, when conjured, has a hostile attitude. After the charm, the caster may persuade the elemental once per round until achieving a vow, yes or failure result.

The caster substitutes the spell's effect value for her charm and persuasion skills. Compare the spell's effect value to the elemental's *Mind* or *willpower*. Read the result points on the Extended Power Push Table. The spell's result modifier is +10. Find the final result points on the charm/persuade column of the Interaction Results Table. With a vow result the elemental will obey the caster for the duration of the spell. The results are real for the duration of the spell.

Conjure Elemental

Axiom Level: 15
Skill: conjuration/elemental 21

Backlash: 14
Difficulty: 8
Effect Value: 27
Bonus Number to: range

Range: 5 (10 meters)
Duration: 5 (10 seconds)
Cast Time: 18 (one hour)
Manipulation: cast time, control, duration, range, speed, state

With this spell, the caster conjures a physical manifestation of the chosen element. The spell opens a portal to another dimension and pulls the being through. At the end of the duration, the portal collapses, trapping the elemental on this plane. The conjured elemental is a sentient being.

The contagion for this spell depends on the type of elemental being conjured. Fire elementals require a large bonfire or hearth fire. Air elementals require a strong wind to be blowing in the immediate vicinity. Earth elementals arise from a large mound of earth prepared by the caster. Water elementals must be conjured on or





near a large body of water. Metal elementals require a small humanoid metal figurine. Plant elementals require a plant (or tree) that is at least man-sized.

Compare the spell's effect value to the elemental's largest physical attribute. Read the result points on the Power Push Table. The spell's result modifier is +9. If the final result points are equal to or greater than the elemental's *Spirit*, it is conjured. This spell automatically works for all of the elementals below.

Air Elemental

DEXTERITY 17

Flight 18, unarmed combat 18

STRENGTH 12

TOUGHNESS 15

PERCEPTION 12

Trick (13)

MIND 12

CHARISMA 9

Taunt (10)

SPIRIT 8

Possibility Potential: Some (21)

Natural Ability: flight, speed value 17

Special Attacks: suffocation: an air elemental attacks a creature by creating a whirlwind around it. The elemental generates an unarmed combat total against the intended victim. If the attack achieves *Good* success or better, it catches the creature. The elemental makes an *unarmed combat* attack each round on any creature caught in the whirlwind. To escape a whirlwind, the creature must generate a *Strength* total vs. the elemental's *Strength* and achieve superior success or better.

Special Defenses: air elementals can only be affected by magical attacks (enchanted weapons or spells).

Earth Elementals

DEXTERITY 10

Unarmed combat 12

STRENGTH 18

TOUGHNESS 15

PERCEPTION 9

Trick (10)

MIND 11

CHARISMA 9

Taunt (10)

SPIRIT 13

Possibility Potential: Some (21)

Special Attacks: earthquake: earth elementals can create small but powerful earthquakes in the area immediately surrounding them. The elemental generates a *Strength* total vs. a difficulty of 18. The level of success determines how long the quake lasts and how powerful it is. The earthquake affects any character within a 60 meter radius, with the value determined by the success of the quake.

Success	Duration/Value
minimal	2 rounds/15
average	3 rounds/18
good	4 rounds/21
superior	5 rounds/24
spectacular	6 rounds/27

The quake stops if the elemental is destroyed. All actions performed during the earthquake have their difficulty numbers increased by 2 for each level of success achieved by the elemental. The earthquake does not affect the elemental.

Fire Elementals

DEXTERITY 13

Unarmed combat 15

STRENGTH 10

TOUGHNESS 15

PERCEPTION 12

Trick (13)

MIND 8

CHARISMA 7

Taunt (9)

SPIRIT 12

Possibility Potential: Some (21)

Natural Tools: unarmed combat flame STR +8/damage value 18

Special Attacks: engulf fire elementals are capable of engulfing opponents with their bodies with an *unarmed combat* grappling attack. If successful, the opponent is trapped in the flames. The elemental may take no other actions while engulfing an opponent. To escape, the victim must generate a *Strength* total greater than the elemental's *Strength*.

Special Defenses: Fire elementals are only affected by magical attacks (enchanted weapons or spells) and water-based attacks

Metal Elementals

DEXTERITY 12

Unarmed combat 14

STRENGTH 15

TOUGHNESS 18

PERCEPTION 8

Trick (10)

MIND 10

CHARISMA 10

Taunt (11)

SPIRIT 12

Possibility Potential: Some (21)

Special Defenses: Metal elementals are immune to any light-based or electrical attacks.

Plant Elementals

DEXTERITY 13

Unarmed combat 15

STRENGTH 14

TOUGHNESS 14

PERCEPTION 16

Trick (17)

MIND 11

CHARISMA 8

Taunt (10)

SPIRIT 9

Possibility Potential: Some (21)

Special Attacks: entanglement: plant elementals control any natural plant life within a radius of 60 meters. The elemental can use the plant life to attack and entangle any opponents within that area. The elemental generates a *Perception* total vs. the *Dexterity* or *dodge* of the intended victim. The victim takes damage equal to the result points. The victim is entangled and prevented from moving if the attack's result point total exceeds the victim's *Strength*. To escape, the victim must generate a *Strength* total equal to or greater than the original attack total.

Special Vulnerability: Fire-based attacks on plant elementals add +3 to the damage total.

Water Elemental

DEXTERITY 15

Swimming 16, unarmed combat 17

STRENGTH 10

TOUGHNESS 16

PERCEPTION 11

Trick (13)

MIND 11





CHARISMA 10

Taunt (12)

SPIRIT 12

Special Attacks: drowning: water elementals can engulf and drown victims with an unarmed combat grappling attack. When engulfing a victim, the elemental can take no other action; the victim takes full damage each round. To escape, the victim must generate a *Strength* total greater than the elemental's *Strength*.

Attacks made by a water elemental against a fire-based creature add +3 to their damage total. Attacks made against metal-based creatures add +2 to the damage total.

Special Vulnerability: Fire-based attacks made against a water elemental add +3 to the damage total.

Casters of this spell should have a charm elemental spell impressed for immediate use after the summoning. Uncontrolled elementals are known to cause great havoc in their aimless wandering, as the things of man matter little to them. Fire elementals can be particularly nasty, especially if conjured indoors.

—Kenipat

Enchanted

Baby-Sitter

Axiom Level: 9 (17)

Skill: *conjuration/enchanted* 17

Backlash: 19

Difficulty: 15

Effect Value: 22

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 21 (four hours)

Cast Time: 14 (10 minutes)

Manipulation: cast time, control

Baby-sitter is an **impressed** spell. *Baby-sitter* is a charm applied on the enchanted creature, but the charm makes the creature feel good about a third party (the child). The mage spends 10 minutes singing and comforting the child. The mage looses the

spell on the enchanted creature.

Compare the effect value of the spell to the creature's *Mind* or *willpower*. Read the results on the Power Push Table. The spell's result modifier is + 3. Find the final result points on the charm column of the Interaction Results Table. Most enchanted creatures will be neutral. The caster can charm each round until rolling a loyal or failure result. After charming, the caster will want to persuade the creature into a vow to watch the child. This spell is an illusion and may be disbelieved with a *Mind* or *willpower* roll of 15.

Finding a trustworthy guardian who is also fun for the kids is easy when used on one of the friendlier enchanted creatures. You need to be careful with this spell, because some creatures of the hiding/hoarding predisposition may carry the child off to their lair. Bind fairy godmother is a popular improved version of this spell.

—Zelephest

Banish Dragon

Axiom Level: 8 (17)

Skill: *apportation/enchanted* 27

Backlash: 17

Difficulty: 10

Effect Value: 38

Bonus Number to: duration

Range: 14 (600 meters)

Duration: 38 (one year)

Cast Time: 25 (one day)

Manipulation: control, duration, state

Banish dragon allows a caster to overcome the willpower of dragons and create a mental aversion to the caster. A mage must **impress** the spell into a dragon scale. The caster holds the scale to his chest. With a low growl, he thrusts the scale away from himself, spinning in a circle. As the caster completes the gesture, the growl rises to a dragon's roar. The spell affects any dragon who attempts to approach within 600 meters of the caster. Compare the spell's effect value to the dragon's largest physical attribute.

As the story goes, the mage who originally constructed this spell didn't put enough range into it and was flash-frozen by a Draconis Teutonica. Fortunately for us, he had the insight to record the spell before attempting it.

—Zelephest

Control Lycanthropy

Axiom Level: 11

Skill: *alteration/enchanted* 22

Backlash: 16

Difficulty: 10

Effect Value: 27

Bonus Number to: duration

Range: 8 (40 meters)

Duration: 25 (one day)

Cast Time: 5 (10 seconds)

Manipulation: duration

Control lycanthropy forces a werewolf to revert to human form. To cast, the mage commands, "Wolf to man." The spell affects the werewolf's *Dexterity*, *Strength*, *Toughness*, *Mind* and *Charisma*. Compare the spell's effect value to the attribute that undergoes the greatest change between the two forms. Usually, the largest attribute change is *Mind*. The spell succeeds if the result points equal or exceed the attribute difference.

Speak to Enchanted

Axiom Level: 8

Skill: *divination/enchanted* 17

Backlash: 15

Difficulty: 11

Effect Value: 20

Bonus Number to: duration

Range: 8 (40 meters)

Duration: 20 (2.5 hours)

Cast Time: 9 (one minute)

Manipulation: cast time

Speak to enchanted allows the caster to speak the language of any enchanted creature within range. The creature must speak its language and the caster tries to mimic it while casting the spell.





The mage touches his ears and throat while his voice begins to sound more and more like the enchanted's.

Compare the spell's effect value to the language's difficulty (normally in the 12 to 22 difficulty range, depending upon the creature). Add the result points to the caster's *Perception* for purposes of the language skill (if unskilled, the caster gains language for the duration of the spell). Only the mage can understand or speak with any enchanted creature of that type within 40 meters. The mage must concentrate on the language during the spell and may not confer with his companions.

Summon Pegasus

Axiom Level: 10
Skill: *apportation/enchanted* 21

Backlash: 10
Difficulty: 10
Effect Value: 14
Bonus Number to: duration

Range: 18 (four kilometers)
Duration: 18 (one hour)
Cast Time: 22 (four hours)
Manipulation: cast time

To cast *summon pegasus*, the mage must possess an apple and two feathers from the wing of a pegasus. The mage first draws a pentagram on the ground. The mage walks the circumference of the circle in measured steps, holding a feather in each hand while making flying motions. He places the apple in the center of the pentagram to complete the spell. The spell affects the first pegasus within range. The pegasus is summoned if the spell's effect value exceeds the pegasus' *Strength*.

Train Pegasus

Axiom Level: 10
Skill: *alteration/enchanted* 23

Backlash: 19
Difficulty: 17
Effect Value: 59
Bonus Number to: effect

Range: 3 (four meters)
Duration: 5 (10 seconds)
Cast Time: 18 (one hour)
Manipulation: state, range

Train pegasus, an **impressed** spell, enables the caster to tame a pegasus. The mage must have the knowledge necessary to train a Pegasus. The spell compresses a 15 month training routine into a few seconds. While casting the spell, the mage speaks in alternating commanding and soothing voices and acts out the steps necessary to train the animal.

This spell compresses time. The caster makes a training roll every round. Compare the spell's effect value to the time value of one round (5). Read the result points on the Power Push (16 result points). The spell's result modifier is +18. The final result points (34) must equal the value of 2-1/2 months (also value 34).

If the caster makes a successful *persuasion* roll, 2-1/2 months of training is compressed into one round. The caster must get a *yes* or *vow* result. A new *persuasion* roll is made every round the spell's duration of one. If all six rolls are successful, the full 15-month training program is compressed into one minute. The spell ends as soon as the caster fails a *persuasion* roll, although any training gained before the failure is retained.

Pegasus

DEXTERITY 14

Dodge 15, flight 17, unarmed combat 15

STRENGTH 13

TOUGHNESS 11

PERCEPTION 10

Tracking 12

MIND 8

Test (10), willpower 13

CHARISMA 9

Taunt (13)

SPIRIT 7

Intimidation (10)

Possibility Potential: some (15)

Natural Tools: hooves, STR +3/16; bite, STR+1/14; wings, speed value 11

Entity

Animate Golem

Axiom Level: 15
Skill: *conjuration/entity* 21

Backlash: 22
Difficulty: 18
Effect Value: 21
Bonus Number to: duration

Range: 3 (four meters)
Duration: 32 (one month)
Cast Time: 18 (one hour)
Manipulation: duration, state

The magician must build the golem he wishes to animate. The caster focuses the spell into the golem, bringing it to life. During the casting time, the spell caster must encircle the golem with shards (or pieces) of the same material as the golem to be animated. He must rub a prepared ointment, made of oils, herbs and human blood, all over the golem. At the end of the cast time, the caster must take a sample of the golem material and burn it in a brazier. As the fire is lit, the golem is conjured.

Compare the spell's effect value to the golem's largest physical attribute except *Toughness* (contained in the golem statue). Read the result points on the Power Push Table. The spell's result modifier is +6. The spell summons the golem if the final result points exceed the golem's *Spirit*. Golems typically serve as guards for wizards who wish to keep their work secret from others. There are five types of golems: Crystal, Flesh, Iron, Marble and Wood.

Note: Golems suffer from a common drawback. For each wound level the golem suffers, the golem suffers a -1 bonus modifier to all its totals (-1 for wound, -2 for heavy wound, etc.).

Crystal Golem

DEXTERITY 13
Unarmed combat 14
STRENGTH 12
TOUGHNESS 13
PERCEPTION 11





Trick (15)

MIND 8

CHARISMA 8

Taunt (15)

SPIRIT 10

Possibility Potential: Some (35)

Crystal golems are usually composed of quartz or other unrefined crystal or glass. The caster sculpts the golem from a large piece of crystal.

Flesh Golem

DEXTERITY 12

Unarmed combat 13

STRENGTH 15

TOUGHNESS 12

PERCEPTION 9

Trick (16)

MIND 7

CHARISMA 7

Taunt (12)

SPIRIT 13

Possibility Potential: Some (35)

Flesh golems are usually composed of well preserved bodies of various folk types.

Iron Golem

DEXTERITY 10

Melee weapons 12, unarmed combat 12

STRENGTH 15

TOUGHNESS 15

PERCEPTION 8

Trick (12)

MIND 8

CHARISMA 8

Taunt (13)

SPIRIT 11

Possibility Potential: Some (35)

Iron golems are generally suits of armor animated to serve as guards. They often carry weapons such as swords and maces.

Marble Golem

DEXTERITY 9

Unarmed combat 11

STRENGTH 15

TOUGHNESS 15

PERCEPTION 9

Trick (14)

MIND 7

CHARISMA 10

Taunt (14)

SPIRIT 10

Possibility Potential: Some (35)

Marble golems are marble (or stone) statues carved either by the individual who wishes to animate the golem, or can be a statue that serves as a decorative piece.

Wood Golem

DEXTERITY 11

Unarmed combat 13

STRENGTH 13

TOUGHNESS 14

PERCEPTION 9

Trick (13)

MIND 9

CHARISMA 8

Taunt (12)

SPIRIT 11

Possibility Potential: Some (35)

Wood golems are carved from large tree trunks into the desired size and shape.

Students experimenting with this spell should keep in mind that golems, despite having adequate mental capabilities, are quite dumb. They will only do as told, and generally don't understand commands more complex than "Attack any who intrude" or "Move this over there."

—Zeleephest

Animate Skeletal Warrior

Axiom Level: 15 (17)

Skill: *conjuration/entity* 20

Backlash: 20

Difficulty: 15

Effect Value: 18

Bonus Number to: duration

Range: 3 (four meters)

Duration: 25 (one day)

Cast Time: 18 (one hour)

Manipulation: control, duration

Animate skeletal warrior is an impressed spell used when the mage expects he may need some quick fighting power. The caster requires a bone of the folk type of skeleton to be raised, and must wrap a band of metal about the bone. The caster touches the bone to each of the skeleton's hands and feet,

and its head. The caster must smash the bone (and metal band) with the edge of a sword, impressing the spell.

Skeletal Warrior

DEXTERITY 14

Dodge 17, melee weapons 17, missile weapons 17, unarmed combat 17

STRENGTH 13

TOUGHNESS 13

PERCEPTION 11

Trick (14)

MIND 9

CHARISMA 9

Taunt (12)

SPIRIT 11

Possibility Potential: some (45)

Banish Demon

Axiom Level: 15

Skill: *conjuration/entity* 21

Backlash: 19

Difficulty: 12

Effect Value: 36

Bonus Number to: range

Range: 10 (100 meters)

Duration: 5 (10 seconds)

Cast Time: 3 (four seconds)

Manipulation: cast time, control, duration, state

The caster must make eye contact with the demon, and state "I Command Thee, Begone". He must smash a small crystal orb etched with the figure of a pentagram. Compare the spell's effect value to the demon's highest physical attribute. Read the result points on the Extended Power Push Table. The spell's result modifier is +8. If the final result points exceed the demon's *Spirit*, the demon is returned to the plane from which it came.

Bind Demon

Axiom Level: 17

Skill: *conjuration/entity* 21

Backlash: 17

Difficulty: 15

Effect Value: 36

Bonus Number to: duration





Range: 3 (four meters)
Duration: 27 (60 hours)
Cast Time: 18 (one hour)
Manipulation: cast time, control, state

Bind demon is an **impressed** and **focused** spell, usually cast and impressed before casting the summon demon spell. The caster must repeat the name of the home dimension of the demon he intends to control. While he does this, he must trace the figure of a pentagram upon a piece of parchment. At the end of the cast time, the caster sets the parchment on fire and extinguishes the flames with his bare hands.

Compare the effect value of the spell to the demon's *Mind* or *willpower*. Read the result points on the charm column of the Interaction Results Table. The caster may attempt a charm every round until rolling a satisfactory result or a failure. The demon's has a starting attitude of enemy. After the charm, the caster may attempt to persuade the demon to follow his commands. If the caster gets a vow result the demon obeys him.

This spell can be used to wrest control over a previously controlled demon, but the caster's skill total must exceed the original controller's total (see *Synonymous Knowledges* pg. 112 of the *Torg Rulebook*). The spell is illusory and may be disbelieved with a *Mind* or *willpower* total of 20.

Control Golem

Axiom Level: 13 (17)
Skill: *conjuration/entity* 23

Backlash: 18
Difficulty: 18
Effect Value: 16
Bonus Number to: duration

Range: 5 (10 meters)
Duration: 32 (one month)
Cast Time: 18 (one hour)
Manipulation: state, duration

Control golem is an **impressed** and **focused** spell that uses charm and per-

suation attacks. A golem's beginning attitude is neutral. Compare the spell's effect value to the golem's *Mind* or *willpower*. Read the result points on the charm/persuade column of the Interaction Results Table. The caster charms each round until achieving a satisfactory result or a failure. After charming the golem, the caster may persuade once per round. The golem obeys the caster on a *yes* result. The spell is illusory and may be disbelieved with a *Mind* or *willpower* total of 20.

Demon Soul Ring

Axiom Level: 15
Skill: *alteration/entity* 21

Backlash: 19
Difficulty: 10
Effect Value: 24
Bonus Number to: effect
Range: 3 (four meters)
Duration: 5 (10 seconds)
Cast Time: 3 (four seconds)
Manipulation: control, state

Demon soul ring is **focused** into a ring and allows the caster to place the soul of a demon into that ring. The caster must learn the true name of the demon (normally only known by other demons). The gold ring may not have decorative markings.

The caster must take the ring and place it upon the finger of the demon. As he does this, the caster declares, "And now **Name of Demon**, your soul shall be mine to command!" The caster then places the ring on his finger.

The spell successfully affects demons with a *Spirit* of 13 or less. Compare the spell's effect value to the demon's *Spirit*. Read the result points on the Extended Power Push Table. The spell's result modifier is +9. If the final result points equals the demon's *Spirit*, the ring captures the demon's *Charisma*, *Spirit*, *Mind* and *Perception* and the demon's body dies. The demon has access to all mental abilities. Destroying the ring releases the demon's spirit.

Exorcise Ghost

Axiom Level: 17
Skill: *conjuration/entity* 21

Backlash: 18
Difficulty: 14
Effect Value: 30
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 16 (25 minutes)
Cast Time: 18 (one hour)
Manipulation: none

This **impressed** spell destroys incorporeal creatures such as ghosts, spirits, and banshees. The mage casts the spell before entering the dwelling he wishes to exorcise. The caster chants mystic verses, and encircles a fire. Each time he circles the fire, he must place a small handful of holly leaves into the flames. The caster must disperse the smoke as quickly as possible once it rises from the fire. The effect total is generated when the spell is released. Compare the spell's effect value to the ghost's *Spirit*. Read the result points read on the Power Push Table. The spell's result modifier is +11. The ghost is exorcised if the final result points exceed the ghost's *Spirit*.

Typical Ghost

DEXTERITY 4

Stealth 20

STRENGTH 2

TOUGHNESS 10

PERCEPTION 12

Find 15, trick 14

MIND 13

CHARISMA 14

Taunt 16

SPIRIT 15

Intimidation 19

Possibility Potential: some (35)

Natural Defenses: Ghosts cannot attack or be attacked by physical means. Magic weapons and attacks will harm a ghost.

I have seen this spell fail as often I have seen it succeed. In most cases, the mage doesn't prepare the spell properly and discovers that the ghost is more powerful





than he had imagined. When combined with the anger most ghosts display when attacked, the mage who casts this spell light-heartedly is often not heard from again.

—Kenipat

Raise Skeleton

Axiom Level: 15 (17)
Skill: *conjuraton/entity* 19

Backlash: 12
Difficulty: 10
Effect Value: 10
Bonus Number to: duration

Range: 7 (25 meters)
Duration: 38 (one year)
Cast Time: 18 (one hour)
Manipulation: cast time, control, duration, range, speed, state

This **impressed** and **focused** spell requires the caster to have a bone. The spell creates skeletons when released. The caster traces the outline of the skeleton and smashes the bone. Any skeletons within a 25 meter radius will be animated. The caster focuses spell on one skeleton; all others must stay within the 25 meter radius to remain animated. This illusory spell may be disbelieved with a *Mind* or *willpower* total of 15. The caster may dispell the skeletons at any time.

Skeleton

DEXTERITY 9
Dodge 10, melee weapons 10, missile weapons 10, unarmed combat 10
STRENGTH 10
TOUGHNESS 10
PERCEPTION 9
Trick (11)
MIND 7
CHARISMA 7
Taunt (9)
SPIRIT 9
Possibility Potential: none

Raise Zombie

Axiom Level: 15 (17)
Skill: *conjuraton/entity* 23

Backlash: 22
Difficulty: 17
Effect Value: 15
Bonus Number to: duration

Range: 2 (2.5 meters)
Duration: 38 (one year)
Cast Time: 18 (one hour)
Manipulation: cast time, control, duration, range, speed, state

This **impressed** spell requires the caster to have a bone with flesh on it. The spell requires a corpse with most of its flesh remaining. The caster quickly traces the outline of the zombie, and smashes the bone, animating the zombie.

The caster may dispell the zombie at any time. Raise zombie is illusory and may be disbelieved with a *Mind* or *willpower* of total 20.

Zombie

DEXTERITY 10
Dodge 11, melee weapons 11, missile weapons 11, unarmed combat 11
STRENGTH 15
TOUGHNESS 11
PERCEPTION 8
Trick (11)
MIND 7
CHARISMA 7
Taunt (10)
SPIRIT 9
Possibility Potential: None

Many stories are told of evil mages who raise the corpses of fallen opponents. The psychological impact of being attacked by the corpse of a former ally has turned the tide of battle in more than one instance. Surely those who would use magic for such a purpose are of a twisted and de-ranked sort.

—Zeleephest.

Sense Undead

Axiom Level: 6
Skill: *divination/entity* 16

Backlash: 13
Difficulty: 11
Effect Value: 20
Bonus Number to: range

Range: 10 (100 meters)
Duration: 9 (one minute)
Cast Time: 5 (10 seconds)
Manipulation: range, speed

This spell requires an item worn or used by an undead or part of an undead entity. The mage wraps the item in a dark cloth. When casting, the magician stares intently at the cloth, unwrapping the item and revealing it to his sight. The caster points in the direction of the detection (she may sweep the whole area by turning in a circle). The magician must concentrate for the spell's duration.

Compare the spell's effect value to the lowest *Spirit* of any entity in range. Read the results on the Power Push table. The spell's result modifier is +7. Read the final result points on the General Results table. With *minimal* or *average* success, the caster knows if undead are in the area. On a *good* success, the caster knows direction and distance. With *superior* success, the caster can know activity level of the undead (moving or at rest). With *spectacular* success, the caster knows the creatures' *Spirit* value.

Summon Demon

Axiom Level: 15
Skill: *conjuraton/entity* 21

Backlash: 17
Difficulty: 15
Effect Value: 30
Bonus Number to: effect

Range: 0 (one meter)
Duration: 7 (15 seconds)
Cast Time: 18 (one hour)
Manipulation: none

The caster summons a demon from another plane of existence. The caster must draw a pentagram where he wishes the demon to appear, beginning the spell's casting. The caster encircles the pentagram, speaking aloud the name of the demon's plane. The caster may summon a particular demon by speaking its name aloud.

At the end of the cast time, the





caster stands at the apex of the pentagram and commands, "By the forces of magic, I summon thee!" The demon is drawn through a dimensional gate and contained within the pentagram for the spell's duration. The gate closes, trapping the demon on this plane. The demon is free to act once the spell's duration expires.

To summon the demon, compare the spell's effect value to the demon's highest physical attribute. Read the result on the Power Push Table. The spell's result modifier is +11. The demon is summoned if the spell's final result points is equal to the demon's *Spirit*.

Gurlth Demon

DEXTERITY 12

Dodge 13, maneuver 13, unarmed combat 13

STRENGTH 14

TOUGHNESS 15

PERCEPTION 14

Alteration magic 15, divination magic 15, trick 15

MIND 12

CHARISMA 12

Taunt 13

SPIRIT 12

Intimidation 15

Possibility Potential: Always

Natural Tools: claws, damage value +3/17; venomous bite, damage value 16 (rolled in three successive rounds)

Special Ability: Disguise. They may make themselves appear as a human (difficulty 12 to penetrate disguise). The demon may switch between the chosen specific human form and its natural form. The demon may choose a new form each time it is summoned from its home plane. The caster of the spell will be able to penetrate the disguise automatically.

Gurlth demons are commonly summoned because of their magical abilities and their special method of disguise.

Ulanu

DEXTERITY 13

Unarmed combat 16

STRENGTH 15

TOUGHNESS 14

PERCEPTION 11

Trick 13

MIND 9

Willpower 11

CHARISMA 6

Intimidate 9, taunt 8

SPIRIT 8

Reality 9

Possibilities: 1

Natural Tools: claws, damage value STR+3/18

Ulanu demons are summoned by mages because they tend to be more cooperative than other demon species.

Banish demon, bind demon, demon soul ring and summon demon were designed by Horonomous Clay, a late colleague of mine who enjoyed delving into the arcana of demons. While the spells are of excellent design, they should only be attempted by mages with extreme courage and perhaps a few strong fighters as allies. Nothing is as dangerous as a demon angered by the audacity of a human mage trying to control it. This is exactly how Horonomous died. My memory of his life will live with me a long time, but the memory of his death will never leave me.

—Zelephest

Folk

Astral Self

Axiom Level: 16

Skill: *apportation/folk* 16

Backlash: 18

Difficulty: 11

Effect Value: 27

Bonus Number to: duration

Range: self

Duration: 17 (40 minutes)

Cast Time: 9 (one minute)

Manipulation: cast time, control, duration, state

This focused spell allows the caster to separate his spirit from his physical body. The caster must sit absolutely still while casting the spell. He closes his eyes and speaks the words "May

my spirit soar free!", activating the spell. Compare the spell's effect value to the caster's *Spirit*. Read the results on the Power Push Table. The spell's result modifier is +10. The final result points must equal the caster's *Spirit*. The spell works for all folk with a *Spirit* of 15 or less. The caster's body remains, with only a slight pulse.

The spirit form travels at a rate equal to the caster's *Spirit*. If the spirit is away from the body longer than the spell's duration, the body takes a mortal wound. It receives one shock point per round until the spirit returns to the body. If the shock point total equals the character's *Toughness*, he dies. Possibilities may not be spent to prevent damage done to the caster's body while in astral form. First aid and medical treatment will not stop the body from taking shock points. The caster may return to his body simply by willing himself back.

A magician in astral form may be attacked only by magical weapons that affect incorporeal beings, spells that affect mental attributes and astral creatures. While in astral form, the magician may only cast spells that rely on mental manipulation.

Only once did I hear of a mage who was careless and forgot how long he had before he needed to return to his body. As others looked on, his body convulsed, and soon died. I myself have tried this spell and have found the effects truly exhilarating, but the risk involved is one that should not be taken lightly.

—Zelephest

Change to Falcon

Axiom Level: 13

Skill: *alteration/folk* 22

Backlash: 14

Difficulty: 5

Effect Value: 24

Bonus Number to: duration

Range: touch

Duration: 25 (one day)

Cast Time: 9 (one minute)

Manipulation: control, state, cast time





E. Danforth

This simple spell is of great help when hopelessly lost in the forests of Aysle. The caster takes a lock of human hair and mixes it with falcon feathers. He then touches the target, who will physically transform into a falcon, but retain his *Perception*, *Mind*, *Charisma* and *Spirit* attributes.

Falcon

DEXTERITY 10

Dodge 11, flight 13, maneuver 11, stealth 11, unarmed combat 12

STRENGTH 5

TOUGHNESS 6

Natural Tools: wings, speed value 10; beak, damage value STR+2/7; claws, damage value STR+3/8

Beware of imitations of this spell, published in cheap commercial grimoires. I have seen Aylish humans sporting feathers, I have seen two-meter tall falcons standing on cliffs frantically flapping their

arms before falling to their deaths. Are such horrible results really worth the few trades you save with such volumes?

—Kenipat

Detect Truth

Axiom Level: 6

Skill: divination/folk 17

Backlash: 12

Difficulty: 8

Effect Value: 27

Bonus Number to: effect

Range: touch

Duration: 18 (one hour)

Cast Time: 12 (four minutes)

Manipulation: control

Detect truth causes a bright aura to appear around the target for as long as the target tells the truth. The caster

speaks the word “truth” in the target’s native language as he touches the target. Compare the spell’s effect value to the target’s *Charisma* or *intimidation*. Read the result points on the interrogation column of the Interaction Results Table. If the target lies about something and the result matches the target’s loyalty to the subject, the light dims. The aura returns when a truth is stated. The spell will not detect mistakes of fact or have any effect when the target believes the falsehood.

Disguise Self

Axiom Level: 7

Skill: alteration/folk 15

Backlash: 14

Difficulty: 10

Effect Value: 0

Bonus Number to: duration





Range: self
Duration: 12 (four minutes)
Cast Time: 5 (10 seconds)
Manipulation: control, state

Prior to casting this spell, the caster must have a rendition of the kind of person or being he wishes to look like. He must somehow attach the rendering to his person. The mage casts the spell by "sculpting" the image with his hands as he imagines his new look. The spell weaves an illusion of this being.

Disguise self is not precise enough to copy a specific person. Disguising oneself as a different race (such as a human disguising himself as a dwarf) increases the difficulty to 15. The spell is illusory and may be disbelieved with a *Mind* or *willpower* total of 15 or better. Anyone making contact with the caster automatically disbelieves the spell.

Ethereal Form

Axiom Level: 12
Skill: *alteration/folk* 17

Backlash: 19
Difficulty: 17
Effect Value: 27
Bonus Number to: duration

Range: self
Duration: 17 (40 minutes)
Cast Time: 3 (four seconds)
Manipulation: cast time, control, duration, state

This spell turns the caster's body into a smoky apparition. The caster must light a candle scented with holly, and inhale the smoke as it billows from the flame. The caster's body then quickly becomes incorporeal. The caster's possessions are also affected.

Compare the spell's effect value to the caster's *Toughness*. Read the result points through the Power Push Table. The spell's result modifier is +10. The final result points must equal the caster's *Toughness*. The spell works on characters with a *Toughness* of 15 or less.

While in ethereal form, the caster may move at his apparition skill

value. The caster must contain his ethereal form within a 2.5 meters sphere. A magician in ethereal form can only be attacked by spells, energy attacks, magical weapons affecting incorporeal beings and other ethereal forms (such as ghosts). Spells may be cast while in ethereal form, but none that require physical manipulation of any sort. The caster controls the spell's duration.

Folk Repelspell

Axiom Level: 10
Skill: *alteration/folk* 18

Backlash: 18
Difficulty: 12
Effect Value: 25
Bonus Number to: effect

Range: touch
Duration: 25 (one day)
Cast Time: 18 (one hour)
Manipulation: state, duration

The caster repeatedly mimics the casting of another folk spell (which he must know) while casting the spell. At the end of the hour he touches the recipient's head, **focusing** the spell into that character. The character's eyes look dull while protected by this spell. Any folk spell with an effect value less than the *folk repelspell* doesn't affect the recipient. The recipient controls the spell's duration.

Gain Language

Axiom Level: 7
Skill: *divination/folk* 16

Backlash: 13
Difficulty: 11
Effect Value: 18
Bonus Number to: effect

Range: self
Duration: 16 (25 minutes)
Cast Time: 6 (15 seconds)
Manipulation: duration

The mage must touch the lips of the speaker whose language he wishes to gain. At the same time he begins to

parrot the speech to the best of his ability. Compare the spell's effect value to the caster's *Perception*. Read the result points on the Power Push Table. The spell's result modifier is +7. Add the final result points to the caster's *Perception* for use with the language skill only (if unskilled, the caster receives the language skill for spell's duration). This spell can be used for any kindred languages.

Haste

Axiom Level: 9
Skill: *alteration/folk* 18

Backlash: 18
Difficulty: 15
Effect Value: 21
Bonus Number to: effect

Range: touch
Duration: 12 (four minutes)
Cast Time: 4 (six seconds)
Manipulation: control

This **focused** spell increases the target's speed. Compare the spell's effect value to the target's *Dexterity*. Read the result points on the Power Push Table. The spell's result modifier is +8. Add the final result points to the target's *Dexterity* for purposes of speed only. To cast the spell, the target character and the caster move their hands up and down with increasing frenzy. The magician touches the character, stating, "Run like the wind." The spell's effect may be turned on and off.

Houndscent

Axiom Level: 9
Skill: *alteration/folk* 15

Backlash: 15
Difficulty: 12
Effect Value: 15
Bonus Number to: duration

Range: touch
Duration: 21 (four hours)
Cast Time: 9 (one minute)
Manipulation: state





For this **focused** spell, the mage must sniff the ground in an imitation of a hound, ending the casting by touching the recipient's nose with his own. The recipient controls the spell's effect and duration. Compare the spell's effect value to the recipient's *Perception*. Read the result points on the Power Push Table. The result modifier is +6. Add the final result points to the recipient's *Perception* when using his sense of smell.

Increase Charisma

Axiom Level: 9
Skill: *alteration/folk* 16

Backlash: 17
Difficulty: 11
Effect Value: 15
Bonus Number to: effect

Range: self
Duration: 14 (10 minutes)
Cast Time: 6 (15 seconds)
Manipulation: control

The caster needs two images: one smiling, one frowning. He crumples the frowning image and places the smiling image against his skin. Compare the spell's effect value to the caster's *Charisma*. Read the results on the Power Push Table. The result modifier is +6. Add the final result points to the target's *Charisma* for the duration of the spell.

Invisibility to Undead

Axiom Level: 12
Skill: *alteration/folk* 17

Backlash: 13
Difficulty: 11
Effect Value: 20
Bonus Number to: duration

Range: touch
Duration: 17 (40 minutes)
Cast Time: 3 (four seconds)
Manipulation: cast time, control, duration, state

The caster of this **focused** spell must cover the bone of a folk with pitch prior to casting. To cast, he waves it around himself (or someone else if he is to be the target of the spell). The target's body flashes brightly.

Compare the spell's effect value to the target's *Dexterity*. Add the result points to the target's *Dexterity* for purposes use of the *stealth* skill only. If unskilled, the character gains the *stealth* skill for the spell's duration. This spell only affects undead creatures.

Jump

Axiom Level: 6
Skill: *apportation/folk* 18

Backlash: 13
Difficulty: 10
Effect Value: 20
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 12 (four minutes)
Cast Time: 5 (10 seconds)
Manipulation: control

This **focused** spell requires the hind legs from an animal known for jumping, such as a cricket or frog. The magician makes the sound of the animal while making hopping motions with the hand holding the legs. The caster then points at the recipient.

The spell affects up to six characters within a 10 meter radius of the recipient. Compare the spell's effect value to the target's *Dexterity*. Add the result points to the target's *Dexterity* for purposes of *long jumping* only. Read the result points on the Power Push Table. Add the final result points to the target's long jumping skill.

Possession

Axiom Level: 17
Skill: *alteration/folk* 21

Backlash: 12
Difficulty: 8
Effect Value: 21
Bonus Number to: duration

Range: touch
Duration: 38 (one year)
Cast Time: 18 (one hour)
Manipulation: control

A companion spell to *sunder spirit*, the latter must be used before *possession* can be effective. The spell requires an object belonging to the target, over which the mage recites the incantation. When the caster touches the target, the caster's spirit occupies that body.

This spell is relatively simple because the body to be possessed has no spirit. If occupying a form other than his own, the mage must recast before the end of the duration. If a disembodied spirit uses this spell, it will need a corporeal ally to obtain the object belonging to the target.

Possibility Shadows

Axiom Level: 7
Skill: *divination/folk* 18

Backlash: 18
Difficulty: 13
Effect Value: 37
Bonus Number to: effect

Range: touch
Duration: 9 (one minute)
Cast Time: 9 (one minute)
Manipulation: control

The spell requires that a light source behind the mage and the target. The magician arranges herself so her shadow overlaps that of her subject, and casts the spell while touching the subject. Once cast, the shadow of the mage fades and the shadow of the subject begins to act out the chosen near future. The surroundings are faint, wavering shadows. The more likely the outcome, the more distinct the shadows. Images will appear in front of the characters in a two-dimensional, two meter diameter circle.

The mage may choose to examine any point in the future each time she casts the spell. The time examined may begin at any time from the present through to the spell's effect value, expressed as time. The caster may search





for a condition within the allowed time span (moment of greatest danger, etc). When looking for events, the caster must determine how far into the future she will try to look before she casts the spell. The effect value must be large enough to account for the amount of time chosen, even if the condition is shorter than the stated time span.

Compare the spell's effect value to the maximum distance chosen. Find the result points on the General Results Table. *Minimal* reveals confusing images. *Average* success allows one useful fact to be gleaned from the reading. *Good* success tells the mage the exact time of the occurrence. *Superior* allows the mage to note details of the location. *Spectacular* success lets the mage see the scene as if she were present: the shadow world exists only in black and white. The caster can see one minute's worth of the future.

Protection from Undead

Axiom Level: 12
Skill: *alteration/folk* 17

Backlash: 9
Difficulty: 10
Effect Value: 21
Bonus Number to: effect

Range: touch
Duration: 17 (40 minutes)
Cast Time: 3 (four seconds)
Manipulation: cast time, control, duration, state

The caster of this **focused** spell must sprinkle himself with three drops of holy water as he casts the spell. Once finished, if performed correctly, the caster (or someone else chosen by the caster) is protected from all attacks made by undead creatures.

Compare the spell's effect value to the *Mind* of any undead approaching within one meter of the recipient. Find the result on the Power Push Table. The result modifier is +8. Find the final result points on the test column of the Interaction Results Table.

Ritual of Mind Preparation

Axiom Level: 9
Skill: *alteration/folk* 15

Backlash: 16
Difficulty: 7
Effect Value: 18
Bonus Number to: effect

Range: self
Duration: 25 (one day)
Cast Time: 18 (one hour)
Manipulation: control, duration

This spell requires the mage to memorize a poem or geometric proof. He must silently recite the proof or poem, associating a hand gesture with each part of the work. Compare the spell's effect value to the target's *Mind*. Read the result on the Power Push Table. The spell's result modifier is +7. Add the final result points to the target's *Mind* for the duration of the spell.

Ritual of Perception Preparation

Axiom Level: 9
Skill: *alteration/folk* 15

Backlash: 16
Difficulty: 7
Effect Value: 18
Bonus Number to: effect

Range: self
Duration: 25 (one day)
Cast Time: 18 (one hour)
Manipulation: control, duration

To cast this spell, the sorcerer draws three concentric circles. The smallest must be large enough for him to sit in, the others about a hand span farther out. He seats himself and examines each circle in turn, seeking imperfections. He touches each circle in the spot where it is furthest from a true circle.

Compare the spell's effect value to the target's *Perception*. Read the results on the Power Push Table. The spell's result modifier is +7. Add the final result points to the target's *Perception* for the duration of the spell.

Silence

Axiom Level: 9
Skill: *alteration/folk* 15

Backlash: 13
Difficulty: 9
Effect Value: 20
Bonus Number to: duration

Range: 7 (25 meters)
Duration: 18 (one hour)
Cast Time: 5 (10 seconds)
Manipulation: control, duration

To cast *silence*, the mage speaks the first half of the incantation aloud, then passes a hand over his mouth. At that point, he stops speaking and finishes the incantation in his mind.

The target is silenced for the spell's duration if the spell's effect value is greater than the *Mind* of the target.

A spell I have been known to use on classes of unruly students, which not only allows me to proceed with my lectures uninterrupted, but leaves them with a wonderful look of panic in their eyes.
—Kenipat

Slow

Axiom Level: 9
Skill: *alteration/folk* 19

Backlash: 15
Difficulty: 12
Effect Value: 18
Bonus Number to: effect

Range: 9 (60 meters)
Duration: 18 (one hour)
Cast Time: 3 (four seconds)
Manipulation: control, range, speed

To cast this **focused** spell, the mage points at his target in slow motion. Compare the spell's effect total to the target's *Dexterity* or *dodge*. Read the result points on the Power Push Table. The spell's result modifier is +7. Reduce the target's *Dexterity* for movement purposes only by the result points.



Snail Wit

Axiom Level: 9

Skill: alteration/folk 16

Backlash: 14

Difficulty: 10

Effect Value: 15

Bonus Number to: effect

Range: 7 (25 meters)

Duration: 15 (15 minutes)

Cast Time: 3 (four seconds)

Manipulation: duration

The mage casts the spell by saying "two plus two is, um, uhhh...", or its equivalent, while pointing toward the target. Compare the effect value to the target's *Perception*. Read the result on the Power Push Table. The result modifier is +3. Decrease the target's *Perception* for the duration of the spell by the final result points.

Stealth Walk

Axiom Level: 9

Skill: alteration/folk 17

Backlash: 16

Difficulty: 9

Effect Value: 21

Bonus Number to: effect

Range: touch

Duration: 20 (2.5 hours)

Cast Time: 5 (10 seconds)

Manipulation: control, duration

To cast this **focused** spell, the mage must stand three paces from his target and hold his hand out, palm up. While the caster chants the spell, the target takes three steps toward the mage and places a personal possession in the upturned hand. The mage must hold the item for the spell's duration or it will be ended. *Stealth walk* increase the target's stealth value. This spell cannot be used on beings larger than man-sized (a safeguard introduced to prevent the creation of stealthy wyverns).

Compare the spell's effect value to the target's *Dexterity*. Read the result on the Power Push Table. The spell's result

modifier is +8. Add the final result points to the target's *Dexterity* for purposes of the *stealth* skill only (the character gains the skill if he does not have it).

A vastly easier version of the spell first published in "Spell-Casting Made Simple," which was written in a month by two drunken wizards employed by House Daleron. Granted, this cast will require a bit more skill, but it leaves you with stealth much like that of an elf, whereas the original version made one sound like a giant shod in very large boots.

— Kenipat

Strength

Axiom Level: 9

Skill: alteration/folk 16

Backlash: 16

Difficulty: 12

Effect Value: 18

Bonus Number to: effect

Range: touch

Duration: 17 (40 minutes)

Cast Time: 5 (10 seconds)

Manipulation: control

The mage places a heavy object in the hands of the recipient, and helps the character lift the object, applying more force as he finishes the spell. Compare the spell's effect value to the target's *Strength*. Read the result on the Power Push Table. The result modifier is +7. Add the final result points to the target's *Strength* for the duration of the spell.

Summon Hero

Axiom Level: 17

Skill: conjuration/folk 22

Backlash: 19

Difficulty: 16

Effect Value: 18

Bonus Number to: duration

Range: touch

Duration: 25 (one day)

Cast Time: 29 (one week)

Manipulation: duration

Summon hero transforms a willing subject into a specific hero from the past. The spell is **impressed** into a weapon of the summoned hero. The mage must work with the weapon for a week, getting a knowledge of the attributes of its owner. At the end of the week, the mage speaks the name of the hero as he grasps the weapon. The target of the spell releases it by holding the weapon while again speaking the name of the hero.

The spell actually transforms the target into the hero, affecting the target's *Dexterity*, *Strength*, *Toughness*, *Perception*, *Mind*, *Charisma* and *Spirit*. The transformation is real for the spell's duration. Compare the spell's effect value to the target's attribute that will change most. Read the result points on the Power Push Table. The spell's result modifier is +7. The final result points must equal the amount of change for the target to hero transformation.

Typical Hero

DEXTERITY 13

Beast riding 15, dodge 17, maneuver 14, melee weapons 19

STRENGTH 15

Lifting 18

TOUGHNESS 14

PERCEPTION 10

Find 12, tracking 13, trick 14

MIND 11

CHARISMA 13

Persuasion 16, taunt 15

SPIRIT 9

Possibilities: 15

So you want to be a hero? Well, it should be noted that having some ancient hero taking over your body, mind and spirit can be a bit disconcerting. To say the very least, it can be dangerous, particularly if that hero turns out to be a berserker who likes to fight to the death, both yours and his.

—Kenipat

Sunder Spirit

Axiom Level: 12 (17)

Skill: alteration/folk 29

Backlash: 22

Difficulty: 24





Effect Value: 50
Bonus Number to: effect

Range: touch
Duration: 52 (500 years)
Cast Time: 29 (five days)
Manipulation: control

This **impressed** spell does not require the complicated actions some spells do. It is imperative, however, that the mage possess an object belonging to the target (this was built into the spell to prevent the indiscriminate sundering of spirits). The sorcerer speaks words of power over that object for five days, remaining in seclusion and fasting.

To release the spell, the sorcerer must touch his target while carrying the possession on his person. Compare the spell's effect value to the target's *Spirit*. Read the result points on the Power Push Table. Read the final result points on the Combat Results Table. If the spirit is "killed" or "mortally wounded," the spell has torn it free from its body, leaving an empty shell behind. Some sorcerers will then possess that form, and destroy their own. Others will simply slay the body of their foe.

The spirit will be barred from its own body for the duration of the spell. Though still possessed of magic, the spirit will be unable to cast spells that require physical manipulations. Its only hope of returning to a physical shell will be to sunder another's spirit and take their body, something abhorrent to most followers of the Light.

Telepathy

Axiom Level: 5
Skill: *divination/folk* 17

Backlash: 13
Difficulty: 6
Effect Value: 0
Bonus Number to: range

Range: 15 (one kilometer)
Duration: 18 (one hour)
Cast Time: 5 (10 seconds)
Manipulation: range, speed

The magician must have a lock of hair from the target or an item used by the target character for at least a year. For the target character to send thoughts to the mage he must have a lock of hair or item which the caster has used for a year. The mage must concentrate while the spell is in effect; performing any other actions breaks the concentration and ends the spell. The mage begins the spell by imagining he is speaking to the target while holding the target's item. Because the spell has an effect value of 0, the caster may only send and receive verbal messages. Skill rolls are not allowed to interpret information received.

The message travels at 1,000 meters per round (speed value 15). At a range of one kilometer it takes a full round (10 seconds) for a message to be received. At a range of six kilometers it takes a full minute to receive a message. The mage controls the spell's duration and effect.

Accomplished divination mages have adjusted to the lag time, and have developed a private code to make the sending of messages more convenient and efficient. The last time I used this spell over a significant distance, I managed to "overthink" portions of the message to the point where I became confused as to which thoughts originated with me, and which I had received. My confusion, of course, reflected in my thoughts, which were sent to my comrade. This self-reinforcing loop of confusion forced us to abandon the spell not long after we had gotten past the mandatory pleasantries.

—Zelephest

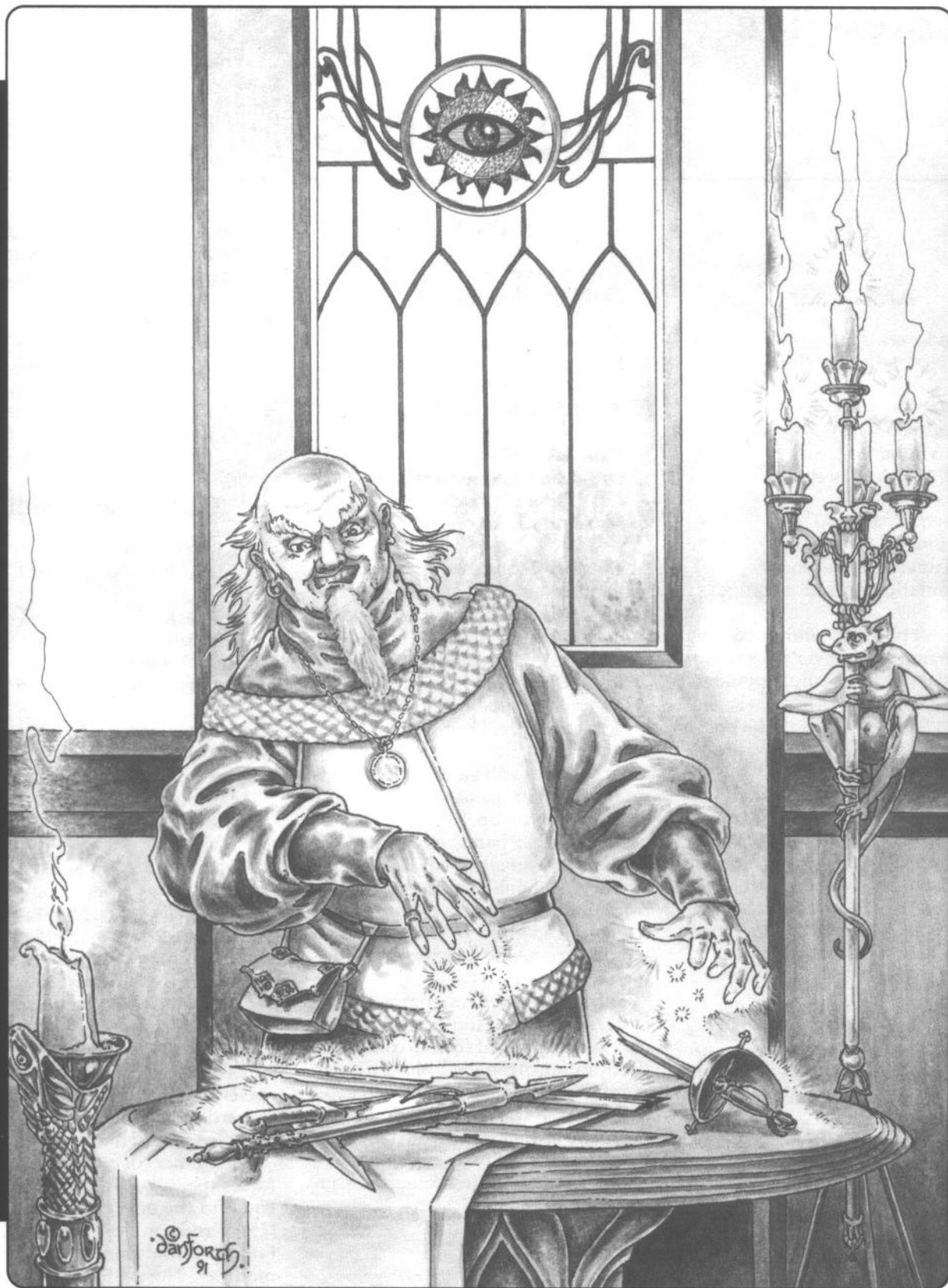
Weakness

Axiom Level: 9
Skill: *alteration/folk* 16

Backlash: 19
Difficulty: 17
Effect Value: 15
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 9 (one minute)
Cast Time: 3 (four seconds)
Manipulation: duration

This is a **focused** spell. The mage points at the target character and lets his arm fall limp as he finishes the spell. Compare the spell's effect value to the target's *Strength*. Read the result points on the Power Push Table. The spell's result modifier +6. Subtract the final result points from the target's *Strength* for the spell's duration.



E. Danforth





Chapter Five

Elements

Air

Arm of Air

Axiom Level: 5
Skill: *apportation/air 10*

Backlash: 10
Difficulty: 6
Effect Value: 5
Bonus Number to: duration

Range: 6 (15 meters)
Duration: 9 (one minute)
Cast Time: 5 (10 seconds)
Manipulation: duration, range

The caster blows air underneath his hand, moving each finger as he blows air upon it. He then vocally commands the *arm of air* to perform a task. The arm has a *Strength* equal to the effect value of the spell. Only simple physical tasks may be performed by the arm; if the task would normally require a character to generate a *Dexterity* total to perform the action, the action is beyond the capacity of the *arm of air*.

The mage must concentrate upon this spell for the full duration; the spell effect ends as soon as the mage performs an action other than directing the spell.

This spell is a common spell among apprentices. It has been designed to have the minimum complexity for an apportation spell, giving the magisters a perfectly good excuse to have the apprentices do all the housework.

—Zeleephest

Create Dark Cloud

Axiom Level: 8
Skill: *apportation/air 14*

Backlash: 14
Difficulty: 8
Effect Value: 0
Bonus Number to: duration

Range: 10 (100 meters)
Duration: 29 (one week)
Cast Time: 25 (one day)
Manipulation: control

Create dark cloud is a fairly simple spell often taught to mages who have reached the journeyman level. Used with *dark cloud familiar*, it provides a vessel for spell storing that is easy to create and control.

To cast this spell, the mage must build a small fire. Then, as it burns, he must carefully throw moist leaves and other wet (but still flammable) objects on the fire. This causes a black, sooty smoke to billow up. When it does, the caster uses her hands to "shape" the smoke into a small cloud. The fire, the smoke, and the shaping must continue throughout the spell's cast time. Often, a mage will have an assistant on hand instructed to keep the fire burning and smoking.

When the spell is complete, the caster has a small (one meter radius) cloud of smoke that she can control for the duration of the spell. She can move it around, change its shape, and even dispel it if she pleases. The cloud may not move farther away from the caster than the range allows, and will move with the caster unless otherwise instructed.

When journeyman mages put down their arm of air spells and pick up this one, they believe it is the beginning of their entry into "real" spell casting. They feel that this spell, when used with its aforementioned companion, opens up new worlds for them. They are right. There is nothing quite like having a black cloud hanging over your head to give you the proper perspective.

—Kenipat

Dark Cloud Familiar

Axiom Level: 13
Skill: *conjunction/air 18*

Backlash: 22
Difficulty: 12
Effect Value: 15
Bonus Number to: duration

Range: touch
Duration: 32 (1 month)
Cast Time: 25 (1 day)
Manipulation: control, duration, state

This is a **focused** spell. This spell can only be used as a companion to *create dark cloud*. The process involved allows the mage to ready the *dark cloud* to receive impressed inanimate forces spells. The caster must touch his already created cloud and will into it the life force necessary to hold impressed spells. While touching it, the mage concentrates on all the inanimate forces spells and knowledges he knows, and tries to imbue some of his own magical knowledge into the dark cloud.

The number of impressed inanimate forces spells the *dark cloud* may store is equal to the effect value of the spell (15) as read on the Power Push Table (+6) plus an additional six point result modifier. The spells to be impressed



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must be cast separately into the cloud. They must also be inanimate forces spells that can be cast impressed. They will remain in the cloud until the caster uses them, dispels the cloud, or the duration of one of the two dark cloud spells lapses.

I must admit that some mages have found many uses for the familiar. Though the cloud is always visible, some mages have extended their control over the form of the familiar into making it less obvious. Some have even gone to the extent of making both spells permanent. In my opinion, this is a needless bother. But I am confined in this dusty room pouring over old texts while they are out winning renown and reward—and, of course, getting eaten by various and sundry creatures.

—Kenipat

Fighting Whirlwind

Axiom Level: 8

Skill: *apportation/air 16*

Backlash: 14

Difficulty: 9

Effect Value: 21

Bonus Number to: effect

Range: 9 (60 meters)

Duration: 9 (one minute)

Cast Time: 3 (four seconds)

Manipulation: speed, range, control

The magician spins himself around once while exhaling to make an ever loudening whooshing noise. The spell causes a whirlwind to form, 2.5 meters tall and 2.5 meters wide at the top. The magician controls the movement of

the whirlwind, which travels up to 60 meters each round. The magician also controls the duration and the form of the spell. To target a character the magician generates an *apportation* magic total; if the total equals or exceeds the target character's *Dexterity* or *dodge*, the whirlwind hits. Anyone caught within 2.5 meters of the target character must also evade or be hit by the full force of the whirlwind.

Floater

Axiom Level: 5

Skill: *apportation/air 17*

Backlash: 15

Difficulty: 12

Effect Value: 15

Bonus Number to: effect





Range: 7 (25 meters)
Duration: 14 (10 minutes)
Cast Time: 3 (four seconds)
Manipulation: none

The caster begins the spell by puffing air under a lightweight disc (with

a surface area of no greater than one meter). This action causes it to rise into the air and float, moving to the caster's mental command. The disk can support weight equal to its effect value and may move at speeds up to the spell's effect value minus the weight

carried. A person riding the *float*er is buffeted by the hard, rolling air currents that keep the disk aloft. While not dangerous, these winds do occasionally blow small, unsecured objects off the disk. The mage controls both the duration and apportation of the disc (within the range of the spell).

Frigid Air

Axiom Level: 8
Skill: alteration/air 16

Backlash: 20
Difficulty: 11
Effect Value: 16
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 7 (25 seconds)
Cast Time: 3 (four seconds)
Manipulation: state

When casting the *frigid air* spell, the mage wraps his arms around his body and rubs his hands up and down, as if attempting to warm himself. After inhaling deeply, the caster then blows forth (in an exaggerated manner) a gust of frigid, frosty air. The gust expands to a 10 by 10 meter cone, and anything caught within the area of effect takes damage equal to the final effect value. The mage may change the target of the cone by turning his body or his face in the desired direction. The round after the mage stops blowing, the spell ends.

It is the wise mage who knows his limitations. One former acquaintance of mine had the misfortune of being afflicted with a minor breathing disorder. When he attempted to cast this spell, he broke into a fit of coughing and gagging. Unwilling to admit defeat, however—especially in front of his employers—he continued to attempt the casting. The spell, of course, was ruined, but not before the unlucky man had ingested a good portion of the effect of his own spell. He would be pleased to note that almost no one snickered during his eulogy.

—Kenipat



V. Valusek





Wall of Air

Axiom Level: 8(17)
Skill: alteration/air 15

Backlash: 19
Difficulty: 14
Effect Value: 30
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 14 (10 minutes)
Cast Time: 18 (one hour)
Manipulation: control, state

This is an **impressed, focused** spell. The caster mimes the shaping of a wall in the air 10 meters high by 10 meters wide (he probably will need a step ladder). He also mimes throwing himself and other objects at the imaginary wall, stopping just short of "impact." The caster continues this building and striking process for one hour.

To release the spell, the caster need only thrust both hands outward in a gesture of repelling. The air in that direction will coagulate into a square shaped wall 10 meters high, 10 meters wide, and one meter thick.

The wall has a *Toughness* equal to the spell's effect. Anything trying to pass through the area protected by the wall must do it damage (in one round) equal to or exceeding this value. All other damage is ignored. The caster may, however, end the duration before the ten minutes have elapsed.

Again I say, beware imitations! This spell is impressive, and it has been copied often—usually inadequately. The mage who originally designed this spell spent many months and was a master of control. Her work was never adequately duplicated. Often, imitations are betrayed by the swirling air effect caused by the lesser spell—the original has no such effect! These fakes can be thwarted by an apprentice using an arm of air—much to the dismay of the wall's caster.

—Kenipat

Weather Control

Axiom Level: 13
Skill: alteration/air 23

Backlash: 20
Difficulty: 12
Effect Value: 0
Bonus Number to: duration

Range: 19 (six kilometers)
Duration: 38 (one year)
Cast Time: 32 (one month)
Manipulation: duration

This is a **focused** spell. The magician must spend a full month casting this spell. Each sunrise, the mage writes symbols for that morning's weather on the perimeter of a circle with a radius of six meters. She then alters the symbols to match the changes in the day's weather. After a month, she has completed constructing a diagram of that month's weather, and the pattern is formed. This allows the mage to control the weather within a 6 kilometer radius. She may change the air temperature at a rate of six degrees per hour, and affect the humidity by six percent per hour. The changes are sufficient to cause/stop rain in about two hours (for a moderate rainfall) and it takes about four hours to affect (or cause) a raging storm. The magician also may alter low and high pressure areas to "shunt" unfavorable weather patterns away from her area.

Windy Ears

Axiom Level: 9
Skill: divination/air 22

Backlash: 17
Difficulty: 12
Effect Value: 0
Bonus Number to: range

Range: 20 (10 kilometers)
Duration: 14 (10 minutes)
Cast Time: 9 (1 minute)
Manipulation: control, state, range

This spell allows the caster to hear news from afar. To cast it, the magician cocks his head upwind, cups his ear with his hand, and asks in a clear voice "What news from the (*direction the wind is blowing from*)?" The wind, if the caster is addressing the correct the direction, answers. The caster may then ask more specific questions, but the wind only answers those questions concerning the direction it comes from. The speed of the spell is 10 kilometers a round, so the news will be nearly "as it happens."

As many mages of Aysle agree, the wind is a quick-tempered, impatient entity; but few of the elements—save perhaps water—are more informed about the doings of the creatures of the realm. One must be careful when dealing with the wind, though, as it is quick to take offense at any affront—real or imagined.

—Zelephest

Zephyr of Flight

Axiom Level: 13 (17)
Skill: apportion/air 18

Backlash: 11
Difficulty: 5
Effect Value: 19
Bonus Number to: speed

Range: 3 (four meters)
Duration: 18 (one hour)
Cast Time: 25 (one day)
Manipulation: control, duration

This is an **impressed** spell. To cast this flight spell, the mage must spend the entire cast time outside in a clear (and preferably windy) area running, walking, jumping, and mimicking flying on any prevailing winds. The caster must wear robes or other clothing designed specifically to catch the wind—that have as much surface area as she can move around in.

When released, the spell causes the air around the caster to become very windy and dense, lifting her off the ground. The mage may then control the direction the wind takes her, the duration of the spell, and the speed of





the wind (up to 25 meters a turn). The total amount of weight the zephyr may carry is equal to the effect total of the spell.

Since the caster is only controlling the wind around her body (an area not to exceed a four meter sphere), the mage may only carry what will fit in that sphere.

The mage's flight can be hindered or even stopped by a strong prevailing wind headed in the opposite direction. Likewise, a strong tail wind can cause her to speed up to where she loses control. Though the spell will operate without the caster's direct concentration, it is important she pay attention.

—Zelephest

Earth

Brittle Walls

Axiom Level: 9

Skill: alteration/earth 18

Backlash: 19

Difficulty: 13

Effect Value: 25

Bonus Number to: duration

Range: 4 (six meters)

Duration: 14 (10 minutes)

Cast Time: 4 (sixseconds)

Manipulation: control, state

The sorcerer places a piece of stone on the ground and smashes a piece of glass upon it. He then lifts the rock and crushes any remaining glass fragments with it.

After reciting the appropriate incantation, the caster touches the stone he wishes to transmute. An area within a four meter radius of his hand then becomes brittle, its *Toughness* decreased by the effect total of the spell.

The spell has a divination component that allows it to separate each component piece of rock in a wall, so the effect is applied against one piece of the wall instead of the wall as a whole. A brick has a *Toughness* of 4, a brick sized piece of granite has a

Toughness of 9, while a one meter by one meter by half a meter granite slab would have a *Toughness* of 24.

This spell was perfected some years ago by a group of dwarves being held in a House Vareth slave pen—needless to say, they were not prisoners for long after mastering this bit of arcana.

—Kenipat

Dust to Water

Axiom Level: 9

Skill: alteration/earth 18

Backlash: 14

Difficulty: 10

Effect Value: 13

Bonus Number to: duration

Range: touch

Duration: 29 (one week)

Cast Time: 9 (one minute)

Manipulation: control, duration, state

To cast this spell, the sorcerer needs two one-liter jugs, one empty and one filled with earth. While repeating the incantation, he pours the earth into the empty jug, allowing it to run through his fingers as he does so. This transforms the dust to water.

On a *minimal* or *average* success, the water will be dirty; on a *good* success or above, it will look and taste clean.

Earth Shield

Axiom Level: 8

Skill: appotation/earth 12

Backlash: 14

Difficulty: 8

Effect Value: 15

Bonus Number to: duration

Range: touch

Duration: 7 (25 minutes)

Cast Time: 5 (10 seconds)

Manipulation: control, duration

The mage scoops a small piece of earth from the ground and quickly molds it into a crude image of a shield. He then touches the ground where he

had scooped out the dirt. A shield of earth two meters high and one meter wide then rises out of the ground in front of him. The shield has an armor value of +10, maximum 25, and will remain standing until dispelled or it takes a number of shock points equal to its effect value.

Earthly Arms

Axiom Level: 9

Skill: alteration/earth 20

Backlash: 20

Difficulty: 14

Effect Value: 21

Bonus Number to: effect

Range: 6 (15 meters)

Duration: 18 (one hour)

Cast Time: 0 (one second)

Manipulation: control, range

This spell must be cast on a patch of ground that is primarily earth. It causes a pair of large arms to rise up from the ground, grasping at anything within range of the spell. The area of earth affected is 15 meters long and four meters across. The arms themselves may come from any point within that area, but they may not reach more than 2.5 meters out or up.

Use the Power Push Table (with a result modifier of +8) to determine the *Strength* and *Toughness* of the arms. To grasp a foe or object, the mage's *appotation* roll must exceed the target's *Dexterity* or *dodge*.

Pathfinder

Axiom Level: 7

Skill: divination/earth 14

Backlash: 12

Difficulty: 5

Effect Value: 16

Bonus Number to: range

Range: 13 (400 meters)

Duration: 18 (one meter)

Cast Time: 9 (one minute)

Manipulation: control, duration, speed





To cast this spell the sorcerer draws a simple design in the earth over and over again, making it deeper each time. At the same time, he pictures the place or object he desires to find.

When the spell is completed, the design will move through the earth toward the place or object specified. It will move in as direct a manner as possible, at a speed of 10 meters per round. If the object or place sought is within range and connected to earth or stone, the spell will find it. However, if the range of the spell is greater than 18, its duration will expire before it arrives at its destination.

Quicksand

Axiom Level: 8
Skill: alteration/earth 20

Backlash: 18
Difficulty: 13
Effect Value: 15
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 18 (one hour)
Cast Time: 6 (15 seconds)
Manipulation: control, duration

A particularly nasty spell, *quicksand* is cast by rubbing a small amount of water into the earth with one's hands. The caster creates a very soft and extremely wet 10 by 10 by 10 meter area of earth immediately in front of him. This cube is soft and wet enough to cause anyone stepping on it to sink rapidly, yet solid enough to look like normal ground. The *Perception* total needed to detect the trap is 13 (under normal conditions). This check should only be made if the victims are actively examining the ground.

The suction strength of the trap is equal to the effect total of the spell. Anyone within the area of effect must make a *swimming* roll in excess of the trap's suction or be pulled under. A submerged character will take three fatigue points a round until unconscious, and then one wound per round thereafter. A swimming character takes two fatigue per round until free.

The caster controls the duration of the spell. The caster may reverse the alteration, trapping anyone caught by the *quicksand* in solid earth.

Quixal's Awful Burial

Axiom Level: 8(17)
Skill: appotation/earth 21

Backlash: 18
Difficulty: 10
Effect Value: 20
Bonus Number to: duration

Range: 10 (100 meters)
Duration: 9 (one minute)
Cast Time: 18 (one hour)
Manipulation: control, range

Quixal's awful burial is an **impressed, focused** spell. The caster lifts handfuls of earth and casts them to the ground with great force. The mage who wishes to impress this spell must go to the area of earth she wishes to affect, and do this motion over and over during the cast time. To release the spell, the caster picks up one handful of the earth and hurls it in the direction she wishes the spell to go.

This spell picks up a patch of earth 100 meters wide, 100 meters long, and 2 meters thick. The mage then raises it several meters (up to the range of the spell) into the air, turns the earth over, and slams it down, burying anything underneath. Because the casting is impressed and the area of earth is so specifically regulated, it is of limited use.

Quixal's spell was not originally designed with combat in mind. In fact, Quixal was something of a pacifist moved to what he thought was a momentous gesture.

After a particularly wasteful battle, Quixal witnessed the mass burials with disgust. He was horrified by the seeming complacency shared by the commanders as well. All the while, they sat comfortably—upwind—in their tents, seemingly oblivious to the operation.

Thus, in a miraculously short period of time, the peace-loving mage developed this awesome spell. After the next battle—but

before the burials could be begun—he cast it. He lifted the ground near the commanders' tents, turned it over, and buried their command center. Quixal believed he had made his point.

Unfortunately, within the next two or three heartbeats, the commanders were badgering him for details about the spell and trying to figure how to work it into their next campaign.

—Zelephest

Stone Tunnel

Axiom Level: 8
Skill: appotation/earth 12

Backlash: 16
Difficulty: 9
Effect Value: 25
Bonus Number to: effect

Range: touch
Duration: 12 (four minutes)
Cast Time: 9 (one minute)
Manipulation: control, duration

The mage begins by taking a chip of the rock to be apported and smashing it into fine pieces. Once he has done this, he may cast the spell by kneading the stone dust into a piece of clay, then smearing the clay onto the wall. The caster then pounds his hands on the stone, with increasing firmness, and at the end of the cast time the stone has cracks and breaks; he has moved parts of the stone outwards from the center.

The effect total of the spell represents the weight of the stone that can be moved each round (1 cubic meter of stone equals approximately 2500 kilograms). The stone, of course, has to be cleared away from in front of the caster before he can proceed, but this is simple compared to digging through solid rock.

Throrvald's Tracker

Axiom Level: 7
Skill: divination/earth 14

Backlash: 9
Difficulty: 6
Effect Value: 0
Bonus Number to: range





Range: 13 (400 meters)
Duration: 20 (2.5 hours)
Cast Time: 9 (one minute)
Manipulation: control, duration, range, speed

This is a **focused** spell. The mage must bury an object belonging to the person being tracked, and he must sit beside the burial spot during the casting of the spell. At the end of the cast time, the magician digs up the object, "discovering" it, and puts it on the ground. If the person who the object belonged to is within the spell's range, then the object begins to "hop" in the direction of that person at a speed of 10 meters a round—a moderate walking pace. The object continues moving in the most direct manner possible until either the cast time elapses or the person moves out of range of the spell. If the range of the spell at the start is greater than 20, then the duration will end before the object reaches its former owner.

Fire

Altered Fireball

Axiom Level: 10
Skill: alteration/fire 14

Backlash: 18
Difficulty: 10
Effect Value: 14
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 5 (10 seconds)
Cast Time: 3 (four seconds)
Manipulation: speed, control

Altered fireball requires a large flammable ball as a contagion. The traditional ball is pitch and coal, weighing a third of a pound. The magician lights the ball from a source of flame, grabbing a piece before the sphere is completely engulfed. The rest of the ball flies toward its target.

The magician controls its movement by mimicking its flight with the piece he retained. He controls the detonation by slamming the piece into his hand when the ball arrives at its target. The ball explodes to its full volume, a sphere with a radius of four meters. It does damage equal to the spell's effect total.

Altered Fireball (improved)

Axiom Level: 10
Skill: alteration/fire 18

Backlash: 17
Difficulty: 11
Effect Value: 18
Bonus Number to: effect

Range: 13 (400 meters)
Duration: 9 (one minute)
Cast Time: 3 (four seconds)
Manipulation: speed, control

Cast as the altered fireball above, with enhancements. The burning sphere has a radius of ten meters. The magician controls the movement and the duration of the spell. For the duration, he may move the ball, either before or after it explodes to its full volume. The sphere travels at 400 meters per round (100 miles per hour). Once exploded, the fireball does damage each round.

Fireballs were the obsessive specialty of Vascher Flametongue. He developed the two above, as well as his infamous Vascher's Colossal Fireball. It took weeks to cast, and he launched it in the Gorunden Hills, where it impacted at what is now called the Black Glass Crater, a hole better than 8,000 meters across.

—Zelephest

Atlack's Instant Immolation

Axiom Level: 12
Skill: conjuration/fire 25

Backlash: 22
Difficulty: 14
Effect Value: 30
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 5 (10 seconds)
Cast Time: 2 (2.5 seconds)
Manipulation: control, range

Atlack's Instant Immolation creates an illusory pillar of fire four meters high with a radius of 2.5 meters. It appears incredibly hot, and any object or being unfortunate enough to be within its area of effect is usually incinerated. The disbelief roll (made versus the target's *Mind* or *willpower*) is 18.

To cast the spell, the caster must cry out in a loud voice, "Flame of Atlack, I summon thee," while pointing at a spot on the ground within the spell's range. The casting total must exceed the target's *Dexterity* or *dodge*.

Atlack was, long ago, a premier journeyman of the Fire School begun by Vascher Flametongue. Unlike Vascher, however, Atlack specialized in the precise control of fire, instead of the raw power of the element. Upon developing this spell, he vanished from human knowledge before his Magister status could be conferred—or he could be questioned about the deaths of several people.

—Zelephest

Conjured Fireball

Axiom Level: 13 (17)
Skill: conjuration/fire 20

Backlash: 19
Difficulty: 6
Effect Value: 18
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 5 (10 seconds)
Cast Time: 18 (one hour)
Manipulation: control, speed, state

This is an **impressed** spell. The conjuring must be done near an open flame, although the fire may be as small as a pair of candles. The spell may be released within a round, the magician uttering a cast word of his choosing and mimicking the shaping of a ball of flame through motions of his hands. The fireball has a burst radius of 10 meters and anyone not dis-



believing (with a *Mind* or *willpower* total 18 or higher) takes the effect value as damage.

Fiery Visions

Axiom Level: 9
Skill: *divination/fire* 19

Backlash: 15
Difficulty: 9
Effect Value: 0
Bonus Number to: range

Range: 20 (10 kilometers)
Duration: 18 (one hour)
Cast Time: 18 (one hour)
Manipulation: range

A versatile divination spell, *fiery visions* requires nothing in the way of material from the subject(s) being scried. The caster must, however, know who or what he wants to view. He must either have a very vivid description of the object of the spell, or he himself must have seen the object.

To cast and maintain the spell, the mage must have a fire at least four meters high and four meters wide nearby. He then chants a description of the target while concentrating on making the description form out of the flames. If the spell is cast correctly (and the object of the vision is within 10 kilometers) the flames will take on the appearance of the object, along with as much of its surroundings as will fit in the 4 by 4 area of the spell. The vision will move with the object if it moves, as long as it does not move out of range. The visions will be simple and not very detailed—but they will be complete.

After getting the initial vision, the caster may change his target as long as the spell lasts. The targets can be completely unrelated, or the caster can use the motion of the vision to “backtrack” the location of the object—though this is slow going, and there is no guarantee that the object will not move in the intervening time.

If the caster ceases to concentrate on the spell, or if the fire is extinguished, the spell ends.

Developed carefully over a period of many months, this spell is the product of a consortium of Aysle sorcerers. It is, because of its tremendous value as an “information gathering” tool, jealously guarded by the mages who know the secrets of its casting. Likewise, these mages and their friends have developed many ways to counter it—and trace the source of the spell back to its caster.

—Zelephest

Flame Summons

Axiom Level: 12
Skill: *conjunction/fire* 10

Backlash: 14
Difficulty: 8
Effect Value: 10
Bonus Number to: effect

Range: touch
Duration: 2 (2.5 seconds)
Cast Time: 9 (one minute)
Manipulation: control

To use this simple spell, the caster holds some flammable inanimate object—a piece of dry wood or cloth is a good idea. The caster concentrates on the object and wills it to burst into flame. If the spell works, the object will continue to burn until it is consumed or the flame is extinguished.

For purposes of combat, the spell does damage equal to the effect total.

Flickering Fire Shield

Axiom Level: 11
Skill: *alteration/fire* 18

Backlash: 12
Difficulty: 15
Effect Value: 25
Bonus Number to: effect

Range: touch
Duration: 25 (one day)
Cast Time: 9 (one minute)
Manipulation: state, control

This is a **focused** spell. The caster passes his hand through a flame while casting the spell, touching the hand of

the recipient, focusing the spell into that character. That hand now has a barely visible flicker of flame in the shape of a shield. The spell resists the effects of all fire spells with a casting total less than the effect value of the flickering shield. The spell’s duration is controlled by the recipient.

Ochial’s Flaming Circle

Axiom Level: 9
Skill: *alteration/fire* 18

Backlash: 15
Difficulty: 8
Effect Value: 26
Bonus Number to: effect

Range: 9 (60 meters)
Duration: 14 (10 minutes)
Cast Time: 6 (15 seconds)
Manipulation: control

The casting of this spell is begun by tracing a circular area no greater than six meters in diameter and filling it with oil. The caster lights the oil and invokes the power of the spell. A circle of flame shoots up six meters and remains until the duration of the spell ends.

After the initial casting, the controlling mage may shrink the circle’s circumference down to a narrow jet of fire or, if it is not already at its maximum diameter of six meters, he may expand it. The mage may not move the circle off of its original center. The circle expands or shrinks at a rate of 60 meters per round (it can only close and widen completely once per round, however).

Anything attempting to pass through the flames (whether voluntarily or because the circle is now too small to hold it) will take damage equal to the spell’s effect value.

At the time of this spell’s development, Magister Exemplar Ochial was a very young man and prone to a certain reckless enthusiasm. Constantly disciplined for his apparent lack of control, his master—the venerable Yuiglenian Kli of the Four Towers—assigned him the task of building a spell using the control process theorem as a main component. Some short





eighteen weeks later, Ochial demonstrated this spell for her, emphasizing loudly how easily control had come to him.

In the many years since, Ochial has apologized, both privately and publicly, for his sarcastic response to his former master but, to the day of her death, when Ochial's name is mentioned or the tale of his deeds is told, Magister Yuiglenian Kli tilted her head, turned up her nose, and said, "Ochial Who?"

—Zelephest

Metal

Armor of the Draconis Metallica

Axiom Level: 13
Skill: alteration/metal 25

Backlash: 9
Difficulty: 10
Effect Value: 30
Bonus Number to: effect

Range: touch
Duration: 32 (one month)
Cast Time: 29 (one week)
Manipulation: control, cast time, state

This **focused** spell is cast upon a normal—but high quality—suit of plate mail. The mail could be encrusted with gemstones and inlaid with silver and gold, but this is not absolutely necessary for the spell to work. Every multiple to the armor's base value should be read on the Torg Value Chart as a measurement, and the Value added to the spell as a bonus number. When using this multiple, the GM has final say on the armor's true value. Just paying ten times the cost for a suit of plate mail doesn't make it worth more.

The caster must spend the entire week of the cast time focusing all his concentration and his powers of True Knowledge on the armor. He must concentrate on imbuing it with the toughness of the creatures the armor is named for.

While the duration is fairly long,

this spell has been attempted as permanent magic. It is, however, an extremely dangerous (and costly) process. If a mage without financial backing and great skill attempts the process, he could be killed. Any attempts at casting permanent magic are made at an increased difficulty equal to 33 minus the axiom level the attempt is made in.

Example: The mage casting the spell is in Aysle. Aysle has a magical axiom of 18. $33-18=15$; the mage must generate a result of 25 ($10+15$) or higher. If he buys armor that has a value equal to 10 times its base value (Torg value of 5), the difficulty is effectively decreased to 20. Good luck.

After the spell is cast, the *Toughness* value of the armor is compared to the effect value of the spell. If the armor value is less, then it is increased by the Power Push of the difference, plus a result modifier of 11.

This is an impressive spell developed by a mage of great patience and ability. He was able to make the spell permanent the first time he cast it. Since then, many mages—backed financially by some of the Houses—have duplicated the feat. Still more (many, many more) have killed themselves trying. Be satisfied with the month-long effect, or be prepared for dire results.

—Zelephest

Bullet

Axiom Level: 7
Skill: appotation/metal 13

Backlash: 16
Difficulty: 10
Effect Value: 17
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 5 (10 seconds)
Cast Time: 3 (four seconds)
Manipulation: control

The bullet spell can sling a metal mass about the size of a small sling bullet, or a quarter. The magician pantomimes the whirling of a sling with

the hand holding the metal, then releases it toward his opponent. The *appotation magic* total of the cast must equal or exceed the *Dexterity* or *dodge* of the target character to hit the target.

Dagger Draw

Axiom Level: 12
Skill: conjuration/metal 14

Backlash: 15
Difficulty: 7
Effect Value: 2
Bonus Number to: duration

Range: touch
Duration: 14 (10 minutes)
Cast Time: 0 (one second)
Manipulation: duration, speed, control

This spell conjures a throwing dagger into the open hand of the caster. The total weight that may be conjured is equal to the Power Push of the effect value plus two. However, the dagger may not weigh more or be larger than a normal throwing dagger. The excess effect total is ignored. The dagger is not illusory, or unusual in any way, but it does vanish after the duration elapses.

This is quite handy when the inquisitors are searching for murder weapons. The inclusion of such a spell in the Practical Grimoire causes one to wonder just exactly how far a mage will go for money. But, then, the spell itself illustrates that distance quite clearly.

—Kenipat

Dagger Throw

Axiom Level: 7
Skill: appotation/metal 14

Backlash: 14
Difficulty: 7
Effect Value: 18
Bonus Number to: effect

Range: 5 (10 meters)
Duration: 5 (10 seconds)
Cast Time: 0 (one second)
Manipulation: control, range





This is a **focused** spell, cast on a throwing dagger. After it is cast, the mage uses his *apportation* skill, instead of his *missile* combat to “throw” the dagger. His skill total must exceed the target’s *dodge* or *Dexterity* to hit. The thrown dagger does damage equal to the effect total of the spell, instead of its normal damage value.

See above.

—Kenipat

Fool’s Gold

Axiom Level: 10 (17)
Skill: *alteration/metal* 13

Backlash: 14
Difficulty: 12
Effect Value: 12
Bonus Number to: effect

Range: touch
Duration: 23 (10 hours)
Cast Time: 17 (40 minutes)
Manipulation: duration

This is a **focused, impressed** spell. The caster must have a sample of the precious metal he wishes to fake. He rubs a little of the metal onto the metal he intends to “transform”, then casts the spell. The spell converts one kilogram of metal or coins into an illusion of the precious metal used during the spell casting. The effect value, including the bonus number, must be at least five to convert the metal. The spell is released by tapping the metal with the sample, and generating an *alteration* magic total of zero or greater. The “gold” may be disbelieved on a *Mind* or *willpower* total of 13 or better.

It is interesting to note that this spell is an impressive effort by a young student, Jovalio Consen, who was studying under Magister Ulgul of the Six Towers. His choice of effect was inspired, optimizing his chances of successfully overcoming the toughness of gold, its greatest attribute, for the illusory transformation. His use of the theorem of exclusion to have the effect work solely on a kilogram of the target metal was equally perceptive; not only did it increase the likelihood that the spell

could be cast, but it limited the amount of illusory metal which could flood the market at any one time, reducing the probability of discovery. And all this in nine short weeks. Quite impressive. As we shall see, most authorities consider the work to be too impressive.

—Zelephest

Keen Blade

Axiom Level: 10
Skill: *alteration/metal* 15

Backlash: 15
Difficulty: 11
Effect Value: 25
Bonus Number to: effect

Range: touch
Duration: 18 (one hour)
Cast Time: 9 (one minute)
Manipulation: duration, state

The magician must have a bladed weapon which he keeps extremely sharp. He quickly hones this blade with a whetstone while casting the spell, and then touches the ritual blade to the blade which receives the spell.

Compare the effect value of the spell to the maximum damage value on the Power Push Table, and the maximum damage value and the damage bonus are each increased by the result.

Kelfain’s Sword Shatter Spell

Axiom Level: 9
Skill: *alteration/metal* 20

Backlash: 18
Difficulty: 14
Effect Value: 27
Bonus Number to: effect

Range: 7 (25 meters)
Duration: 5 (10 seconds)
Cast Time: 18 (one hour)
Manipulation: state

This is an **impressed** spell. To prepare this spell for use, the caster must imitate the sound of metal shattering and breaking with his voice. As this is

not easy, the caster usually spends the entire cast time mimicking this sound, hoping that one noise will be acceptable. While doing this vocal impersonation, the caster concentrates on an array of broken, bladed weapons—swords, axes, daggers and the like—and makes the cracking sound over each of them several times.

When released, the caster consults the Power Push Table and applies a result modifier of +10 to the Power Push of the effect total. If the final number is equal to or greater than the weapon’s calculated *Toughness*, the weapon’s metal blade shatters.

This spell will *only* work on metal bladed weapons. As a rule of thumb, the weapon must have a blade at least 12 centimeters in length and must be composed of metal.

To figure the *Toughness* of the target weapon, apply its maximum damage value (as a Result) to the Power Push Table, plus its estimated weight value (assign most melee weapons a minimum weight value of 3). The final value equals the weapon’s *Toughness*.

Example: A typical Ayslish sword has a damage value of 21. This reads on the Power Push Table as a result of 8. Adding the default weight value of 3 (4 kilograms), this gives the sword a *Toughness* of 11.

Lodestone

Axiom Level: 10
Skill: *alteration/metal* 16

Backlash: 17
Difficulty: 10
Effect Value: 18
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 14 (10 minutes)
Cast Time: 4 (six seconds)
Manipulation: control

This **focused** spell is cast on a piece (or pieces) of any type of metal. The affected area may not be greater than a two meter sphere. The caster looks at the target of the spell, extends both arms, and then brings her hands to-





gether with a loud slap.

The target is then highly magnetized. The radius of the field is equal to the spell's range, and the strength of the magnetism is equal to the effect value. Any metal objects in the spell's range are then drawn towards the spell's target, or, if they are more massive, they draw the target towards them. Objects that can may resist by making *Strength* rolls higher than the spell's effect value—but they must do this every round they remain in the field.

Example: Wellathyn the mage casts this spell on the full plate armor of Bargaran the Knight. She generates a total result of 18 for the spell's casting. This gives the field a *Strength* of 18. The knight has a *Strength* of 12, and he fights the sudden pull of his metal—armored limbs to his body. He rolls a 16, giving him a bonus of +3. His *Strength* check total equals 15—not enough! The field is effectively immobilizing the unfortunate warrior.

If something metallic—or metal clothed—tries to move through the magnetic field, it must make a check versus the strength of the field in the same way. If it fails, then it is drawn toward the lodestone.

Example: Bargaran's loyal followers are behind him and, when they see Wellathyn cast a spell on their leader, they shoot a volley of arrows over his head at the mage. The *Strength* of the field is still 18, so their shots must beat that number before the arrows can pass over.

The target will continue to be highly magnetic until the spell's duration lapses, or the caster turns it off.

Open Lock

Axiom Level: 6
Skill: *apportation/metal* 14

Backlash: 11
Difficulty: 5
Effect Value: 16
Bonus Number to: effect

Range: touch
Duration: 15 (15 minutes)
Cast Time: 6 (15 seconds)
Manipulation: control, duration

To cast this simple spell, the mage touches the lock with one hand and takes a key in the other, miming the opening of the lock. After reciting the incantation, he takes the key, places it as near to the lock as possible, and turns it. If the effect value of the spell exceeds the difficulty of the lock, it opens.

Precious Metal Plate

Axiom Level: 6
Skill: *divination/metal* 18

Backlash: 16
Difficulty: 11
Effect Value: 32
Bonus Number to: effect

Range: touch
Duration: 32 (one month)
Cast Time: 14 (10 minutes)
Manipulation: duration, range, speed

This is a **focused** spell. The mage enchants a plate by placing dozens of pieces of iron pyrite or illusory gold (or other illusory precious metal) onto its surface. Along side each fake, he places one small real piece of each precious metal the plate is to detect. He removes the false metals one at a time, until only the true precious metals are left. He then casts the spell. To test the plate, he drops the pieces of metal (one at a time) to be examined onto the plate. If the spell was successful, each real metal produces a distinct tone when it falls, while the fake metals are soundless.

The user activates the plate by placing the metal onto it. The effect value of the spell is compared to the disbelief value of the metal sampled (if the metal is illusory), or the casting total used to create any truly transformed metal. Precious metals to which the plate has not been attuned will still

sometimes register with a funny, hollow sound.

As mentioned earlier, it seemed odd that a young student, Jovalio Consen, would develop a spell as effective as fool's gold. Things become clearer, or at least more plausible, once it is known the Magister Ulgul, Jovalio's instructor, developed the precious metal plate spell—before Jovalio's version of fool's gold appeared. Now, what demand is there for a remedy where there is no malady? Voila! Less than three months after Ulgul finished his spell, false gold first hit Aysle in significant quantities.

—Zelephest

Steel Shower

Axiom Level: 8
Skill: *apportation/metal* 15

Backlash: 13
Difficulty: 8
Effect Value: 20
Bonus Number to: effect

Range: 8 (40 meters)
Duration: 5 (10 seconds)
Cast Time: 3 (4 seconds)
Manipulation: speed, control

To use this spell, the caster must have a half kilogram of iron filings. He throws these filings in the direction of a target during the casting of the spell. The magic gives the mage a +5 to the accuracy of the *apportation* attack. If the *apportation* total exceeds the *Dexterity* or *dodge* of the target, she hits. The shower does damage equal to its effect total.

Vorgal's Metal Tale

Axiom Level: 8
Skill: *divination/metal* 21

Backlash: 18
Difficulty: 12
Effect Value: 38
Bonus Number to: effect

Range: touch
Duration: 18 (one hour)





Cast Time: 14 (10 minutes)

Manipulation: control

While casting this spell, the mage must touch the piece of metal to be examined with both hands. He then asks the metal questions about its previous owners or those that have handled it within a time period equal to the effect value of the spell. The metal will then answer—if those asked about are (or were) living beings.

When the caster has finished with one target, he may decide to question another during the spell's duration. He may ask as many questions as time permits.

While the mage's control over the spell keeps the metal answering questions truthfully, the caster should remember the qualities of "living" metal—it tends to be very strong willed and loyal to owners who treated it well. . . and treacherous to those who treat it poorly. This "personality" may assist the mage in his questioning, but it may also hinder.

—Zeleephest

Plant

Lenfrieu's Spell Staff

Axiom Level: 13

Skill: *conjunction/plant* 22

Backlash: 16

Difficulty: 7

Effect Value: 12

Bonus Number to: effect

Range: touch

Duration: 32 (one month)

Cast Time: 18 (one hour)

Manipulation: control, duration, state

Lenfrieu's spell staff is of great use to almost any mage. The spell can only be cast on oaken staves that are between the lengths of 1.5 and 2.5 meters.

After casting this spell properly on a staff, the wood will receive impressed spells with the pattern of folk. The number of spells that can be stored is

equal to the Power Push of the effect total plus five.

This spell will *only* allow the storing of folk spells that are cast impressed. The spells will remain stored until cast or until the duration of the *spell staff* lapses.

This spell, and those that allow the storing of other types of magics, is of great popularity among the various Mage Guilds. Most mages would rather put their impressed spells in staves, wands, or even their pet parakeets than have to rely on their failing memories.

—Kenipat

Plant Shackles

Axiom Level: 8

Skill: *alteration/plant* 15

Backlash: 15

Difficulty: 11

Effect Value: 18

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Manipulation: control

To put this incantation to use, the caster takes five blades of grass (or whatever plants are nearby) and drapes one across both wrists, both ankles, and his neck. When he mutters the correct words and specifies the target with a hand gesture, the plants within range will begin to writhe and wrap themselves about the opponent. The casting total must exceed the target's *Dexterity* or *dodge*. They will hold the target in their leafy embrace for up to one hour, with a strength equal to the effect value of the spell.

This spell was discovered by dwarf magicians in Upper Aysle, shortly after the establishment of House Vareth. It has proved to be of limited use to Land Between dwarves, as the plant life in that area consists largely of mushrooms and mosses, which are not effective in the context of this spell.

—Kenipat

Sun Flower

Axiom Level: 10(17)

Skill: *alteration/plant* 15

Backlash: 14

Difficulty: 8

Effect Value: 20

Bonus Number to: effect

Range: 8 (40 meters)

Duration: 14 (10 minutes)

Cast Time: 18 (one hour)

Manipulation: state

This is an **impressed** spell. It is also cast **focused** on a specific plant: a sunflower. If the plant is still living or recently (within 1 day) plucked, there is a +3 to the mage's casting roll. The mage must hold the plant in the sunlight with its face directed away from his body and towards the sun.

When released, the spell causes a narrow beam of sunlight to shine directly from the sunflower's face to the target. If the target creature is not aligned with Death or Darkness, and has some sort of common ground with the caster, it can be affected. The effect value of the spell, minus the creature's *Mind*, is used as a bonus modifier to any *charm* or *persuasion* attempts made by the caster for the duration of the spell. The light effect of the spell also lasts for the duration.

It is told how the creator of the spell, one Alyssan of the Seven Towers, used its persuasive effects successfully on a large Draconis Terra. She convinced it to not only migrate from the region it was near to shaking apart, but to join her on an adventure. Alyssan, however, was not the most diplomatic of mages (perhaps that is what prompted her to create the Sunflower), and forgot the limitations of her own spell. The story tells how the dragon grew increasingly offended by her demanding and insistent manner and—in an act he felt beneficial to dragon/human relations in general—ate her.

—Kenipat





Thorn Staff

Axiom Level: 8
Skill: *alteration/plant* 19

Backlash: 18
Difficulty: 11
Effect Value: 24
Bonus Number to: effect

Range: touch
Duration: 14 (10 minutes)
Cast Time: 0 (one second)
Manipulation: cast time, state

This spell will only work on wooden staves no longer than two meters. The caster touches the staff to invoke the pattern. This causes illusory thorns to grow all over the surface of the wood (except where the caster's hands are). The disbelief difficulty is 18. If an object is struck with the Thorn Staff, it will take the staff's normal damage plus the casting value of the spell. If someone is touching the staff when the spell is cast, he will take damage equal to the casting value only. The caster can control where on the wood the thorns grow, but not the duration of the spell.

Tree Ward

Axiom Level: 9
Skill: *alteration/plant* 17

Backlash: 18
Difficulty: 11
Effect Value: 0
Bonus Number to: range

Range: 12 (250 meters)
Duration: 14 (10 minutes)
Cast Time: 9 (1 minute)
Manipulation: state, range

This is a **focused, warding** spell cast on a tree. If, after the spell is cast, any living creature enters within the spell's range, the tree's leaves, branches, and trunk will light up with a magical luminescence that can be seen for kilometers. The light will last for the duration of the spell, unless the invading

creature(s) make a disbelief roll of 18.

In order to determine how sensitive the *tree ward* is, the caster must also generate a *divination* or *Perception* roll after casting the spell. This is the difficulty a creature must achieve in order to sneak past the ward.

Water

Aeluin's Water Valley

Axiom Level: 10 (17)
Skill: *apportation/water* 20

Backlash: 15
Difficulty: 12
Effect Value: 30
Bonus Number to: duration

Range: 7 (25 meters)
Duration: 21 (four hours)
Cast Time: 18 (one hour)
Manipulation: speed, control

An **impressed** spell, *Aeluin's water valley* must be cast in advance. To do so, the mage must have water taken from the body she wishes to affect with the spell, and placed in a large tub. Then, the mage must use her hands to part the water in a gentle, sweeping motion, while summoning the power for the spell. The caster must concentrate on making a "valley" in the water, centering the motion with her hands.

To invoke the spell, the caster leans over the prow of a ship and again makes the same parting motion with her hands. A "valley" will open up in the water two and a half meters deep, ten meters wide, and extending the range of the spell. The water on the sides of the valley and at the end of the range will remain stationary, while the water under the ship will rush forward, carrying the vessel along at great speed. When the ship reaches the end of the spell's initial range, the water will again separate, forming yet another water valley. This process will repeat itself until the duration ends, or the caster wills it to end.

The mage may change the direction of the vessel by leaning over the prow and sweeping her hands to either the right or the left of the vessel. At the beginning of the next water valley, the ship will continue in the new direction.

Note: The caster may not change the direction by more than ten degrees each valley without flipping the boat.

Use the Speed Column on the General Results Table to determine the resultant speed of the vessel. The result points equal the Power Push of the difference between the boat's original speed and the spell's effect total. The shock points of the Push are applied as damage to the vessel (as in normal speed pushes, however, the caster may limit the effect of the Push).

This spell was first developed by an elven mage for the Freetraders of Aysle, who used it primarily to escape the Corsair and Viking pirates. It took the greater part of two years to perfect. Useful in its present form, Aeluin discovered another use for the spell, however.

When being overhauled by a pirate craft, the mage realized his damaged vessel would not be able to safely undergo the stress of sudden acceleration. So, in a moment of inspiration, he cast the spell off the starboard side of the ship—at the pirate. The water impacted with such force that it split the pirate ship in two!

A warning to would-be casters, however. As creator of the spell and a fluent water specialist, Aeluin got away with a trick that has yet to be repeated. Other mages have succeeded in destroying pirates this way—at the price of capsizing their own vessels or slamming them into other ships.

—Kenipat

Bath of Death

Axiom Level: 10
Skill: *alteration/water* 16

Backlash: 14
Difficulty: 9
Effect Value: 20
Bonus Number to: effect



Range: 10 (100 meters)
Duration: 5 (10 seconds)
Cast Time: 2 (2.5 seconds)
Manipulation: state, range

To use this spell, the caster must have an open container of water in her hands, such as a bucket or pail. The caster throws the water at a target, controlling its apportation and form (mainly keeping it together and moving it in a straight line at a rate of 100 meters a round), and invokes the power of the spell. The water becomes highly erosive and does damage to the target equal to its final effect value.

While an extremely effective (and somewhat gruesome) combat spell, some spell casters have found less violent uses for the Bath of Death—from tunneling through solid rock to opening that really tough door.

—Kenipat

Cleanse

Axiom Level: 10 (17)
Skill: alteration/water 19

Backlash: 19
Difficulty: 7
Effect Value: 20
Bonus Number to: duration

Range: touch
Duration: 26 (1.5 days)
Cast Time: 18 (one hour)
Manipulation: control

This is a **focused, impressed** spell, affecting a liter of specially prepared water. The water contains a very small amount of herb tea. When a character drinks the water, the spell works as a countering agent to any poisons present in the body. If the spell's effect value is greater than the strength of the poison, then the poison has no effect at all. Unfortunately, the reverse is also true.

The antidote remains in the target's system for the entire duration and at-

tempts to counter any new poisons that enter the body. The spell remains at full potency unless defeated, in which case its protection is destroyed. The poisons it has already overcome will stay inert, but any subsequent poisons will take full effect.

Corgain's Gill Spell

Axiom Level: 9
Skill: alteration/water 15

Backlash: 15
Difficulty: 11
Effect Value: 5
Bonus Number to: duration

Range: 5 (10 meters)
Duration: 18 (one hour)
Cast Time: 5 (10 seconds)
Manipulation: duration

This **focused** spell requires the gills from a fish. The mage splashes water onto the gills and then breathes through them, casting the spell on his third breath by pointing at the target character.

The effect value is the maximum number of kilos of water (10 kilos) converted to air when the recipient of the spell breathes underwater. This represents about eight full breaths, more than enough for a normal round. A panicked or strenuously active character may breathe more often than this, and water will bubble through to be inhaled, causing damage. The gamemaster rolls a bonus number, interpreting the bonus as result points of damage.

A character on land suffers no ill effect from this spell, and the spell will remain active for the duration. The recipient controls the duration of the spell.

Fog

Axiom Level: 7
Skill: alteration/water 12

Backlash: 15
Difficulty: 12
Effect Value: 0
Bonus Number to: duration

Range: touch
Duration: 11 (2.5 minutes)
Cast Time: 5 (10 seconds)
Manipulation: control, duration

The *fog* spell requires that the caster hold a liter of water in an open container. As the magician casts the spell, he pours the water over on of his hands, splashing the drops into the air. The water turns to vapor and billows forth into a dense fog. This fog will completely fill a 600 meter radius and rise to a height of 25 meters, centering around the vessel. The fog is dense, but evaporates quickly after the duration expires.

Frost Hair

Axiom Level: 11
Skill: alteration/water 18

Backlash: 16
Difficulty: 11
Effect Value: 28
Bonus Number to: effect

Range: touch
Duration: 25 (one day)
Cast Time: 9 (one minute)
Manipulation: state, control

To use this spell, the mage simply sprinkles a few drops of water into the target's hair while casting the spell. The water will then become frost, turning the hair white and making it slightly brittle for the duration of the spell. The effect then serves to resist any water spells with a casting result less than the *frost hair's* effect value. The recipient of the spell controls the duration, and the frost will not melt naturally until the duration expires.





V. Valusek

Ice Bolt

Axiom Level: 9

Skill: *alteration/water* 16

Backlash: 15

Difficulty: 9

Effect Value: 15

Bonus Number to: effect

Range: 6 (15 meters)

Duration: 6 (15 seconds)

Cast Time: 3 (four seconds)

Manipulation: range

The caster pours a stream of water through his open fist while invoking the pattern of the spell. The water freezes into a long spear, which the mage must immediately hurl at the chosen target.

Due to the nature of the magic, the caster has a +5 bonus to his *apportation* attack roll. If the attack roll is higher than the target's *Dexterity* or *dodge*, then the effect total equals the damage inflicted. After the duration lapses, the bolt reverts to normal, fragile ice.

Sweet Water

Axiom Level: 8

Skill: *alteration/water* 14

Backlash: 11

Difficulty: 8

Effect Value: 0

Bonus Number to: duration

Range: touch

Duration: 19 (100 minutes)

Cast Time: 9 (one minute)

Manipulation: control, duration

Sweet water purifies one liter of water, or a solution that is primarily water, each round of its duration. To cast the spell, the magician requires two containers, one of which must be immaculately clean. The magician pours the liquid into the less clean vessel, and places the clean vessel an arm's length away. He then scrubs one hand clean and places it over the immaculate vessel. When casting the spell, the mage concentrates on moving the water from the dirty container, over his hand, and into the clean vessel. As this happens, the dirt coagulates on his clean hand and the water is purified. That hand then sparkles and glows, transporting the dirt to the other hand.





Water Bubble

Axiom Level: 9

Skill: *apportation/water* 19

Backlash: 18

Difficulty: 11

Effect Value: 24

Bonus Number to: duration

Range: touch

Duration: 18 (one hour)

Cast Time: 2 (2.5 seconds)

Manipulation: control, duration, state

The *water bubble* spell causes the water around the mage to push out away from her, forming a 2.5 meter sphere of air around her body. The mage must actually be in the water to cast the spell, but all she need do is touch it and "push it away." Once the caster has activated the spell, she may move freely underwater at a rate of 10 meters per round or bob to the surface.

The mage may also choose to change the object of the spell from herself to another living creature. To do so, the creature must enter the bubble. The mage touches the creature and wills the spell's effect to be transferred. In any event, the target creature controls the duration of the spell (up to the hour limit) and the movement or transfer of the bubble.

Water Spray

Axiom Level: 8

Skill: *alteration/water* 12

Backlash: 10

Difficulty: 10

Effect Value: 15

Bonus Number to: effect

Range: 6 (15 meters)

Duration: 6 (15 seconds)

Cast Time: 5 (10 seconds)

Manipulation: control

The magician requires a liter of water in a container that he can squeeze to produce a spray. As she incants the spell, the mage squirts the water onto one hand, reflecting it in the general direction desired. The volume and force behind the water spray increases dramatically. The magician is able to control its apportation with gestures by the wet hand. The spray lasts for two rounds of combat. The *alteration* skill roll must exceed the *dodge* or *Dexterity* of the target in order to hit, and the effect value of the spell is used to determine damage.





Chapter Six

Spell Design

Spell Design Instructions

This is an abbreviated explanation of spell design. For more information, refer to the this book's Introduction and *The Aysle Sourcebook*.

Spell design begins when the mage observes a supernatural pattern. The mage must have a general idea of what he wants the spell to accomplish. The mage must have all four magic skills and adds in the spell's pattern arcane knowledge.

Pattern Skill: Choose the pattern skill based on the spell's most important effect:

- divination—Knowledge/information
- apportation—Movement
- alteration—Change something existing
- conjunction—Create something from nothing or turn something into nothing

Pattern Knowledge: The spell's raw material. A fireball spell uses fire as the Pattern Knowledge; a dragon to man spell uses enchanted (the dragon

is an enchanted creature). See pages 63-70 of *The Aysle Sourcebook* for more information on pattern knowledges. Enter the knowledge and the cost (the number next to the knowledge on the Magic State Paths diagram, *The Aysle Sourcebook*, page 72).

The next three steps require tracing a path on the State Path diagram. When going in the direction of the arrow, the cost is the number on that line. When the path goes against the arrow, the cost is 2. If the path has a knowledge circle upon itself, the direction must agree with the arrow.

Example: The Pattern Knowledge is Magic (cost 15). The mechanism and result knowledge is light. Travelling to light costs 5 (two—against the arrow—to inanimate forces, and three to light). Using light as the result costs 3 (it cannot go against the arrow).

Additional: If impressing the spell into another kindred, trace a path from the Pattern Knowledge to living forces, then to the kindred knowledge.

If impressing the spell into an object, the path from the Pattern Knowledge must go to living forces, then the kindred knowledge that will be able to use the spell (folk for folk, enchanted for enchanted, etc. If the spell can be used by all kindred, the living forces knowledge circles on itself). The path then goes to the element knowledge which best describes the material of the object.

Write down the path and enter the cost.

Mechanism Knowledge: Enter the Mechanism Knowledge and the cost to get there from the Pattern Knowledge. Refer to pages 63-70 of *The Aysle Sourcebook* for appropriate mecha-

nisms. Magic is one of the most popular mechanisms because its results are not read through the Power Push Table (all other mechanisms are).

Result Knowledge: Enter the Result Knowledge and the cost to get there from the Mechanism Knowledge. Refer to pages 63-70 of *The Aysle Sourcebook* for appropriate result knowledges.

Check the Knowledge Interaction Chart (Introduction, page 8) to see if this pattern/mechanism/result combination is allowed.

Casting Method: Choose how the spell will be cast. A **direct** spell is immediately released by the caster and has a cost of 0. A **focused** spell has a cost of 2 and takes effect immediately after the casting and is cast into an object. An **impressed** spell has a cost of 3 and is memorized, retained indefinitely and released by the caster in one second. An **impressed and focused** spell has a cost of 5. A **ward** has a cost of 5 and is cast into an object or person, to be activated when a certain condition occurs (explained under Aspects).





State Total: Add up the Pattern Knowledge, Additional, Mechanism Knowledge, Result Knowledge and Casting Method.

State: Enter the State Total.

Area: This value is the radius for the two-dimensional area the spell affects. An Area may be horizontal or vertical. Unless otherwise stated, the spell's form is a circle (see Form in Aspects).

Volume: This value is the radius for the third dimension of the spell's effect (area must also be bought). Unless otherwise stated, the spell's form will be a sphere (see Form in Aspects). Area and volume should be equal; if not, the spell's maximum area affected is the smaller value.

Effect: This is how "powerful" the spell is. Effect can be used for any number of things, including damage (fireball spells), and Strength (arm of air). Effect is usually compared to a quality of the target.

Result Modifier: A Result Modifier is allowed for spells which do not use magic as the mechanism. Find the spell's effect value on the left column of the Extended Power Push Table (*The Aysle Sourcebook*, page 83). The bonus number in the right column is the maximum Result Modifier that can be bought. See page 7 of the Introduction.

Pattern: The sum of the Area, Volume, Effect and Result Modifier.

Multi-Attributes: A spell affects one attribute for free, but additional attributes may be bought. All skills governed by an attribute will be increased by the spell's result points.

Specific skills or special abilities may be affected by buying each one individually (called derived effects). Read the spell's result points on the Power Push Table, and increase the derived effects by the final result points.

Any additional attributes, skills or special abilities affected must be bought using the One-on-Many (the cost is the number in the DN+# column). List all **Multi-Attributes**.

Example: A spell is designed to affect just *Dexterity* at no **Multi-Attribute** cost (the first attribute is free).

A spell affects *Dexterity*, *Strength* and *Toughness*. The One-on-Many cost for three attributes (# Char Column) is 6 (DN+#).

A spell affects *Dexterity*, *Strength*, *Toughness* and the *dodge* and *fire* combat skills (the skills are derived effects). Five affected items costs 8. In addition, after the *Dexterity*, *Strength* and *Toughness* are increased, read the result points through the Power Push Table, and increase *dodge* and *fire* combat by the final result points.

A caster may target only some of the characters within the area of effect if she buys a multi-target and the Effect and Change Target Aspects. Multi-Target costs are figured separately from Multi-Attribute. Add the One-on-Many cost for the number of characters chosen. When the spell is used, if the number of characters in the area is less than or equal, the caster decides who is affected; if the number is greater, the spell affects all characters in the area of affect.

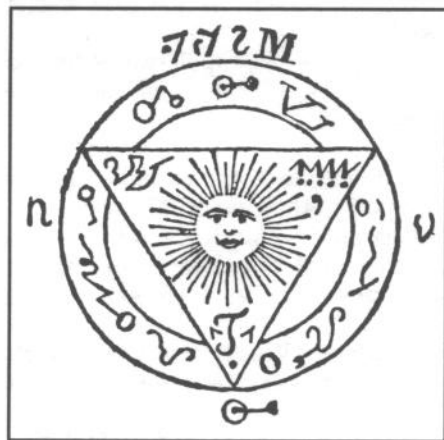
Example: A cost of 8 (How Many Succeed/Difficulty Increase column) allows the caster to determine who is affected if there are six or fewer individuals in the area of effect. If there are seven or more individuals in the area, the spell will affect everyone.

Aspects: Aspects are controllable portions of the spell. Determine the number of aspects chosen and enter the One-on-Many cost. Unlike Multi-Attribute, the first Aspect is not free. For more information see *The Aysle Sourcebook*, page 74. List all Aspects. List the cost for variable Aspects.

• **Change Target** — The spell's Effect can change targets. If a spell is changed to another target, the initial target is no longer affected by the spell. During spell design, the caster chooses whether the caster or recipient can change targets.

• **Effect** — The spell's Effect can be turned on and off if the spell is permanent. Any spell's effect can be lessened through the Effect Aspect.

• **Form** (elements, mixed forces, principles only) — The caster controls the shape of the spell within the spell's affect (circle or sphere).

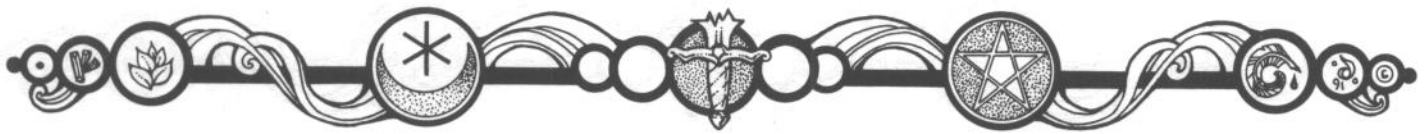


The caster may also manipulate area and volume for shapes extending beyond the circle or sphere while still remaining within the value of the purchased area and volume (essentially, stretching the sphere to form a cube, cylinder or cone). Each item manipulated counts toward the One-on-Many total:

Area Spells

Shape	Manipulations
Rectangle	Area
Cone	Area, Form





Area and Volume Spells

Shape	Manipulations
Cylinder	Volume
Cube	Area, Volume
Cone	Volume, Form

Example: A caster just buying the Form Aspect, with a spell whose area and volume are both 6 (15 meter radius) may make the effect any shape as long as it fits entirely within the sphere.

By buying just volume, the caster may form a cylinder up to 30 meters long and 30 meters high. By buying area and volume, the caster may make a cube up to 30 meters high, long and wide. Both of these shapes exceed the original sphere, but do not exceed the area and volume bought with the spell.

• **Apportation** — If the mage does not control the apportation of the spell, it travels in a straight line towards the target. If apportation is controlled, the spell can travel any path the caster wishes.

• **Duration** — The spell can be turned off. Otherwise, the spell cannot be turned off.

These Aspects are variable, and are not part of the One-on-Many cost:

• **Accuracy** — Accuracy is a bonus to hit the target. The to-hit increase is the accuracy cost (i.e., a +3 bonus to hit costs 3).

• **Wards** — Wards use the caster's divination skill plus knowledge adds for whatever is detected to see if they are activated. The ward costs 8 plus the knowledge adds.



Disbelief: Transformations or conjurations which do not use an essence (death, life, true knowledge or time) as the pattern or mechanism are illusory and can be disbelieved. Each point allocated adds one to the disbelief difficulty. The disbelief difficulty is based on the Pattern Knowledge: For the seven kindred and the elements, the difficulty is 8. For inanimate forces and living forces (mixed forces), the difficulty is 12. For the principles (darkness, light and magic), the difficulty is 15.

Skill: A modifier determined by the Pattern Skill:

divination	8
apportation	10
alteration	13
conjuration	16

Control: The sum of **Multi-Attributes, Aspects, Disbelief** and **Skill**.

Speed: The spell's speed. For a spell to reach its full range by the time the spell ends, use the following formula for the minimum speed:

$$\text{Speed} = \text{Range} - \text{Duration} + 5$$

Range: The maximum range of the spell's effect. An **Area/Volume** may be placed anywhere within the range, but the spell's **Effect** will never exceed the **Range**.

Apportation: The sum of **Speed** and **Range**.

Duration: The spell's duration. A

short duration reduces a spell's difficulty.

Generate *conjuration*, **Pattern**, *divination*, *apportation* and *alteration* skill totals by adding the skill, the adds in the pattern knowledge and the bonus number. Enter these totals where indicated.

Subtract the knowledge totals from the **State**, **Pattern**, **Control**, **Apportation** and **Duration**. Only the **Duration** minus **Alteration** total may be lower than -5. Spell characteristics, except **Theorems**, may not be altered once the mage has begun generating skill totals. Pattern knowledge adds are added to skills only during spell creation. They are never added when casting spells.

Characters may not spend cards when generating knowledge totals; they may spend possibilities.

Magic Skill: Enter the Pattern Skill's modifier:

divination	17
apportation	19
alteration	22
conjuration	25

Process Maximum: Enter the highest total from the column above it (**State**, **Pattern**, **Control**, **Apportation**, **Duration**).

Spell Sum: Enter the sum of the entries above it. If the sum is less than zero, enter zero.

Cast Time: A long cast time reduces the spell's difficulty. Impressed spells





often have a long cast time because they can be stored in the caster's memory until they are needed, at which time they can be instantly released.

Basic Complexity: The sum of **Magic Skill**, **Process Maximum**, and **Spell Sum**, minus **Casting Time**.

Theorem Sum: After the calculating the **Basic Complexity**, the mage subtracts any bonuses generated with theorems. According to Aysle magic theory, the use of theorems aids the caster in pulling the correct magical pattern from the supernatural.

Mages may apply as many or as few theorems as they want on a given spell. Once a mage begins rolling theorem totals, she may not add or remove any theorems. For more information, see pages 61 and 62 of *The Aysle Sourcebook*. There are two kinds of theorems: Pattern and Process.

Pattern theorems require components or actions, and must be strictly adhered to when casting a spell. Characters may not have skill adds in pattern theorems.

Process theorems are portions of the spell which help characters control the spell. Characters may have skill adds in process theorems (see column on Lab Sheet). If a character has all of the process theorems of a spell he may manipulate it (see pages 78 and 79 of *The Aysle Sourcebook*).

The character rolls a bonus number to determine the how well the theorem has been applied. When rolling

theorem totals, all characters (including Ords) roll again on a 10 or 20. No possibilities or cards may be spent on theorem rolls.

Pattern Theorems

- **Concentration** — The mage must concentrate on the spell while it is in effect or the spell is ended.
- **Contagion** — The mage must have a physical object representing the target of the spell.
- **Specific Contagion** — The mage must possess something belonging to the target. The object may also be used for the contagion theorem.
- **Exclusion** — The spell uses only a part of the knowledge included in either the pattern or result knowledge.
- **Uniqueness** — The spell can only be used on one specific individual or object. Uniqueness automatically allows the use of exclusion.
- **Similarity** — When casting, the caster mimics the spell's actions or results.
- **Touch** — The spell can only be used when touching the target.
- **Self** — The spell can only be used on the caster. Using self automatically allows use of touch.
- **Voice** — The caster speaks aloud while casting.

Process Theorems

Cast Time
Control
Duration
Range
Speed
State

Final Complexity: Subtract the Theorem Sum from the Basic Complexity. Spells must have a minimum difficulty, dependent upon their pattern skill:

divination 14
apportation 16
alteration 19
conjunction 22

Divide the **Final Complexity** into Difficulty and Backlash (**Spell Log**).

Spell Log: The Axiom Level should be determined based on the Gamemaster and the Axiom Descriptions (*Torg Rulebook*, page 93). Impressed spells have a minimum Axiom



of 17. The Skill equals the caster's pattern skill plus the caster's adds in the pattern arcane knowledge. Mages who want to cast the spell must have pattern skill + knowledge adds equal to this number. A spell may be designed at less than the caster's full skill level (so less experienced mages can use it. See page 76 of *The Aysle Sourcebook* for more information). The Bonus Number To must be assigned to Effect, Range or Duration. Find Effect, Range, Duration, and Cast Time on the Spell Lab Sheet. Manipulation lists the Process Theorems used.

The spell's description explains how Pattern Theorems are used, and how the spell uses game mechanics.

Design Time: The initial observation of the spell takes one hour (determining the spell's characteristics and generating skill rolls). The mage may try to observe in less than one hour, increasing **Pattern** by the value of the time cut short.

If the mage dislikes the skill rolls, he may try to observe the supernatural pattern again in one week, rerolling all skills. This may be repeated as often as the mage likes, but skill rolls from previous observations are lost.

Observing a **Theorem** takes one week of time. Additional weeks may be spent, adding the value of the weeks as a bonus (spending six weeks observing the contagion theorem yields a +4 bonus). **Theorem** totals may be generated multiple times, but all previous rolls are lost.



Pattern Skill:

Pattern Knowledge	
Additional Path cost if impressed into object or other kindred	
Mechanism Knowledge	
Result Knowledge	
Casting Method	

**SPELL
LABORATORY
SHEET**
Version the Second

SPELL LOG	
Spell:	
Axiom level:	
Skill:	
Backlash:	
Difficulty:	
Effect Value:	
Bonus Num. to:	
Range:	
Duration:	
Cast Time:	
Manipulation:	



Deviation	14
Apportation	16
Alteration	19
Conjuration	22

[illegible]

								Theorem
								Process Theorem Skill Adds
								Value of Extra Weeks Studied
								Bonus Number
								TOTAL

The diagram illustrates the complexity reduction process. It shows a sequence of steps: Casting Time, Basic Complexity, Theorem Sum, and Final Complexity. The process involves subtracting Basic Complexity from Theorem Sum to reach Final Complexity.



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Page numbers alone refer to this volume; all spells which were given in the Pixaud sampler in *The Aysle Sourcebook* are only listed here. TWB= *Torg World Book*. TRB= *Torg Rulebook*.

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