

# RUNE MASTER

## BOOK 6

by Tim Doty

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# OVERVIEW

While Book 4 covers the basics of magic and elaborates several magical systems there are no rules suitable for high magic. This situation is remedied by the present rules which describe the systems of magery, thaumaturgy and wizardry. While distinct in their own right they are each a variant of high magic and as such share the same spells split into the same divisions. For this reason the spell lists are given separate from the discussions about each of the magical systems.

Being high magic the practitioner is expected to have an extensive library and conduct magical experiments. Player character practitioners of high magic are usually handicapped in this regard being less able to drag around a library or laboratory on their travels. It is still expected that the practitioner will have books to study and, ultimately, to progress in the art requires recourse to a laboratory for original experimentation.

As with other spell casting the practitioner is required to make gestures and vocalize chants with the normal bonuses and penalties relating to such.

Additionally, those practitioners of high magic who must roll to cast spells can increase the chance of success by taking more time in the casting, though for the time to be usefully spent requires skill. If a spell could be cast using a single action then it can be cast using a number of rounds not to exceed the spell caster's skill level in the skill in question (that is, Magery for mages and the wizardry for the appropriate area for wizards) gaining a bonus of 5 for each round spent in the casting.

For example, a mage with Magery 13 could take one, two, three or four rounds to cast a spell gaining a bonus of 5, 10, 15 or 20 respectively.

Alternatively the limit in rounds is equal to the character's skill level or skill score with the bonus per round being equal to skill rank. Thus at skill score 30 the bonus is 5 per round as presented above.

In any case the the spell casting is rolled for and takes effect in the book keeping phase of the last

## Reflexive Spell Casting

*If the practitioner's TAL is greater than the spell's rank and he can cast the spell using a single action then he can also cast the spell as his action for the round as a substitute for another reactive action. If the practitioner can cast the spell as a reflexive action then he can choose to cast it as his reaction action without interrupting his normal action for the round. This normally comes into play with certain defensive spells as a substitute for a conventional defense such as dodging, parrying or blocking the attack.*

round of casting—after strike rank 0 has been completed and any normal combat action has been resolved.

## Living Spells

The rules as presented presume that magic is much like an applied mathematics: you work a formula and get a result. You can only work formulas that have been memorized, but you can memorize an unlimited number of formulas.

Another way of looking at magic is that spells are, in some sense, alive. In such a case they are living entities that can be duplicated into one's mind and held there through magical talent with a casting being the release of the spell.

In such a case the spell casting is not performance of some ritual whose product is a spell effect. Instead the spell casting is a side effect of the spell being released. This may be a fluid flow of syllables that can only be forgotten once heard—the spell is not a fluid flow of sound, that is only how it is perceived.

As spells cannot be memorized as such the limit to how many can be ready has nothing to do with memory, being instead a function of talent and skill. To ready a spell is the same thing as to “learn” it. The character must have access to a grimoire in which the spell is recorded. Simply reading the spell's entry attempts to duplicate the spell into the character's mind.

A character can hold in his mind a number of points of spells equal to the lesser of his TAL and skill score in the appropriate form of magic. Each spell requires a number of points equal to its



memory size. If a character reads a spell that he cannot hold in his mind then it is immediately released.

If the spell's size does not exceed the greater of TAL and skill score then it is cast for immediate effect. Otherwise the character is unable to control the magical energy to release it properly and it "blows up" in his face doing damage to the caster and everything in his hex for an adjSTR equal to SL.

In many cases the spell caster chooses, within limits, the spell level the spell is cast at. However, when a spell is released in an uncontrolled fashion it is always cast at the highest spell level the character can achieve.

Casting spells, intentionally and controlled or otherwise, drains the character of magical energy by one point per spell level. If a character lacks sufficient energy then it is only cast with the available energy. Some spells, notably hedge wizardry cantrips, can only be cast at a fixed spell level and in such cases the spell fails to have any effect.

Because the spells are not simply held ready in memory but are living things fighting to get out they are not forgotten when a spell caster falls asleep or even if he is knocked unconscious. Fortunately for the caster he is as able to contain spells when asleep or unconscious as when awake.

The time it takes to cast a spell is unchanged from the regular rules with the various times indicating how quickly the caster is able to release the spell. Forms of magic that normally require skill rolls to cast spells still require a roll. Instead of determining if the character performs the spell casting ritual correctly the roll determines if the spell's release was managed correctly. If the attempt is a failure the spell dissipates without effect though it still drains the character of magical energy. A fumble botches the release and the spell does damage as for any uncontrolled spell casting. However, a mere miss indicates only that the spell was not released and so not only was magical energy not expended, but the spell is still available for casting.

Once released a spell cannot be cast again until it has been prepared again from a grimoire. However, a character can prepare the same spell multiple times by reading it again and again. Each

preparation counts as a separate spell and the character must be able to contain all of them.

To write a spell in a grimoire requires special materials that vary from spell to spell. For example, to record a lightning spell will require ink prepared from the ash of a tree struck by lightning and an oak pen with a silver nub to write with. Further, the character doing the writing must have the spell prepared. The casting is a special form of release that, instead of resulting in a fluid flow of syllables, results in a fluid flow of symbols onto the page through the medium of the pen. Such castings are usually done at SL 1 as the only extra effect achieved is to increase the inherent spell level of the page upon which the spell has been inscribed. Those forms of magic, such as hedge wizardry, that have fixed spell levels do not have such a luxury and must be cast at the full spell level to be recorded successfully.

## **Research**

Such spells have to come from somewhere to be first be written in a grimoire. Developing a spell is a long and arduous process, often requiring years of labor. First, the researcher must uncover the existence of the spell. If it is already known to him well and good, but otherwise each month of magical research has a chance of uncovering a new spell (not selected by the character) using the lesser of his Research and magic skill against a difficulty of 30. Each level of success reveals one spell.

Second, now that the researcher knows of the existence of the spell he has some general idea of what it will do and can conduct directed research to create the actual spell. Using five times the spell's memory size as a difficulty he must attain the first through fifth degrees of mastery with each degree attained representing a plateau of achievement. Part of the research is recording all the labor and each plateau can be reconstructed from research notes by another practitioner taking time as for one degree less, though not less than one minute.

For example, a researcher with Research 12 and Wizardry Heal 15 is researching a new healing spell that is of Hard complexity. This gives him a 32% chance of success: it will take 2 hours and 9 minutes to reach the first degree of mastery, another 8 hours and 38 minutes to reach the second, and so



on for a total time of 118 hours and 35 minutes.

As the magical researcher must supply one magic point per minute of research certain difficulties present themselves. Depending on the researcher's source of magical energy he is very unlikely to be able to sustain the work for hours on end. Even with Meditation 30 a solar-sourced wizard working in a solarium on a partly cloudy day would take twice as long as indicated and if his Meditation were a more modest 12 then it would take five times as long.

## Hedge Wizardry

Although this book is concerned with high magic one additional magic system is covered: hedge wizardry. This form of low magic is a debased form of the high magic presented here. The history of hedge wizardry dates to the goblin wars. An elf named Vitruvius began research into a simplified form of wizardry that could be learned by those with only modest magical ability, the better to combat the goblin hordes. Vitruvius' research uncovered a family of reduction formula by which some of the rather convoluted magical patterns that make up wizardry spells could be reduced into a relatively simple symbolic language. Although the original cantrips, as hedge wizardry spells are known, were all combat oriented over the centuries many wizards have successfully converted spells into cantrips.

While this eased the recording of some spells, the reduction process removed the facilities by which wizards would normally control the spell—such as to increase its power, duration or range. Instead, the first became fixed and the second two a function of the caster's inherent power. Although creating low power cantrips proved simple enough it was soon discovered that the complexity of the conversion formula increased geometrically with the power and that for higher level cantrips the conversion formula was unique. Some wizards have spent years of research to discover the conversion formula (or disprove its existence) for these more potent cantrips. Furthermore, many wizardry spells were completely intractable and could not be reduced.

However, his discovery and the subsequent practical research in converting wizardry spells

created a new field of magic which was more accessible than high magic. It was soon realized that most anyone could learn and cast converted spells, known as cantrips, by simply learning the symbolic language and certain rote formula. Humans, in particular, took quickly to this form of magic and gave it its name.

Finding a cantrip can be a difficult task if it is of high level or just plain rare. The scarcities presented are based solely on spell complexity and level and the referee should feel free to make any cantrip either more or less scarce as he sees fit. As a rule of thumb these frequencies apply to large cities. A small city would increase the relative scarcity by one level. A town would increase it by two levels and a village by three. Good luck finding much of anything in rural areas, though again it is always up to the referee.



# ADEPTS

An adept practices the art of high magic in such a way that each spell is a separate skill. Because each spell thus represents a significant effort on the part of the adept, most are particular about which spells they pursue. More than other magical practitioners, adepts want to know just what the spell will do and have an idea of how they will use it before undertaking its study. Access to libraries that catalog spells are thus of great importance for adepts so as to research spells.

When an adept does decide to learn a spell he can rely on practice to gain experience, but this is risky and most prefer to train, study or research the spell to gain knowledge. As each spell is unique, each presents its own twists and turns and has, in effect, its own lore. Experienced adepts compose primers, readers and advanced readers for sale to those who have not yet mastered the intricacies of a particular spell.

Others teach at adept universities, the faculty of which tend to specialize in fields of magic. While each spell is an unrelated skill the research to uncover the details of spells is not and knowledge of one spell is advantageous when researching a similar spell. This leads to a natural tendency toward segregation and the faculty of large universities are divided into departments by areas of high magic.

Unlike other forms of high magic, those adepts who have considerable magical talent are, in some ways, at a disadvantage. This counterintuitive state of affairs is due to how spells are cast. When an adept casts a spell he is trying to control, manipulate and force into particular form the wild energy that is nascent magic, and the greater the talent the more of this magic energy there is to be controlled. While those with higher talent are better able to learn the skill, they are at greater difficulty in actually employing it.

Most high magicians seek a wide repertoire of spells and so prefer other forms. And the relative ease with which someone of even low talent can learn a spell or two makes this form of high magic

unusually popular with the populace at large. Some cities even have trade schools where masters teach commoners simple spells that can help them in their work.

## Learning Spells

Adept spells are like lores, the character cannot simply choose to put experience points into a spell but must first learn it. This initial learning can come from study, research or training.

An adept with access to a primer can teach himself a spell per the normal rules for accruing experience points from self study. Similarly, an adept who receives experience points from training in a spell will spend those points on the spell skill. That leaves adepts who conduct research.

## Research

An adept who conducts research directed at learning about a known spell—one whose effect he has witnessed or had described to him—earns experience points from research at a rate dictated by the least factor. That is, he must spend time, magic points, write his findings and theories down, and further more must risk some magical mishap.

It takes one month (200 hours) of research to earn one experience point. Each experience point also requires use of 200 sheets of paper, and ink to suit. Each experience point further requires the expenditure of 24 MP. While this last requirement is not particularly burdensome it does fairly require the adept to have access to a gather source during the research.

For each potential experience point a research skill roll is made. The base difficulty is determined by the complexity of the spell being researched. This difficulty is halved (rounding up) if the spell being researched is in the same area of magic as a spell the adept has learned to skill score 30. The difficulty is halved again (still rounding up) if the spell being researched is in the same group of lists as a spell the adept has learned to skill score 30. Finally, the difficulty is halved a third time (again rounding up) if the spell being researched is in the same list as a spell the adept has learned to skill score 30. This allows the difficulty of a transcendent spell to be potentially reduced to 38—though the adept may still be unable to cast the spell.

A fumble during research has an effect as found by rolling on the Research Fumble table.

## Spell Casting

An adept normally takes one action to cast a spell, the casting having a difficulty equal to spell level. The spell level is equal to the caster's TAL and costs him 10 MP (for most spells, this base MP cost is determined by the spell's complexity). An adept can choose to cast a spell at half power, having spell level equal to half his TAL and costing only 5 MP (for spells of no greater than "complex" complexity). Only spells for which the adept has sufficient TAL can be cast, regardless of how well he has studied and learned them. It is entirely possible for an adept to research a transcendent spell and learn it very thoroughly—and yet lack sufficient magical talent to be able to cast it.

If an adept achieves a special success then the MP cost of the spell casting is halved, rounding up. Each level of critical success reduces the MP cost by one, though not less than 0 MP. A transcendent spell cast at half power by an adept with TAL 40 would cost 20 MP on a special success and 16 MP with a quadruple critical. Although it is theoretically possible for an adept to cast a transcendent spell it is difficult and expensive to do so, even for those adepts who manage to meet the minimum TAL requirement.

## Spell Attributes

The range, duration and area of effect scores of an adept spell are equal to SL. So not only do spells cast by low talent adepts have less effect, they do so for less time and over a smaller area.

## Spell Readiness

Because adept spells are skills they do not need to be memorized or made ready to be able to cast.

## Reflexive Casting

An adept can cast any spell reflexively, but doing so doubles the difficulty. For this reason it is common to combine reflexive with half power casting.

## Rune Mastery

The easy adept spell skills do not count toward mastering any rune though POW is increased as for other skills and TAL is increased for rune mages as

Spell Attributes			
<i>Complexity</i>	<i>Difficulty</i>	<i>baseMP</i>	<i>minTAL</i>
Simple	Easy	10	1
Average	Average	10	2
Hard	Hard	10	3
Complex	Very Hard	10	5
Multiplex	Very Hard	20	10
Omniplex	Very Hard	40	20
Transcendent	Very Hard	80	40

for other skills. The average and hard adept spell skills can substitute for hedge wizardry when mastering the magic rune and the very hard adept spell skills can substitute for wizardry skills when mastering the magic rune.

Consequently an adept need not learn any other form of magic to become a rune mage and the plethora of simple spells means that he can readily increase his POW and TAL.

# MAGERY

The practise of magery is an art: spells are prepared individually with parameters set by the mage. This gives mages flexibility in their spells but comes at the cost of complexity—mage craft is probably the most difficult form of magic for a player to practice. There is a mage skill for each category of magic. For example, there is a Mage Heal skill, a Mage Fire skill, a Mage Combat skill, and so on. As with the other high magics, knowledge of the mage area does not imply knowledge of a given spell. Spells must be learned from grimoires or deduced from research. To properly explain how mage spells are prepared and cast, the following terms need to be understood.

## Spell Attributes

Like all other magics, mage spells are characterized by six things: spell level, range, duration, target, resistance and linking. In addition, mage spells have a complexity rating.

A mage sets the Range, Duration and Area scores. However, they are limited. First, the total of SL, Range, Duration and Area scores cannot exceed TAL. Second, the mage's skill level with Power adds to the limit of SL, his Range skill level adds to the range score, his Duration skill level adds to the duration score and his Area skill level adds to the area score.

For example, a mage with TAL 18, Power 15, Range 12, Duration 5 and Area 6 could assign (5 TAL + 5 skill level) ten points to SL, (5 TAL + 4 skill level) nine to Range, (4 TAL + 1 skill level) five to Duration and (4 TAL + 2 skill level) 6 to Area. Or he could assign them in a different fashion as long as the numbers from TAL were not less than zero and totalled no more than his TAL.

## Linking

Once a spell is cast the mage must decide whether or not to maintain contact with the spell until it ends. The most spells that a mage can maintain contact with is equal to his POW, less the spirit levels of any spirits he has bound to him. A spell that is not connected to the mage is on automatic—he cannot

## Combining Spells

*One of the more impressive capabilities of wizards is the combining of different spells into a single spell. Such compound spells allow a single spell casting to have multiple, disparate effects. However, doing so increases the complexity and there are some intrinsic limitations.*

*The target of a combined spell is limited to the intersection of targets for all component spells. If a combined spell is composed of two component spells, one of which only affects creatures and the other only affects objects then the combined spell has no target and cannot be cast. If one component spell affected creatures and the other animals then the combined spell would only affect animals.*

*The range, duration and area of effect are the least common denominator. If one component spell has range touch and all others range long then the combined spell has range touch. This can render some combined spells ineffective by, for example, making spells having duration become instant.*

*The base complexity of a combined spell is that of the most complex component spell. This complexity is then increased for the distance between that spell and each of the other component spells. For spells within the same list the complexity is increased by one step. For spells within the same list grouping complexity is increased by two steps. For spells within the same form of wizardry complexity is increased by three steps. In all other cases complexity is increased by four steps.*

*For example, if two spells in the same list are combined and the more complex of the two is hard*

## Spell Complexity

Complexity	Difficulty	MP	Size
Reflex	3	1	1
Simple	5	2	1
Average	10	3	2
Hard	16	5	4
Complex	25	10	8
Multiplex	50	20	16
Omniplex	90	40	32
Transcendent	300	80	64



*then the combined spell will be complex. If a hard Combat Wizardry spell is to be combined with two average Fire Wizardry spells then the combined spell will be impossible having a hard complexity increased by eight steps—well past transcendent.*

*If there is no single component spell having the greatest complexity then the player chooses from among those having the greatest complexity which component spell will be the basis for the combined spell. For example, if an average Combat Wizardry spell is to be combined with an average and a simple Fire Wizardry spells from the same list then the complexity is either impossible (three steps past transcendent if the combined spell is to be based on the Combat Wizardry spell) or transcendent (if the combined spell is to be based on the average Fire Wizardry spell).*

*Due to the extreme complexity it is rare to find spells from different forms of wizardry combined. In those cases the preparation and casting of the combined spell is done using the form of wizardry represented by the base component spell.*

*To give a concrete example of spell combining consider Flame Tongue and Flame Eyes. Both are on the Cool Flame list with Flame Tongue being simple and Flame Eyes being average complexity. Their combined complexity will then be hard. Both can be cast on a creature and are therefore compatible. The range, duration and area of effect are the same so the combined spell will have a range of self, duration of medium and affect a single target. At SL 10 the target will have a ten inch tongue of flame and flame red eyes.*

terminate it before its duration or change anything about it.

A mage can choose to concentrate on one of the spells to which he is still connected to the exclusion of any other activity. While concentrating the mage can terminate a spell, regardless of how long it is supposed to last, or alter details of that spell. For instance, a mage can alter the image depicted in a static illusion. However, he cannot modify the SL, range, duration or target in any way, such as changing the hexes affected in a Region spell.

Concentration effectively precludes activities other than a slow walk because of the focus required.

Note that some spells can take advantage of the connection between a mage and spells to which he is linked. In particular there are spells to locate the caster of a spell.

### Complexity

There are eight levels of complexity which a spell can have: Reflex, Simple, Average, Hard, Complex, Multiplex, Omniplex and Transcendent. Any spells that would have a complexity greater than

Transcendent are impossible to prepare or cast. The preparation of mage spells is similar to solving equations. The more complicated the spell the more advanced the equation. Simple spells are equivalent to performing algebraic and matrix operations.

Omniplex spells generally involve recursion and are roughly equivalent to complex iterative techniques for approximation of multidimensional and multi-variate equations.

### Spell Preparation

A spell must be prepared before it can be cast. This really consists of three steps: the player defines the spell, the character determines the spell's parameters and the character prepares the spell. A prepared spell remains so until the mage chooses to forget it

### Preparation Time

Success	Simple	Average	Hard	Complex	Multiplex	Omniplex	Transcendent
Critical <sup>3</sup>	1 SR	1 round	1 minute	10 minutes	1½ hours	16 hours	1 week
Critical <sup>2</sup>	2 SR	2 rounds	2 minutes	20 minutes	3 hours	1½ days	2 weeks
Critical	3 SR	3 rounds	3 minutes	30 minutes	5 hours	2 days	3 weeks
Special	7 SR	7 rounds	7 minutes	1 hour	10 hours	4 days	6 weeks
Normal	1 round	1 minute	10 minutes	1½ hours	15 hours	6 days	9 weeks
Miss	5 SR	5 rounds	5 minutes	45 minutes	7½ hours	3 days	4½ weeks

or is knocked unconscious. A spell can be prepared in general or in detail. If a spell is prepared in detail then he must specify the SL, range, duration, target and area at the time the spell is prepared. However, a spell that has been prepared in detail has its complexity reduced one level.

### Define Spell

A spell is defined by its effects, range type, duration type and target type. First the player should determine which spell effect to use. Although the referee can allow additional effects, at the least mage encompasses all effects found as spells in thaumaturgy. Next the range, duration and target types are altered from the defaults if so desired. Each column shift increases the spell's complexity by one step. Note that range Self can be advanced to Touch which can be advanced to Close. However, an Instant spell cannot have its duration altered.

The base complexity of a spell is as listed in its description. Each step of improvement in range, duration or targeting the mage makes increases the complexity by one step. For example, a changing the duration of a Simple spell from Brief to Medium will increase the complexity to Hard. The mage cannot, however, change the spell from lasting Brief to Enchant and increase the range category by two or more columns as this would require a level of complexity beyond Transcendent.

*Grimgróth knows Mage Heal and wants to prepare a heal spell. Looking through the thaumaturgic Heal lists he settles on the Heal spell in the Heal List. It has a base complexity of Average. The default range type for Heal is Touch, but Grimgróth wants to be able to heal at a distance so he changes the range category to Short which increases the mage spell's complexity to Complex. This heal spell will take 8 active memory points to prepare and each attempt to do so will take 1½ hours with a difficulty of 25 for his Mage Heal skill.*

### Determine Parameters

At this point the player determines how many points are assigned to SL, range, duration and target. Use the associated table to find how these points equate to actual distance, time and targeting. The total points assigned cannot exceed the mage's TAL. The MP cost of casting the spell is determined by

the spell's complexity.

*Grimgróth sets the SL at 4. Having TAL 15 this leaves him with 11 points for range, duration and area. Since the duration is instant and the area is a single creature that leaves him with all 11 points for range—for a Short range spell this is 66¾ feet. This, then, is an SL 4 spell costing 10 MP requiring TAL 15 to prepare or cast.*

### Prepare Spell

To be able to prepare the spell, the mage's available active memory must be at least equal to the "size" associated with the spell's complexity. Each attempt to prepare the spell takes an amount of time determined by the spell's complexity. This time must be unbroken which effectively prohibits non-rune mages from preparing omniplex or transcendent spells. A reflex spell can be prepared in the same action used to cast it. If a reflex spell is not prepared simultaneous with a casting it takes 1 SR. Success of the attempt is resolved by rolling against the appropriate mage skill with the difficulty determined by the spell's complexity. Success should be rolled for at the beginning of the preparation time as the result of the roll can alter the time involved.

If the result indicates a failed preparation then the mage has nothing to show for his efforts. If the preparation differs from the desired spell the referee will secretly alter an effect of the spell. If the preparation results in a backfire the spell will backfire on the mage when it is cast doing damage (ignoring any protection) to his head for an adjSTR equal to MP.

Success	Result
Critical <sup>3</sup>	Reduce preparation time to one-tenth
Critical <sup>2</sup>	Reduce preparation time to one-fifth
Critical	Reduce preparation time to one-third
Special	Reduce preparation time to two-thirds
Normal	Use normal preparation time
Miss	Preparation takes half time, fails
Failure	Preparation takes normal time, fails
Fumble	Preparation takes normal time, differs
Fumble <sup>2</sup>	Preparation takes normal time, backfire
Fumble <sup>3</sup>	Preparation takes normal time, backfire for double MP

*Grimgróth's preparations for the big adventure planned for the next day include a late night prepar-*

ing spells. He knows Mage Heal at 22 so with a difficulty of 25 his chance of success is 39%. Fortunately for Grímgróth he rolls a 29 on the first attempt, a normal success, and 90 minutes later he has the spell set in his mind.

### Spell Memory

Once a spell has been prepared it is available for casting. Each prepared spell reduces the mage's available active memory by the amount indicated for its complexity. All spells become unprepared if the mage is knocked unconscious. A mage can transfer a prepared spell from memory to paper if that spell was prepared in detail, but this is a time consuming process prone to error. It takes a number of

### Putting it all together

*Grímgróth was caught while engaging in some illicit activity on the wharves and, not feeling like explaining his actions, decides to do something quickly to the watchman. Unfortunately he doesn't have any good spells prepared, so for speed he wants a Simple spell and he settles on Ball from the Missile list of Combat Magery—doing a specific preparation it becomes Simple. As he has 24 in that form of magery he has a 98% chance of success.*

*Having TAL 15 he could have an SL of up to 15 barring considerations of range, duration or area. Given the guard's proximity he assigns no points to range, duration is instant and area is single, so the Ball will have SL 15 and, being Simple, will cost only 2 MP. He rolls 13 for his preparation, a double critical, so it only takes 2 SR to prepare the spell. His casting SR is 4 so by taking a penalty of 2 for the 2 SR to prepare he can cast the spell in the same round he prepared it on SR 2. As the unlucky watchman advances on him he rolls 50 for his casting, a critical success that reduces the cost to 0 MP (halved to 1 MP for the special success, then reduced by one for the critical). With Target 25 he has a 92% chance of success and rolls 30 for a special success. The Ball has an adjSTR of 15 so he does 2d6 stun damage (half of which is crush because of the special success) and rolls 12—the hapless watchman is hit in the chest for 6 points of stun and 6 points of crushing damage.*

pages equal to the “size” for the spell's complexity, with each page taking thirty minutes to complete. Additionally, a successful skill roll using the appropriate mage skill against the difficulty of spell's complexity is required.

An incorrect transcription is not immediately apparent, though a successful review (skill roll with the difficulty for complexity and taking the thirty minutes per page) would reveal the errors. A spell casting from a failed transcription will simply fail with no MP being spent. If the transcription is of a differing effect the referee will secretly alter the spell's effect, though the overall complexity will remain the same. If the transcription is indicated that the spell will backfire then if cast it will cause a head injury to the caster ignoring any protection, physical or magical or otherwise, with a damage roll using adjSTR equal to MP.

Success	Transcription takes...
Critical <sup>3</sup>	10 minutes per page
Critical <sup>2</sup>	15 minutes per page
Critical	20 minutes per page
Special	25 minutes per page
Normal	30 minutes per page
Miss	15 minutes per page, fails
Failure	Transcription takes base time, fails
Fumble	Transcription takes base time, differs
Fumble <sup>2</sup>	Transcription takes base time, backfire
Fumble <sup>3</sup>	Transcription takes base time, backfire for double MP

*After a busy day in the mines Grímgróth decides that the healing spell was a good choice and so decides to write it out for future reference. On his first attempt he rolls a 54, a miss as his chance of success is 39%, and spends a fruitless two hours wasting eight pages. Still determined he tries again, this time rolling a 7, a special success, and 200 minutes and eight pages later he has successfully recorded his spell.*

### Spell Casting

It takes a single action to cast a prepared spell from memory. It takes a minute for every page to cast a prepared spell from written notes. The chance of success with the difficulty determined by the complexity of the spell.

MP are not spent until the end of the spell



casting when the skill roll is made. The actual MP spent are adjusted for the level of success in the spell casting, though not below zero.

Success	Result
Critical <sup>3</sup>	Reduce MP cost by 3
Critical <sup>2</sup>	Reduce MP cost by 2
Critical	Reduce MP cost by 1
Special	Halve MP cost, rounding up
Normal	Spell is cast successfully
Miss	Spell casting is unsuccessful
Failure	Spend full MP expected for spell
Fumble	MP reduced to 0, spell fails
Fumble <sup>2</sup>	MP reduced to 0, collapse for 1d10 min
Fumble <sup>3</sup>	MP reduced to 0, collapse for 1d6 hours

*Grimgróth has been separated from his friends by a portcullis trap and one is seriously injured. Thanking his foresight in preparing a ranged healing spell, Grimgróth attempts a casting and rolls a 97 against his chance of success of 39%—a fumble. The spell fails and he loses all of his MP. Looks like a good time to start using Gather...*

## Ritual Spell Casting

The most common way to prepare and cast powerful spells is to make it a group effort through a ritual preparation. Such an effort is not limited to the TAL of any individual member or skill in the requisite spell area, though the ritual leader's difficulty to prepare is modified in accordance with the team skill rules. Additionally, the spell must be cast immediately upon conclusion of the ritual. Although it takes longer to prepare a spell as a group rather than as an individual it is easier to make the time as a group and the cost of the spell is distributed among the members.

Basically, the mages work the spell preparation in shifts with at least one mage on shift at a time. This eliminates fatigue issues and non-preparing mages can work to prevent interference with the preparation making this an effective example of team effort. A shift-change requires that the relief mage or mages have an overlap not less than the time it takes them to achieve a meditative state for the spell preparation to be metaphysically transferred. A dedicated circle of mages could prepare a spell over many years. All members of the circle must be present for the first and last hour of the effort and

the leading mage, the archmage, must join the ritual at least once a day for an hour at a time.

Setting up a ritual spell casting takes about fifteen or twenty minutes to get all of the necessary props out and ready. The mages active in a circle must be ritually clothed and clean (taking about fifteen minutes each time it is done). The preparation time is multiplied by the number of TAL points needed for the spell casting. Thus a complex spell costing that requires 100 TAL would take 1,000 minutes, or about 16¾ hours, to prepare. When the spell is finally cast it is with the archmage's skill and the magic point cost is distributed among each of the mages in the circle rounding all fractions up. Only the archmage is affected by his skill roll, and thus only he can have reduced MP cost or suffer the effect of a fumble.



# THAUMATURGY

**A**lthough thaumaturgy means “miracle worker” the practice is just one variation of high magic—thaumaturges manipulate magical forces like all users of magic do. The practice of thaumaturgy began with the elder races who have delved deeply into its secrets. Many tomes have been written and much has been forgotten. Thaumaturges still quest for new and deeper insights into the working of miracles.

The underlying principle is the isolation of magical causes and developing elaborations on them. The end result is the development of logical sequences of related spells known as lists. Thaumaturges are the engineers of high magic.

## Skills

Each area of high magic has one or more (usually three) groupings of lists. The mastery of each grouping is represented by a Very Hard skill with one grouping identified as the base skill from which the others derive. Derived skills can only be learned if the base skill has reached the required skill level.

To improve in a skill requires more than just experience points, the character must also either conduct experimental research or have an appropriate book to study from.

## Spell Learning

The study of thaumaturgy is the mastery of lists of spells. Each list belongs to a group of lists and is identified with the skill level required to be able to learn the list. Each list is itself is an Average skill. To learn a spell the thaumaturge must have the lists’s skill to the spell’s score.

For example, the spell Pillar of Fire is in the Fire Flow list which is a level five list of the Control Fire Lists. To learn that spell the thaumaturge must have Control Fire Thaumaturgy 15 or higher so as to be able to learn the Fire Flow List, which itself must be at least score 6.

## Thaumaturgic Books

There are two sorts of thaumaturgic books: grimoires and books of lore. Grimoires are spell recipe books and what is needed to learn a new

spell. Books of thaumaturgic lore are required for study so as to be able to spend experience points. Study of a lore book can also earn experience points for the thaumaturgic skill. For more information on books see the Skills chapter in Book 1.

## Thaumaturgic Research

In one full week (forty hours) of research the thaumaturge will use up one bottle of ink, five sheets of parchment (the parchment will be heavily re-used and unfit for any purpose other than deciphering remaining notes) and 120 MP (not all at once, but via channel or gather the thaumaturge must be able to come up with that much in a week). Eighty hours of research a week consumes twice the resources.

A 40-hour week of research allows the thaumaturge to spend up to Research skill rank EP in the list being researched. An 80-hour week of research allows up to Research skill level EP to be spent. In either case the thaumaturge earns a number of EP to spend on the list equal to his level of success using the Research skill against a normal difficulty. If the Research skill roll is a failure then the entire week of research is wasted and no EP can be spent. For each level of fumble a roll is made on the *Research Fumble* table.

To discover and learn a spell previously unknown to the thaumaturge for which he satisfies the requirements requires three levels of success be accumulated. Each week allows a roll against the lesser of Research and the thaumaturgic list in question against a difficulty of the spell’s rank. A miss means the thaumaturge wasted time on fruitless experiments while a failure means he embarks on a false path and so loses one accumulated level of success (which cannot be reduced below zero). A fumble represents a rather more catastrophic failure and requires a roll on the *Research Fumble* table for each level of fumble.

To discover a list previously unknown to the thaumaturge for which he satisfies all prerequisites requires five cumulative levels of success using the lesser of Research and his TAL against a difficulty of 25. Once the existence of the list has been discovered further research can be performed to accumulate EP in it. As usual fumbles require rolls on the *Research Fumble* table for each level of

fumble.

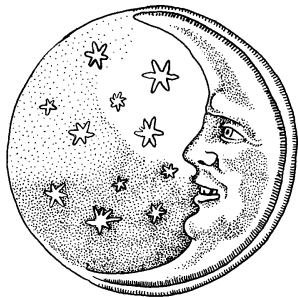
If one list requires another the prerequisite list must be at the specified skill score for the thaumaturge to gain any experience with the desired list. If for any reason the thaumaturge's prerequisite list skill drops below the required skill score he can no longer add experience points to or use spells from the list. An example of this would be a drop in the thaumaturge's TAL score.

## Spell Casting

To cast a spell a thaumaturge must either be mentally prepared to use it or read from a grimoire. A spell's memory size is equal to its rank. To ready a spell requires a meditative focus on the task and a number of minutes equal to the spell's memory size. A prepared spell reduces active memory (see the Memory skill for more information) by a number of points equal to its memory size. Once a spell has been prepared it can be cast at any time by taking one action and spending a number of MP equal to the sum of the spell's score and the list's level. All spell preparations are lost if the character goes unconscious, though not from mere sleep. A spell can be cast faster, that is with reflexive spell casting speed, if the thaumaturge is good enough. When doing a reflexive spell casting skill score is effectively lowered by 6. This affects prerequisite list skills as well as the list under consideration. Thus maximum SL is reduced by 6 as are range, duration and area—if the thaumaturge can still cast the spell at all considering the spell's rank and prerequisites.

For example, Torvald the Tempestuous has Protection Thaumaturgy 12 and a spell casting SR 4. He is attacked on SR 5 and wishes to cast Ward Blow reflexively without interfering with his normal action for the round. His effective skill with Protection List is reduced to 6, still sufficient to cast Ward Blow. Normally he could cast it at SL 10, but with his reduced skill he can only do so at SL 4.

A thaumaturgic grimoire is a kind of shorthand representing the prepared state of the spell. It does not grant understanding: for it to be read requires knowledge of the spell. It takes a number of minutes equal to the spell's



## Research Fumbles

1d100 Result

- |       |   |
|-------|---|
| 01–10 | <b>Migraine:</b> a severe headache that increases the difficulty of all skill rolls by 20, the penalty decreasing with the headache at one point per hour.  |
| 11–13 | <b>Backfire:</b> a magical effect backfires causing 1s10 points of damage (adjusted for size like HP) to the thaumaturge's head ignoring all protection, physical or magical.   |
| 14–16 | <b>Brownout:</b> expend all MP (if this is rolled again interpret as a blackout).   |
| 17–19 | <b>Blackout:</b> unable to perform any magic (or magical research) for 1s10 hours*  |
| 20–22 | <b>Blueout:</b> unable to channel or gather MP for 1s10 hours*  |
| 23–25 | <b>Comatose:</b> unconscious for 1s10 hours*  |
| 26–00 | <b>Spell:</b> an uncontrolled spell effect occurs having up to 1d20 points in SL. In most cases the spell effect will come from the list, or at least the group of lists, being researched. However, it can be any spell effect at all. If the thaumaturge has no skill in the list in question the presumed skill score is equal to 1d20. The target should be the thaumaturge if possible, the lab if an area effect, or lab equipment if objects are targeted. |

*\* if the result is rolled twice this is days, three times is weeks, four times is months.*

memory size to cast it from a grimoire if the the grimoire is already opened to that spot. If the requisite grimoire is already in hand it takes one round to locate the spell (one action if the character's relevant Score is 24 or greater due to presumed familiarity with the process). To create a grimoire requires that the spell be prepared to cast and a skill roll in the relevant list, adjusted as for memorizing with respect to the time taken and the complexity of the spell. This also takes a number of pages equal to the spell's memory size and the associated ink whether or not the encoding is successful. Note that a grimoire has no utility for learning spells or the associated list, its sole purpose is to cast a spell

without first preparing it.

### **Spell Attributes**

The effective score for range, duration and area is equal to the thaumaturge's skill score in the list for the spell being cast, minus the rank of that spell and its list's level. For example, a thaumaturge with Fire Thaumaturgy 16 attempting to cast Flare Up would have an effective score of 14. The maximum SL achievable is also equal to score.

### **Linking**

A thaumaturge can decide when a spell is cast if he desires to maintain a link with it. A link can be terminated at the end of any round in which the thaumaturge is conscious.

### **Rank**

Each thaumaturgy spell has a rank. A thaumaturge can only cast spells whose rank plus list level does not exceed his skill score with that list. Prior to that point the thaumaturge may well know of the existence of the spell, but he lacks the requisite understanding and comprehension of the list to execute it.



# WIZARDRY

**S**pells, just like spirits, have true names and they can be controlled by them. The art of channeling and controlling magic through words of power is the Wizardry skill. This knowledge and understanding is both theoretical and practical with the practitioner progressing in knowledge only through study and research. Indeed, to become truly expert in the craft requires original research in a magical laboratory.

Although the craft of wizardry is itself represented by a single skill that skill does not itself grant the knowledge for spell casting. To do that requires complete knowledge of a spell's true name in all of its intimate details. Unlike a mage or thaumaturge whose knowledge of spells is inseparable from the knowledge of how to perform them a practitioner of wizardry must learn each spell individually. There are three areas to the practice of wizardry: research, pronouncing and drawing.

## Research

A laboratory for wizardry research is best equipped with instruments for the measuring of magical flows and energies. The researcher uses his knowledge of the art to predict the true name of a spell based on its properties. These predictions are tested in the laboratory. Because a power word must be understood and pronounced perfectly for it to have effect there is rarely direct success with an experiment. Instead the researcher collects data on the magical fluctuations and applies his knowledge to decipher what parts of his understanding and pronunciation were correct and which were not.

A related technique is to draw the sigil representing the spell's true name. Just as with pronouncing the power word it is rarely directly successful but leads to data that allows the researcher to refine his knowledge of the true name.

There is also research whose goal is simply the extension of the researcher's knowledge and understanding of the wizardry approach. Such efforts often involve much calculation and predictive geometry. Although putative power words may be

pronounced or sigils drawn the purpose is not to determine the details of a true name but increase the predictive skill of the researcher.

## Learning a True Name

As noted previously to learn the true name of a spell requires research. First the practitioner must select a spell whose true name he is attempting to learn. This selection is necessarily limited to spells whose existence is already known to the practitioner unless Wizardry skill score is at least 24. All research to learn the true name of a spell uses up one 4 oz. bottle of ink and five pages every forty hours.

To research a known spell's true name requires a number of hours equal to the spell's Rank, squared, divided by the percentage chance of success found by comparing Wizardry skill to the spell's complexity. For example, the Magic Missile spell in the Missiles List is Rank 6 and of Average complexity. For a practitioner with Wizardry skill score 12 having knowledge of the spell this would take  $6^2 \div 65\% = 55.3846$  hours, or a little more than a week of full time research. A Reflect Missile power word would take  $15^2 \div 12\% = 1,875$  hours, or most of a year of full time research.

If the researcher knows the details of the spell being researched then the time is Rank divided by the percentage chance. In the previous example this would result in a time of  $6 \div 65\% = 9.23077$  hours or a little more than one full day of research to puzzle out the power word for Magic Missile. Reflect Missile would take 125 hours or a little over three weeks of full time research. The requisite information is available in grimoires of a high magic that discuss the spell in depth.

On the other hand if the researcher is not even aware of the spell then his skill is reduced by 23 before finding the percentage. For example, a practitioner with Wizardry skill score 24 having no knowledge of the Magic Missile spell but desiring to determine the true name of a spell having such an effect (that is, the player selected the spell even though the character does not know of it) it would take  $6^2 \div 1\% = 3600$  hours or nearly two years of full time research. And the same character attempting to learn the power word for Reflect Missile from base principles would be unable to make sense of any experimental results.



## Increasing Skill

Research solely aimed at increasing the character's understanding of how power words work takes a number of hours equal to skill score to earn the privilege of spending a single experience point. Every forty hours of research completely uses up five sheets of parchment (from constant sanding for re-use) and one 4 oz. bottle of ink.

For skills less than 24 reading from the appropriate level of book takes half the time to earn the privilege of spending an experience point. For example, a character with Magical Aptitude 15 and skill score 6 would need to spend at least nine hours reading from a primer on the wizardry art to be able to spend the three experience points necessary to reach skill score 7. Alternatively eighteen hours of research, two ounces of ink, two sheets of parchment and one side of a third sheet being completely used up would also be sufficient.

## Power Words

To pronounce a power word requires that the character have learned it and have it prepared in his head. To learn a power word the knowledge must be available through research or a wizardry grimoire. The memory size of a power word and its MP cost and difficulty to cast are determined by the spell's complexity. For example, a Fireball power word is multiplex. This gives it a memory size of 5 and a cost of 20 MP and a difficulty of 40 to pronounce.

Pronouncing a prepared power word takes a single action and the expenditure of a number of MP as determined by complexity. The SL is equal to Power skill score. The range, duration and area scores of the spell are determined by the character's skill scores in Range, Duration and Area. A

Spell Complexity			
Complexity	Difficulty	MP	Size
Reflex	3	1	1
Simple	5	2	1
Average	10	3	2
Hard	16	5	4
Complex	25	10	8
Multiplex	50	20	16
Omniplex	90	40	32
Transcendent	300	80	64

## Wizardry Fumble

Roll	Result
01–10	<b>Migraine:</b> a severe headache that increases the difficulty of all skill rolls by 20, the penalty decreasing with the headache at one point per hour.
11–13	<b>Backfire:</b> a magical effect backfires causing 1s10 points of damage (adjusted for size like HP) to the wizard's head ignoring all protection, physical or magical.
14–16	<b>Brownout:</b> expend all MP (if this is rolled again interpret as a black out)
17–19	<b>Blackout:</b> expend all MP and unable to perform any magic (or magical research) for 1s10 hours*
20–22	<b>Blueout:</b> unable to channel or gather MP for 1s10 hours*
23–25	<b>Comatose:</b> unconscious for 1s10 hours*
26–00	<b>Spell:</b> an uncontrolled spell effect occurs having the SL of the spell being attempted. In most cases the spell effect will be a power word known by, or at least to, the character. However, it can be any spell effect at all. The target should be the wizard if possible, his hex as the center for an area effect or an immediate possession for an object target.

*\* if the result is rolled twice this is days, three times is weeks, four times months.*

Wizardry skill roll is made with a difficulty as for the complexity of the spell. The MP cost of the spell is halved, rounding up, for a special success and reduced by each level of critical success. MP are expended if the spell was a success or failure or fumble, but not on a miss. Each level of fumble requires a roll on the Wizardry Fumble table.

Note: the use of gestures (constructing the sigil described below in the air with the hands and fingers) is assumed as with all other spell casters. A wizard can neglect gestures, and even saying the word aloud, but only while incurring the expected penalties.

## Sigils



A power word can be drawn in such a fashion that it has the spell power embedded in it. Such creations are known as sigils. To draw a sigil requires the wizard to have learned the power word and have it prepared in his head. To complete the drawing takes a number of minutes equal to the square of the spell's Score. At the end of the drawing the character makes a skill roll with the lesser of his Wizard skill and the craft skill being used against a difficulty determined by the spell's complexity.

The MP cost is determined as usual, as are SL and the other spell attributes. However, the MP are spent regardless of whether or not the spell is successful. Further, each level of fumble requires a roll on the Wizardry Fumble table.

Such a sigil will lay dormant until activated at which time the spell is released exactly as it was cast, except that the SL may have faded with time. To determine the amount of SL reduction consult the Sigil Fade table. Once activated, or the SL has been reduced to zero, the sigil loses all power and is no longer magical though traces of the magic will linger until the SL would be reduced below zero. For example an unused sigil created with SL 12 would drop to SL 0 and lose all magical power after four months, and at eight months would not even have any trace of magic left.

For a discharged sigil the magic lingers for a length of time determined by the remaining SL. For example, if a sigil is created with SL 12 and is discharged 24 days later (with an effective SL 3) then it will have a lingering trace of magic for 6 hours.

To avoid a sigil's power fading with time it can be powered by POW rather than MP. Such a POW expenditure is temporary and regained as normal for temporary losses. Such a sigil will not fade though it can only be discharged once.

If the POW expenditure is specified, before the

Sigil Mastery		
Degree	Time	Requirement
Zero	5 rounds	Knowledge and skill roll
First	1 round	Knowledge, utterance
Second	1 action	Dominant hand or gaze
Third	1 SR	Dominant hand or gaze
Fourth	Reflex	Dominant hand or gaze

Sigil Fade					
<i>adjSL</i>	<i>Time</i>	<i>adjSL</i>	<i>Time</i>	<i>adjSL</i>	<i>Years</i>
-1	1½ hours	-11	2 months	-21	160
-2	3 hours	-12	4 months	-22	315
-3	6 hours	-13	8 months	-23	625
-4	12 hours	-14	16 months	-24	1,250
-5	1 day	-15	2½ years	-25	2,500
-6	2 days	-16	5 years	-26	5,000
-7	4 days	-17	10 years	-27	10,000
-8	8 days	-18	20 years	-28	20,000
-9	16 days	-19	40 years	-29	40,000
-10	1 month	-20	80 years	-30	80,000

skill roll is made, as being permanent then the sigil itself is permanent and can be activated repeatedly, though only once at a time. However, POW that has been permanently expended cannot be regained.

A sigil is activated if it is broken. Alternatively it can be activated by someone who is attuned and is either holding it in his dominant hand or has it in his possession and has his gaze focused on it. At zero degrees of mastery it requires knowledge of the power word and a skill roll to pronounce it correctly. However, the power word need not be in active memory and doing so costs no MP. At the first degree of mastery it still requires knowledge of the power word and the power word being uttered, but no skill roll is required to ensure correct pronunciation. It always takes the time indicated for the degree of mastery to activate the sigil. The creator of the sigil is automatically attuned and has a number of degrees of mastery equal to his level of success in creating it.

## Spell Attributes

### Spell Level

The spell's level equals Power skill score unless it was cast at half strength, in which case the spell level is equal to half Power skill score, rounded up.

### Range, Duration, Area

The range score cannot exceed the wizard's Range skill score, the duration score cannot exceed the wizard's Duration skill score and the area score cannot exceed the wizard's Area skill score.

### Linking

A wizard decides when a spell is cast if he desires to maintain a link with it. A link can be terminated at the end of any round in which the wizard is conscious. While linked to a sigil a wizard is considered to have fifth degree mastery, but if he gives up the link then his degree of mastery reverts to that determined by the skill roll when creating that sigil.

# SPELL DESIGN

Although the spell lists that follow can be used for spell selection they were designed following the criteria set out here and new spells can be created, either by the referee or by magical research, in which case use of these rules is strongly recommended to maintain balance.

In brief, a spell effect is determined and the associated points evaluated. Then points are added for the desired range, duration and area of effect that the spell will have. The total points are looked up on the *Difficulty By Points* table to determine the spell's difficulty.

For example, a spell that adds SL to DEX has a base point cost of 6 (adds SL) plus 12 (affects an attribute score). If it requires the caster to touch the target no additional points are required for range. If a Long duration is desired that is another 4 points, bringing the total to 22. Finally, if the spell will only affect a single target that is no more points, for a grand total of 22 points. This indicates that the spell is of Hard difficulty.

## Spell Effect

For spells that cause an effect to an extent determined by SL the base point cost depends on how efficiently SL cause the effect. This ranges from zero points if SL is adjusted for diminishing return up to eighteen points if the effect scales with  $SL^2$ . Other types of effects have their point cost scaled in accordance with this progression.

Spells that add adjSL to some pre-existing score may have an additive effect if multiple spells are cast on the same target. If the second spell's adjSL is equal to or greater than the first spell's adjSL then their combination may be cumulative. If the second spell's adjSL is less than or equal to the first spell's SL then the combined effective adjSL is equal to that of the second spell plus one, otherwise it is simply equal to the adjSL of the second spell. This process can be repeated with additional spells, but in general two spells having the same SL have an effective adjSL of plus one, while additional spell's of the same SL have no additional effect.

Other spells never combine their SL.

If a spell can only affect a limited set of targets, such as increasing the AP of a certain type of armor (e.g., chain-mail or ringmail),

increasing the damage of a certain type of weapon (e.g., sword or spear or axe or mace) or increasing the FP of a particular race (e.g., human or elven or dwarven) then there is no additional point cost for the effect. If the spell is limited, but the caster selects the type of target when the spell is cast, there is a cost of 3 points.

Spells that affect a specific characteristic (e.g., HP, AP, damage, Parry value, FP) cost 6 points. Spells that affect a specific attribute (e.g., STR, CON, or DEX) cost 12 points.

### Point Cost for Effect

Points	Effect
3	adjSL
6	SL
18	$SL \times adjSL; \times adjSL$
30	$SL^2; \times SL$

### Point Cost by Object of Effect

Points	Object of Effect
0	Limited target (AP of certain armor)
3	Limited target (when cast)
6	affects characteristic (HP, AP, Mv)
12	affects attribute score (STR, CON)
12	affects skill group (Craft, Lore)
15	affects all skills in a skill aptitude

## Range and Duration

The point cost for range and duration depends solely on the categories to be used as shown on the *Point Cost I* table. A spell having medium range and medium duration adds six to the point cost of the spell. If a spell is restricted to caster only then it is considered Touch for range with a special restriction (self only) that reduces cost by three points.

For example a spell to increase STR by SL that has Medium duration but can only be cast on the caster costs 18 points.

### Point Cost I

Points	Range	Duration
-3	Self	Instant
0	Touch	Momentary
1	Close	Brief
2	Short	Short
3	Medium	Medium
4	Long	Long
6	Far	Extended
9	Extreme	Enchant

If the area of effect is Single then the total point cost will be 18—a Hard spell.

## Area of Effect

The point cost for area of effect depends on the target and the category as summarized on the *Point Cost II* table. Effects have a “natural” target and type of area which determines the type of area to use. For example, a spell whose effect is to increase the target’s CON has target Number while a spell whose effect is to increase the AP of an object has target Weight.

As a special consideration a target area of Number can be changed to Size for a savings in points. Size (Tiny) saves three points, Size (Small) saves two points and Size (Medium) saves one point. For example, a spell that increases the caster’s STR by SL, has a range of Self, Duration of Medium and changes Number to Size (Tiny) has a total cost of 15 points and is thus a Normal difficulty spell.

### Point Cost II

<i>Points</i>	<i>Size, Weight, Pounds, Hexes, Number</i>
–3	Number → Size (Tiny)
–2	Number → Size (Small)
–1	Number → Size (Medium)
0	Tiny or Single
1	Small
2	Medium
3	Large
6	Huge
9	Enormous

## Effects List

What follows is a representative listing of magical effects for use in Rune Master. This makes more concrete the general guidelines already presented.

## Attributes

Each spell is for a specific attribute and increases the attribute score. This increase has no effect on skill aptitudes, but otherwise the increased attribute has all expected consequences. That is, increasing STR improves damage and increases weight carrying capacity, increasing AGI improves SR and Mv.

These spells normally have a target of Number (Single).

## Skill Category

Each spell is for a specific skill category and acts as a bonus to any skill roll for a skill in that category. Note that this does not represent an actual increase in skill, only a bonus when utilizing the skill. Importantly, this does not change the target’s skill score, skill level or skill rank.

These spells normally have a target of Number (Single).

## Skill Group

Certain skills are grouped in the rules where there is a single entry for them that describes them collectively. Skill in speaking a language is one such group, lores is another. The bonus is conferred to all skills in the specified group. Groups can be positively identified in the Book 1 skills listings by having all or a portion of their name in square brackets, such as Alchemy [Kingdom].

These spells normally have a target of Number (Single).

## Characteristics

Each spell is for a specific characteristic and increases the target’s score in that characteristic. Most scores in the game are considered “characteristics” though care should be taken to adjust them via a 30-point scale. For example, SR is found by summing DEX and AGI and dividing the result by 10. Thus a spell that increases SR has its 30-point effect divided by 10.

Skills are considered individually as “characteristics.” Thus a spell that increases Swim has no effect on Dodge or Run. Similarly, a spell that increases Lore History Middle Kingdoms has no effect on Lore History City States.

## Spell List

The following are examples of how spells can be worked out following these rules.

To c

### Difficulty By Points

<i>Difficulty</i>	<i>Points</i>	<i>Difficulty</i>	<i>Points</i>
Reflex	0–4	Complex	26–36
Simple	5–9	Multiplex	37–49
Normal	10–16	Omniplex	50–64
Hard	17–25	Transcendent	65–81

**Sharpen**

*Range: Close*

*Duration: Medium*

*Target: Bladed Object*

*Area: Pounds (Small)*

This spell causes the target to gain the effect that the armor value of whatever it strikes is reduced by SL.

Thus at SL 6 hitting a target having AP 10 would result in only AP 4 being available to stop damage.





# SPELL CREATION

A spell is defined by its effect, power, range, duration, target and area. For high magic, the power of a spell is not intrinsic to a spell itself, but is determined at the time the spell is cast. The spell might have a single, distinct effect, or it might have a collection of effects—still, its effect is constant and does not change. To a great extent the effect *is* the spell. The remaining factors of range, duration, target and area differentiate spells having the same effect.

When a spell is created it has its effect, range, duration, target and area defined. The target is usually dictated by the effect, but range, duration and area may vary though there is a default value for each dependent on the spell effect. For example, healing spells are, by default, instant and protection spells have duration. A spell effect that causes damage is normally at a range.

Range is the maximum distance from the spell's origin, usually a caster, that the spell's effect can occur at.

Duration is the maximum time from the spell's casting that the spell endures. The consequence of a spell's effect, such as inflicting damage, is not limited, but the spell will go away at the end of its duration.

Target defines what the spell can effect, often expressed as object or creature, and sometimes more particularly such as metal, or a species of animal.

Area determines where the spell's effect occurs. This must be within the spell's range. Some areas center on a locus, and in such a case only the locus must be within the spell's range. For example, a spell that has a radius of effect. Other areas allow the caster to determine exactly which hexes or targets are to be

affected in these cases all must be within the spell's range.

Range and area are similar in some respects but are distinct. Range determines the limit to where a spell's effect *might* occur while area determines where the spell's effect *does* occur.

## Complexity

When creating a spell the points for the different spell attributes must be balanced against the desired complexity. Spells that are modest and have few points are simpler than those that splurge and have many points. There is a limit to how many points a spell can have before it becomes impossible to do.

The spell's effect determines how the attribute points balance against complexity which generalizes into four cases: aggregate, primary, secondary and tertiary. For example, a fire effect is characterized as an aggregate effect while damage and healing are primary.

## Spell Creation

The process of creating a spell is to select an effect, determine the scale of the effect, select range, duration, target and area of effect, tally the points and find the complexity. As several factors depend on the effect itself some examples are as follows.

asdf

## Spell Effects

The listing of a spell effect gives the default range, duration and area, as well as characterizing the scale of its effect. This is followed by a description of what the effect is, and how its scale is applied.

While the provided listing of spell effects is thorough it cannot be comprehensive. Where possible it is best to rely on existing spell effects, but

Range Points								
Range	Self	Touch	Close	Short	Medium	Long	Far	Extreme
Self	0	-1	-2	-3	-4	-5	-6	-7
Touch	+1	0	-1	-2	-3	-4	-5	-6
Close	+3	+1	0	-1	-2	-3	-4	-5
Short	+6	+3	+1	0	-1	-2	-3	-4
Medium	+10	+6	+3	+1	0	-1	-2	-3
Long	+15	+10	+6	+3	+1	0	-1	-2
Far	+21	+15	+10	+6	+3	+1	0	-1
Extreme	+28	+21	+15	+10	+6	+3	+1	0

when necessary an additional spell effect can be defined using the existing list as a guide.

## Damage

*Effect: Primary*

*Range: Medium*

*Duration: Instant*

*Target: Object or Creature*

*Area: Number [single]*

This spell effect causes damage for an adjSTR equal to the scaled SL. If the spell does its damage directly then it is resisted, otherwise Target must be used to hit. Normally, if the spell is indicated as requiring Target the area is not reduced below Number [single], but if it is then the spell will not affect a target too large for the spell.

Examples

Max Effect

effect: xSL

Range: Touch

Duration: Instant

Target: Creature

Area: Number [single]

Difficulty: Multiplex

Max Range

Effect: adjSL

range: Extreme

Duration: Instant

Target: Creature

Area: Number [Single]

Difficulty: Transcendent

Max Duration

Effect: +SL

Range: Touch

Duration: Short

Target: Creature

Area:

Number [Single]

Difficulty:

Target: Transcendent

Max Area

Effect:

+SL

Range:

Close

Duration:

Instant

Target: Creature

Area: Number [base^2]

Difficulty: Transcendent

Easy and weak

Effect: +adjSL

Range: Short

Duration: Instant

Target: Creature

Area: Number [Single]

Difficulty: Reflex

Easy and strong

Effect: +SL

Range: Touch

Duration: Instant

Target: Creature

Area: Size [Medium]

Difficulty: Simple

## Duration Points

<i>Duration</i>	<i>Instant</i>	<i>Moment.</i>	<i>Brief</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Extend.</i>	<i>Enchant.</i>
Instant	0	-1	-2	-3	-4	-5	-6	-7
Momentary	+1	0	-1	-2	-3	-4	-5	-6
Brief	+3	+1	0	-1	-2	-3	-4	-5
Short	+6	+3	+1	0	-1	-2	-3	-4
Medium	+10	+6	+3	+1	0	-1	-2	-3
Long	+15	+10	+6	+3	+1	0	-1	-2
Extended	+21	+15	+10	+6	+3	+1	0	-1
Enchantment	+28	+21	+15	+10	+6	+3	+1	0

<b>Area [size] Points</b>								
<i>Range</i>	<i>Point</i>	<i>Min.</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
Point	0	-1	-2	-3	-4	-5	-6	-7
Miniscule	+1	0	-1	-2	-3	-4	-5	-6
Tiny	+3	+1	0	-1	-2	-3	-4	-5
Small	+6	+3	+1	0	-1	-2	-3	-4
Medium	+10	+6	+3	+1	0	-1	-2	-3
Large	+15	+10	+6	+3	+1	0	-1	-2
Huge	+21	+15	+10	+6	+3	+1	0	-1
Enormous	+28	+21	+15	+10	+6	+3	+1	0

<b>Area [number] Points</b>								
<i>Range</i>	<i>Miniscule</i>	<i>Tiny.</i>	<i>Medium</i>	<i>Huge</i>	<i>Single</i>	<i>adjBase</i>	<i>Base.</i>	<i>Base<sup>2</sup>.</i>
Size: Min.	0	-1	-2	-3	-4	-5	-6	-7
Size: Tiny	+1	0	-1	-2	-3	-4	-5	-6
Size: Med.	+3	+1	0	-1	-2	-3	-4	-5
Size: Huge	+6	+3	+1	0	-1	-2	-3	-4
Num: Single	+10	+6	+3	+1	0	-1	-2	-3
Num: adjBase	+15	+10	+6	+3	+1	0	-1	-2
Num: Base	+21	+15	+10	+6	+3	+1	0	-1
Num: Base <sup>2</sup>	+28	+21	+15	+10	+6	+3	+1	0

Aggregate				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	$\times adjBase$	$\times Base$
Reflex	-2	-4	-6	-8
Simple	-1	-3	-5	-7
Average	0	-2	-4	-6
Hard	1	-1	-3	-5
Complex	2	0	-2	-4
Multiplex	3	1	-1	-3
Omniplex	4	2	0	-2
Transcendent	5	3	1	-1

Primary				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	$\times adjBase$	$\times Base$
Reflex	-1	-3	-5	-7
Simple	0	-2	-4	-6
Average	1	-1	-3	-5
Hard	2	0	-2	-4
Complex	3	1	-1	-3
Multiplex	4	2	0	-2
Omniplex	5	3	1	-1
Transcendent	6	4	2	0

Secondary				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	$\times adjBase$	$\times Base$
Reflex	0	-2	-4	-6
Simple	1	-1	-3	-5
Average	2	0	-2	-4
Hard	3	1	-1	-3
Complex	4	2	0	-2
Multiplex	5	3	1	-1
Omniplex	6	4	2	0
Transcendent	7	5	3	1

Tertiary				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	$\times adjBase$	$\times Base$
Reflex	0	-1	-3	-5
Simple	1	0	-2	-4
Average	2	1	-1	-3
Hard	3	2	0	-2
Complex	4	3	1	-1
Multiplex	5	4	2	0
Omniplex	6	5	3	1
Transcendent	7	6	4	2

# SPELL LISTS

## Spell Attributes

High magic spells have the same attributes as any other spell. In addition each spell has a rank. The term Score in the description refers to the character's skill score in the appropriate high magic skill.

## List Rank

The list rank is a list's ranking in its group. This is generally from one to ten.

## Spell Score

The minimum skill score for a thaumaturge to cast. The maximum range, duration and area scores, as well as the maximum spell level, is the difference between the thaumaturge's skill score and the spell score.

## Complexity

The spell's complexity when used for magery or wizardry. This is found by adding the list rank, spell score and any pre-requisite skill level. The complexity table is then consulted with the total.

### Spell Complexity

Total	Complexity
2-7	Simple
8-13	Average
14-19	Hard
20-25	Complex
26-31	Multiplex
32-37	Omniplex
38-43	Transcendent

## Spell Level

The SL of a high magic spell is generally the maximum SL for the caster as determined by the form of high magic employed. A spell can be cast at "half strength" which reduces SL to one half, rounded up, and reduces the MP cost to one half, likewise rounded up.

## Range

All spells have a range specified in their description. In most cases this will be a label which is interpreted according to the spell caster tables for range.

## Duration

All spells have a duration specified in their description. In most cases this will be a label which is interpreted according to the spell caster tables for duration. If a duration is qualified as being "inverse" then the adjusted score is equal to 30 minus score

and the spell does not fully take effect until the end of its duration. For example, a Medium duration of nominal score 10 (inverse) lasts 10 hours.

## Target

All spells have a target specified in their description. There are six general cases: object, creature, spell, spirit, self or location. In many cases the target is more specific, such as a spell that only affects edged weapons. In any case, attempting to cast a spell on something other than the allowed target causes the spell to terminate as soon as it is cast.

## Object

An object is a non-living, corporeal thing. An animated sculpture is still an object.

## Creature

A creature is a living being normally having a corporeal form. It may be sentient, semi-sentient, quasi-sentient, non-sentient or mindless. An "animal" refers to anything other than sentient.

## Spell

A spell includes all forms of cast magic: divine magic, hedge wizardry cantrips, magery power words, rune magic, sorcery charms, thaumaturgic spells, wizardry spells and witchcraft spells.

## Spirit

Any non-corporeal entity having POW is considered to be a spirit. This does *not* include entities from physical planes in the spirit world. While they may be commonly referred to as spirits they normally have a corporeal form and as such are creatures.

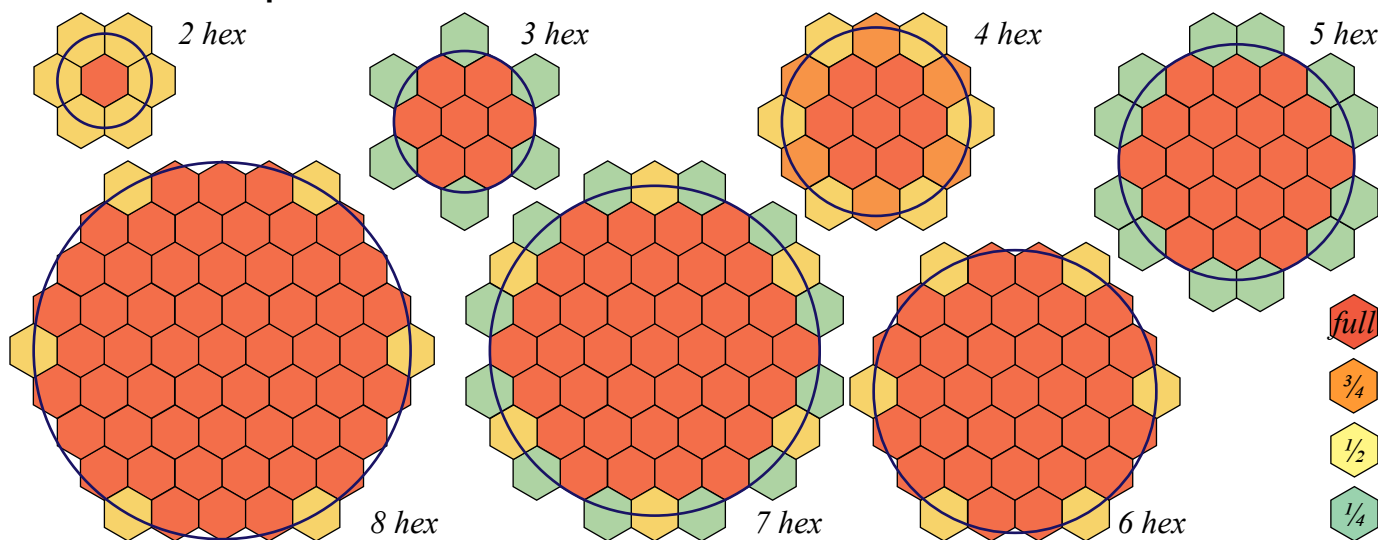
## Location

A spell with this targeting creates a magical presence at the indicated location. This magical presence is independent from the location: thus it is not normally resistable. The entire location to be affected must be visible to the spell caster. In some cases this location is a single point, in others it is a region.

## Moving Location

A spell with this targeting has a locus which anchors it. If the locus moves, so does the area. These spells are typically cast on creatures, but unless restricted can be equally cast on objects. With a

## Diameter Examples



moving location the entire location to be affected must be visible to the caster at the time of casting, but subsequently this is not a requirement.

### Area of Effect

The maximum “size” of the target is the area of effect. In the case of spells targeted on a location this is literally an area, but in other cases it may be a number of targets or some other concept of size. If an area of effect only covers part of a hex, or part of the hexes of a multihex creature, then consideration should be given to reduced or eliminated effect. To this end consult the Partial Effect table for creatures of less than Large size. If the indicated roll is a success then the target experiences either no or half spell effect (as appropriate for the spell in question). If the roll was a special success then no effect is had. For example, if a medium size creature is in a hex half-full with fire there is a 56% chance of taking half damage from the fire. If the roll is missed then the spell has full effect. Effect should be prorated

for multihex creatures where appropriate—although in some cases a spell will have no effect if only part of the creature is in the area of effect.

### Number

The spell affects a number of targets within the range and visible to the thaumaturge, the number of which do not exceed the qualifier. For a small number to affect 5 targets requires an area score of 8 or more.

### Size

The spell affects a creature or object whose size or weight does not exceed the limit of the spell as determined by the indicated size table. For example, Send to Outer Realm in the Spirit Transport List can only be used on a medium size target with an area score of 10 or more.

### Weight

The spell affects an object whose weight does not exceed the limit of the spell as determined by the indicated weight table. For example, Sharpen in the Basic Alteration list can only be used on a long sword with an area score of 3 or more.

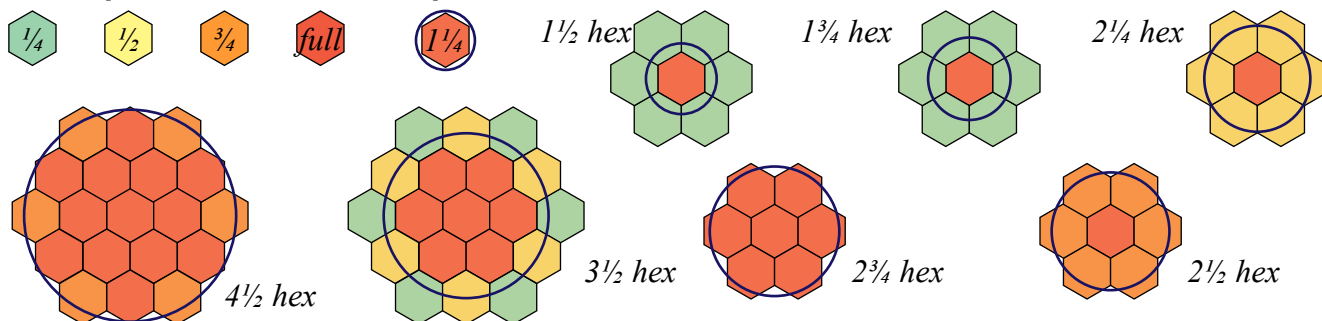
### Region

The target is a contiguous number of hexes, not exceeding the qualifier in number. A hex is about 20 square feet so a 10×12 room (120 square feet) is equivalent to six hexes. For a small region this would require an area score of 9 or more to fill. A tiny region is rated in square feet so it takes an area score of 10 to fill one hex.

Partial Effect			
Size	$\frac{1}{4}$ hex	$\frac{1}{2}$ hex	$\frac{3}{4}$ hex
Extremely Tiny	96%	84%	63%
Very Tiny	95%	83%	62%
Tiny	95%	83%	60%
Very Small	94%	81%	57%
Small	93%	79%	52%
Medium Small	90%	73%	38%
Medium	81%	56%	25%
Medium Large	48%	40%	15%



## Hemisphere Diameter Examples



### Diameter

The target is a circular area whose diameter in hexes does not exceed the value determined by the spell caster area table. A small diameter with an area score of 10 would have a thirty foot diameter, encompassing no more than 706 square feet (about 35 hexes) forming a disk. As a rule of thumb a hex is only included in the area if more than half the hex's area is included in the diameter.

### Volume

The target is a contiguous volume whose capacity in cubic hexes does not exceed the value determined by the spell caster area table. A cubic hex is a hex with a height of five feet, or about 100 cubic feet. a 15×18 room with an eight foot ceiling (2160 cubic feet) would take 22 cubic hexes to completely fill. For a large volume this would require an area score of 7 or more to fill.

### Sphere

The target is a sphere whose diameter in hexes does not exceed the value determined by the spell caster area table. A large sphere with an area score of 8 would have a 135 foot diameter, encompassing no more than 1,288,250 cubic feet or about 12,283 cubic hexes forming a sphere. The hemisphere examples shows the extent of the diameter at ground level followed by successive diameters for each additional effective full hex-height (four feet or more).

Note that a hemisphere is equivolume with a sphere having 80% of the diameter. That is, a 4 hex diameter sphere has approximately the same volume as a 5 hex diameter hemisphere. When using a sphere to completely fill a cubic volume like a room based on the diameter of the sphere rather than

volume a quick rule of thumb is to add half the next to largest dimension to the largest dimension and use that as the diameter.

For example, a narrow, high ceilinged hall that is 60' long, 20' tall and has a 30' ceiling would require a 75' diameter sphere. Though this won't give the right answer it will be a reasonable approximation in many cases. For a perfect cube it should actually be 1.73 times the length of a side and the solution above would be too small. If a better approximation is desired add one quarter the smallest dimension to the previously determined diameter. Such a sphere will always be too large, but conversely it will also always be large enough.

The volume affected by a sphere or hemisphere can be treated as a series of stacked diameter regions. Unlike normal diameters many of these are fractional hex diameters. The diameters for each "floor" of a hemisphere is given on the Hemispheres

### Hemispheres by Layer

<i>Sphere</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>5th</i>	<i>6th</i>	<i>7th</i>
1 hex	3/4						
2 hex	1 1/4						
3 hex	2 3/4	1/2					
4 hex	4	2 1/4					
5 hex	5	4	3/4				
6 hex	6	5	2 3/4				
7 hex	7	6	5	1			
8 hex	8	7	6	3 1/2			
9 hex	9	8	7	6	1		
10 hex	10	10	9	7	3 1/2		
11 hex	11	11	10	8	6	1 1/4	
12 hex	12	12	11	10	8	4	
13 hex	13	13	12	11	9	7	1 1/4
14 hex	14	14	13	12	11	9	4 1/2

by Layer table. The same information is used for a sphere, simply reflecting below for the second hemisphere.

For example a four-hex diameter sphere would have a total of four layers, the lowest and highest of which would be  $2\frac{1}{4}$ -hex diameter and the middle two being 4-hex diameter.

### Cone

A cone is normally a  $60^\circ$  projection to the indicated distance. If specified as “broad” then it is a  $90^\circ$  projection and a “wide” cone is a  $120^\circ$  projection. Conversely, a “narrow” cone is  $30^\circ$  and a “tight” cone is  $15^\circ$ .

The distance, or height, for a cone is from its apex to its base even though most cones are projected horizontally and so this is not “height” from the caster’s perspective. The width of the cone varies with range and is most easily read from a table or more accurately by calculation. To facilitate play the area for some smaller cones is illustrated.

The normal  $60^\circ$  cone is the simplest to map out, the apex of the cone is one hex wide with each successive hex of distance increasing the width by one hex. A  $90^\circ$  cone projects straight out of two adjacent hex faces extending halfway to the next hex face resulting in a line of half filled hexes down the resulting line. A  $120^\circ$  cone simply projects out of three hex faces covering all hexes in the arc between.

For narrower cones the edges are frequently not full effect. With a  $45^\circ$  cone the apex hex is 75% filled. The progression is a 75% hex fill is followed by a full hex after which it expands with by a hex on either side, but that hex is only 50% filled. The next hex row is full fill, but followed by another increase in width by a 25% filled hex. The 25% filled hex is followed by a 75% filled hex which starts the series over again.

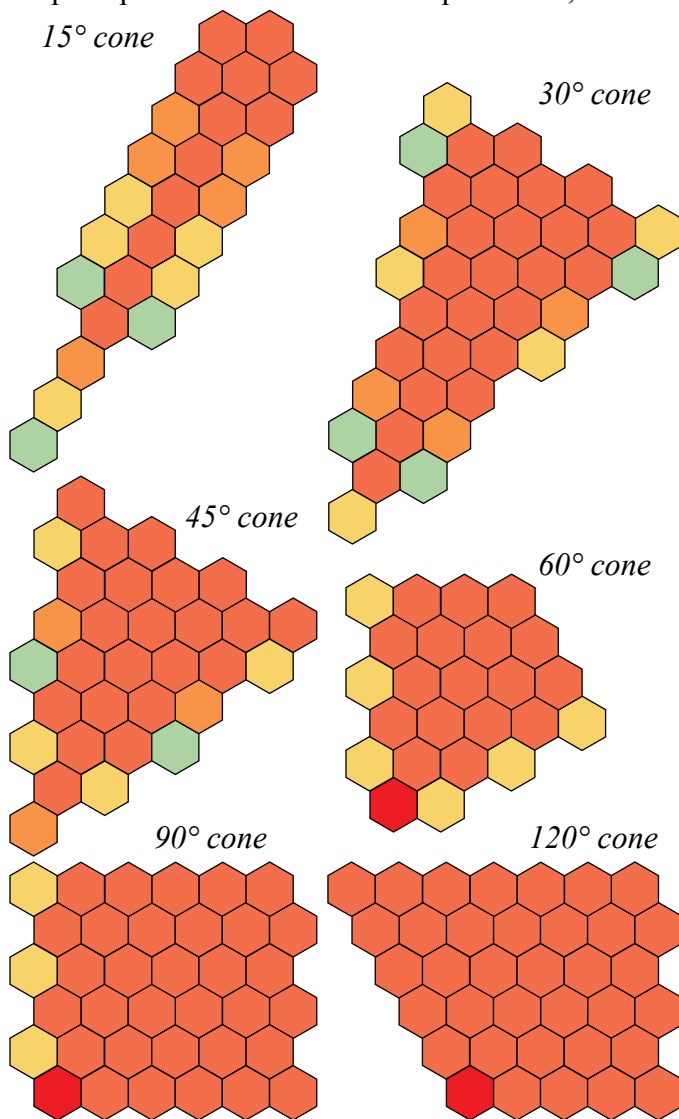
A  $30^\circ$  cone starts with a 50% filled hex. This is then followed by a three full hexes, expands one hex to each side and continues with four full hexes, expands again, continues with five full hexes, etc. Before each expansion there are partial hexes. The first expansion is preceded by a 25% and 75% filled hex. The second expansion by a 50% and 75% filled hex. The third expansion by a 25%, 50% and 75% filled hex, and so on.

A  $15^\circ$  cone starts with a 25% filled hex and is followed by a 50%, 75% and full hex. The cone then widens with a 25% filled hex, and then the remaining fills each represented by two. Then by three, and so on.

When comparing the provided templates with the table of widths keep in mind that the hex grain influences interpretation. The table is based on the  $60^\circ$  cone and thus projects over a corner whereas most of the templates project from a hex face. Further, the table gives the width rounded to hexes, but due to hex grain it may be split up into whole and half hexes. For example, the table lists the  $45^\circ$  cone as having a width of 2 hexes at the third hex of height. If projecting from a hex corner this equates to a half hex, full hex and half hex of effect.

### Resistance

A spell specified as “Resisted” requires that, after a



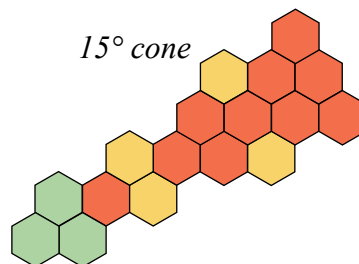
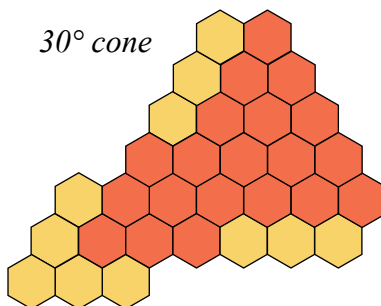
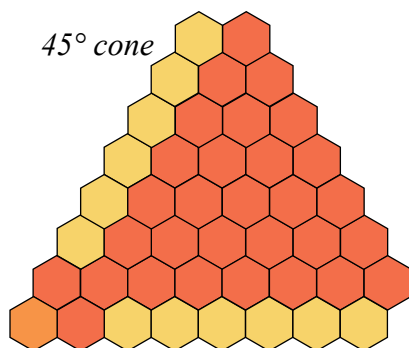
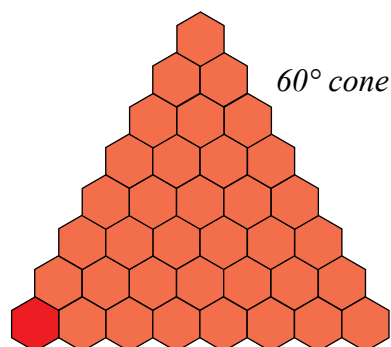
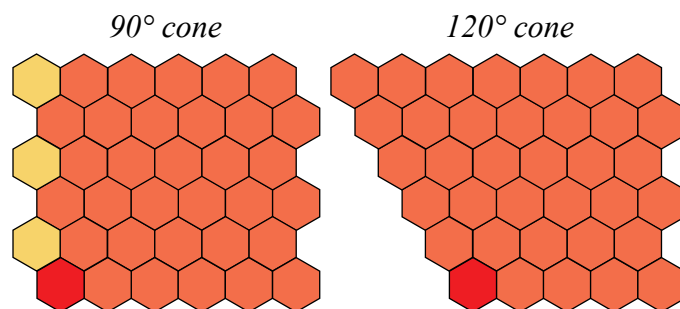
successful casting, the character succeed in a WIL + SL/WIL roll against the target or the spell will end immediately. If the resistance is qualified by “Possession” that indicates the spell is only resisted if the target is in the possession of something that can itself resist magic.

### Targeting

A spell specified as “Targeted” requires that, after a successful casting, the character succeed in a Target skill roll to guide the spell to the intended recipient.

### Linking

A spell caster can decide when a spell is cast if he desires to maintain a link with it. A link can be terminated at the end of any round in which the spell caster is conscious. The most spells that a caster can maintain contact with is equal to his POW, less the spirit levels of any spirits he has bound to him as a shaman.



Cone Width																					
Cone	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15°	¼	½	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6
30°	½	1	2	2	3	3	4	5	5	6	6	7	8	8	9	9	10	10	11	12	12
45°	¾	2	2	3	4	5	6	7	7	8	9	10	11	11	12	13	14	15	16	16	17
60°	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
90°	1	2	3	5	6	7	8	9	10	12	13	14	15	16	17	18	20	21	22	23	24
120°	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Complexity by Spell Score and List Level										
<i>Complexity</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>	<i>Level 7</i>	<i>Level 8</i>	<i>Level 9</i>	<i>Level 10</i>
Simple	1–6	1–5	1–4	1–3	1, 2	1	—	—	—	—
Average	7–12	6–11	5–10	4–9	3–8	2–7	1–6	1–5	1–4	1–3
Hard	13–18	12–17	11–16	10–15	9–14	8–13	7–12	6–11	5–10	4–9
Complex	19–24	18–23	17–22	16–21	15–20	14–19	13–18	12–17	11–16	10–15
Multiplex	25–30	24–29	23–28	22–27	21–26	20–25	19–24	18–23	17–22	16–21
Omniplex	31–36	30–35	29–34	28–33	27–32	26–31	25–30	24–29	23–28	22–27
Transcendent	37–42	36–41	35–40	34–39	33–38	32–37	31–36	30–35	29–34	28–33

Complexity for Prereq 6										
<i>Complexity</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>	<i>Level 7</i>	<i>Level 8</i>	<i>Level 9</i>	<i>Level 10</i>
Simple	1–4	1–3	1, 2	1	—	—	—	—	—	—
Average	5–10	4–9	3–8	2–7	1–6	1–5	1–4	1–3	1, 2	1
Hard	11–16	10–15	9–14	8–13	7–12	6–11	5–10	4–9	3–8	2–7
Complex	17–22	16–21	15–20	14–19	13–18	12–17	11–16	10–15	9–14	8–13
Multiplex	23–28	22–27	21–26	20–25	19–24	18–23	17–22	16–21	15–20	14–19
Omniplex	29–34	28–33	27–32	26–31	25–30	24–29	23–28	22–27	21–26	20–25
Transcendent	35–40	34–39	33–38	32–37	31–36	30–35	29–34	28–33	27–32	26–31

Complexity for Prereq 12										
<i>Complexity</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>	<i>Level 7</i>	<i>Level 8</i>	<i>Level 9</i>	<i>Level 10</i>
Simple	1, 2	1	—	—	—	—	—	—	—	—
Average	3–8	2–7	1–6	1–5	1–4	1–3	1, 2	1	—	—
Hard	9–14	8–13	7–12	6–11	5–10	4–9	3–8	2–7	1–6	1–5
Complex	15–20	14–19	13–18	12–17	11–16	10–15	9–14	8–13	7–12	6–11
Multiplex	21–26	20–25	19–24	18–23	17–22	16–21	15–20	14–19	13–18	12–17
Omniplex	27–32	26–31	25–30	24–29	23–28	22–27	21–26	20–25	19–24	18–23
Transcendent	33–38	32–37	31–36	30–35	29–34	28–33	27–32	26–31	25–30	24–29

Complexity for Prereq 18										
<i>Complexity</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>	<i>Level 7</i>	<i>Level 8</i>	<i>Level 9</i>	<i>Level 10</i>
Average	1–6	1–5	1–4	1–3	1, 2	1	—	—	—	—
Hard	7–12	6–11	5–10	4–9	3–8	2–7	1–6	1–5	1–4	1–3
Complex	13–18	12–17	11–16	10–15	9–14	8–13	7–12	6–11	5–10	4–9
Multiplex	19–24	18–23	17–22	16–21	15–20	14–19	13–18	12–17	11–16	10–15
Omniplex	25–30	24–29	23–28	22–27	21–26	20–25	19–24	18–23	17–22	16–21
Transcendent	31–36	30–35	29–34	28–33	27–32	26–31	25–30	24–29	23–28	22–27

Complexity for Prereq 24										
<i>Complexity</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Level 4</i>	<i>Level 5</i>	<i>Level 6</i>	<i>Level 7</i>	<i>Level 8</i>	<i>Level 9</i>	<i>Level 10</i>
Average	1–4	1–3	1, 2	1	—	—	—	—	—	—
Hard	5–10	4–9	3–8	2–7	1–6	1–5	1–4	1–3	1, 2	1
Complex	11–16	10–15	9–14	8–13	7–12	6–11	5–10	4–9	3–8	2–7
Multiplex	17–22	16–21	15–20	14–19	13–18	12–17	11–16	10–15	9–14	8–13
Omniplex	23–28	22–27	21–26	20–25	19–24	18–23	17–22	16–21	15–20	14–19
Transcendent	29–34	28–33	27–32	26–31	25–30	24–29	23–28	22–27	21–26	20–25

# Air Lists

## Basic Air List (Average)

All of these spells deal with the movement of air. By convention if the target is “container” and the area is “weight” use the weight of an equal volume of water. For example a one gallon container has an eight pound weight equivalency and, for a Weight (Medium) would require an effective Score 8 to affect.

### Air-Tight Seal

*Rank 1 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: container*

*Area: Weight (Large [SL])*

This spell causes the targeted container to become air-tight until opened if the contained volume does not exceed SL cubic feet. Note that this only works on containers that can be closed reasonably tightly in the first place. A sack made from cheese cloth will not become air-tight no matter how many times this spell is cast on it.

### Seal Many

*Rank 3 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: container*

*Area: Number (Medium [SL])*

*Weight (Light)*

This spell is the same as Air-Tight Seal except that more than one container within range can be targeted and the maximum volume of each container is generally less.

### CalmAir

*Rank 6 (Simple)*

*Range: Medium*

*Duration: Medium*

*Target: location*

*Area: Diameter*

This spell diminishes the speed of any wind inside its area by  $SL \times 2$  mph. A natural wind entering this area will leave with whatever speed it was reduced to. Magical winds are only diminished within the bounds of this spell.

## Make Air-Tight

*Rank 8 (Average)*

*Range: Short*

*Duration: Extended*

*Target: container*

*Area: Weight (Medium [SL])*

This spell causes the targeted container to become air-tight until opened if the contained volume does not exceed SL cubic feet. Note that this works on any container which can be closed. However, there is no especial force holding it closed. This spell simply prevents the air seepage.

## Carry Words

*Rank 10 (Average)*

*Range: Self*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell carries up to SL words spoken by the thaumaturge upon completion of the casting to a distance in feet of not more than the square of the difference between the number of words and SL. The carried words sound to a listener as if they emanated from the nearest point of the path having the same volume as the thaumaturge spoke them. The path can wind as tortuously as the thaumaturge desires, however he must be able to see every part of the path at the time of the casting. For example, at SL 5 the thaumaturge can have a single word carried up to 16 feet. If spoken in a light whisper and carefully directed around everyone in the area but ending in the ear of an intended listener that person would hear it as if the thaumaturge had spoken the light whisper directly into the listener's ear. Alternatively the whisper could be carried to a series of listeners if the path wound properly.

## Make Many Air-Tight

*Rank 12 (Average)*

*Range: Short*

*Duration: Extended*

*Target: container*

*Area: Number (Medium [SL])*

*Weight (Light)*

This spell is the same as Make Air-Tight except that more than one container within range can be targeted and the maximum volume of each container is generally less.

## **Air List (Hard)**

*[Basic Air List 18]*

All of the spells on this list are combat oriented and concerned with air.

### **Control Air**

*Rank 2 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Diameter*

This spell allows the spell caster, through concentration, to cause and direct minor drafts inside the affected volume. The strength of the drafts is limited by SL. At SL 1 a candle will gutter, at SL 2 a candle will blow out and a torch will flicker. At SL 3 a torch will gutter and a lamp or lantern will flicker, at SL 4 a torch will blow out and a lamp or lantern will gutter, at SL 5 most any lamp will blow out and a one-hex fire will flicker. Each additional SL will affect a lone hex larger fire, at five additional SL the fire will gutter, and at ten additional SL the fire will go out. Thus at SL 30 a four-hex bonfire would be blown out. The gust speed of a draft is approximately equivalent to  $SL \times 1$  mph.

### **Lighten**

*Rank 3 (Average)*

*Range: Short*

*Duration: Short*

*Target: Creature or Object*

*Area: Number (Single)*

*Effect: Weight (Size [SL])*

*Resisted*

This spell causes the target to become light, effectively reducing its weight without altering its mass. Up to  $SL^2 \times 5$  pounds of weight are canceled. Note that this will never cause the target to have a negative weight.

### **Adjust Temperature**

*Rank 5 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Medium)*

This spell increases or decreases the ambient temperature of the air within its boundary by  $SL \times 2^\circ$



Fahrenheit.

### Create Air Bubble

Rank 8 (Hard)

Range: Medium

Duration: Medium

Target: Location

Area: Sphere

This spell can only be cast in water and there creates an air bubble having a diameter of one foot per SL and a constantly renewing air supply.

However, the maximum depth the bubble can be taken is 34 feet per SL not used for diameter. The spell caster can shift these points after casting if he kept a link to the spell and spends a full round concentrating.

### Combat Air List (Hard)

[Air List 18]

All of the spells on this list are combat oriented and concerned with air.

#### Move Air

Rank 2 (Hard)

Range: Medium

Duration: Short

Target: Location

Area: Diameter (Medium)

This spell allows the thaumaturge to move the affected air in any direction. The volume of air initially affected cannot exceed the targeting of the spell, though it can be less. Air can be compressed to no less than a single hex-volume, or rarefied out to a hex-volume of SL. The most hexes that can be traversed in a round is equal to  $SL \times 2$ .

#### Gas Breath

Rank 4 (Hard)

Range: Short

Duration: Brief

Target: Self

Area: Number (Single)

This spell causes the thaumaturge's exhalations to be greenish, noxious fumes with a reach of up to Level feet. The thaumaturge can cause a jet of gas by the simple expedient of blowing—such a jet has a hitting force equivalent to Level STR and a range of  $Level \times 5$  feet. This can be used to knock things around. More importantly the gas is so noxious that anyone breathing it (like after having it blown in their face) must make a CON/SL roll to avoid being reduced to a choking fit.

Success	Result
Critical	Unaffected
Special	Coughing
Normal	Spasmodic coughing: 6 penalty to all actions until five consecutive SR have passed
Miss	Choking: no action other than slow stumbling allowed until five consecutive SR have passed
Failure	Choking: no action other than a slow stumbling allowed until after the end of the following round

Fumble Asphyxiation: the character passes out through poisoned air in lungs, waking up after five consecutive SR have passed and even then no action other than a slow stumbling allowed until after the end of the following round

Fumble<sup>2</sup> Asphyxiation: the character passes out through poisoned air in lungs, waking up at the end of the following round and even then no action other than a slow stumbling allowed until after the end of the second following round

Fumble<sup>3</sup> Unconscious immediately, death from asphyxiation at the end of the following round.

Fumble<sup>4</sup> Unconscious immediately, death from asphyxiation after five consecutive SR

### **Throw Gas**

*Rank 6 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: Location*

*Area:  $SL^2 \times 10$  pounds of air*

This spell create a greenish noxious gas and allows the thaumaturge to throw it anywhere within his range with Target, though if the destination is not visible to him it will impair his accuracy. The air has a hitting force of  $SL^2$  as STR for knocking things around.

### **Project Gas**

*Rank 8 (Complex)*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell causes greenish gas to leak from the palms and undersides of the fingers of the target. The target can, at will, project a greenish gas from his hands to a distance of POW feet. Each blast of gas takes one action and has the effect of Gas Breath.

### **Gas Wall**

*Rank 10 (Complex)*

*Range: Medium*

*Duration: One action*

*Target: Region (Small)*

This spell causes a wall of greenish gas five feet tall to spring into existence in front of the thaumaturge and move rapidly (for the span of a single Strike Rank) away from him. The thaumaturge can control how far away the wall of gas will be created and can stop it at any point short of this full range, though his accuracy in this is predicated on him devoting the duration of the spell to its control and his ability to see the beginning and ending points. Everything in the Gas Wall's path must make a CON/SL saving throw as for Gas Breath.

### **Gas Strike**

*Rank 12 (Complex)*

*Range: Medium*

*Duration: One round*

*Target: Creature or Object*

*Area: Number (Single)*

This spell causes a ball of greenish gas about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill and, if successful, the gasball will strike the target, enveloping him with greenish, noxious fumes. There is no particular impact from the gasball, but the target must make a CON/SL saving throw as for Gas Breath.

### **Gasball**

*Rank 16 (Multiplex)*

*Range: Medium*

*Duration: One round*

*Target: Location*

*Area: Number (Single)*

This spell causes a ball of greenish gas about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill; on impact the sphere envelopes the target who must make a CON/SL roll as for Gas Breath.

### **Choking Gas**

*Rank 20 (Omniplex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Medium)*

This spell creates a choking gas in the affected area with a potency equal to SL. The gas inhibits proper breathing and requires that any creature within it

match CON/SL to draw breath. This can lead to death through asphyxiation.

## **Air Strike List (Hard)**

*[Combat Air List 24]*

All of the spells on this list are combat oriented and concerned with air.

### **Gas Strike**

*Rank 1 (Complex)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Diameter (Small)*

This spell is identical to the Combat Air List's Gas Strike spell except that it is of lower rank.

### **Gasball**

*Rank 3 (Multiplex)*

*Range: Medium*

*Duration: One round*

*Target: Location*

*Area: Number (Single)*

This spell is identical to the Combat Air List's Gasball spell except that it is of lower rank.



# ALTERATION Lists

## Basic Alteration List (Average)

All the spells on this list have to do with altering the appearance or properties of the target.

### Sticky

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Region (Small)*

This spell makes the surface of the affected region to become sticky. Anything touching the surface is held to it with a strength equal to SL. This spell is particularly effective when used in conjunction with a Trigger spell.

### Sharpen

*Rank 4 (Simple)*

*Range: Medium*

*Duration: Short*

*Target: Edged Weapon*

*Area: Weight (Medium)*

This spell causes the targeted edged weapon to become preternaturally sharp such that it does additional damage equal to SL.

### Luck

*Rank 5 (Simple)*

*Range: Medium*

*Duration: Brief*

*Target: Creature*

*Area: Size*

This spell gives the target a bonus to any action for the duration of the spell equal to SL%.

### Bad Luck

*Rank 6 (Simple)*

*Range: Medium*

*Duration: Brief*

*Target: Creature*

*Area: Size*

*Resisted*

This spell gives the target a penalty to any action for the duration of the spell equal to SL.

### Glue

*Rank 8 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Touching Objects*

*Area: Number (Single)*

This spell can only be cast on two inanimate objects which are already touching. The effect of this spell is to cause the two objects to be stuck together with a strength equal to  $SL \times 10$ . This spell could be used to stick the soles of an opponent's boots to cobble stones. Note: any spell having an adverse effect and within a living creature's very strong presence range is resisted.

### Very Sharp

*Rank 10 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Edged Weapon*

*Area: Weight*

This spell is the same as Sharpen with the addition that it ignores a number of AP equal to SL.

## **Alteration List (Hard)**

*[Basic Alteration List 12]*

All the spells on this list have to do with altering the appearance or properties of the target.

### **Strength**

*Rank 4 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Size*

This spell increases the target's STR by  $SL \times 3$  though STR cannot be increased past triple the actual attribute score. This has no effect on skill aptitude.

### **Weakness**

*Rank 6 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Size*

*Resisted*

This spell decreases the target's STR by  $SL \times 1\frac{1}{2}$  points though STR cannot be decreased below one point by this spell.

### **Wit**

*Rank 8 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Size*

This spell increases the target's WIT by SL, though WIT cannot be increased past twice the actual attribute score. This has no effect on skill aptitude.

### **Witless**

*Rank 10 (Hard)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Size*

This spell decreases the target's WIT by  $\frac{1}{2} \times SL$ , though not below one point.

## **Weapon Alteration List (Hard)**

*[Basic Alteration List 18]*

All the spells on this list have to do with altering the properties of weapons.

### **Attack Boost**

*Rank 4 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Object*

*Area: Weight (Very Small)*

This spell causes the targeted object, when used as a weapon, to do additional damage equal to SL and have a bonus to hit of SL. At the time the spell is prepared the wizard can specify that the bonuses should be penalties instead though damage cannot be modified below one point in this manner.

### **Ultra Sharp**

*Rank 14 (Complex)*

*Range: Medium*

*Duration: Short*

*Target: Edged Weapon*

*Area: Weight*

This spell is the same as Sharpen with the addition that it ignores a number of AP equal to  $SL \times 2$ .



**Advanced Weapon Alteration List (Hard)***[Weapon Alteration List 24]*

All the spells on this list have to do with altering the properties of weapons.

**Incredibly Sharp***Rank 14 (Multiplex)**Range: Medium**Duration: Short**Target: Edged Weapon**Area: Weight*

This spell is the same as Sharpen with the addition that it ignores a number of AP equal to  $SL \times 3$ .

**Ultimately Sharp***Rank 22 (Omniplex)**Range: Medium**Duration: Short**Target: Edged Weapon**Area: Weight*

This spell is the same as Sharpen with the addition that it ignores a number of AP equal to  $SL \times 4$ .

**Metal Hand***Rank 10 (Complex)**Range: Self**Duration: Momentary [SL]**Target: Creature**Area: Number (Single)*

This spell causes the thaumaturge's dominant hand to become living metal. The skin of the hand provides AP 12, punches with the hand do Crush instead of Stun damage. Due to its momentary duration this spell is most often used by a skilled thaumaturge as a reflex casting when punching or parrying a sword bare handed.

**Metal Skin***Rank 16 (Multiplex)**Range: Short**Duration: Brief [SL]**Target: Creature**Area: Number (Single)*

This spell causes the target's skin to become living metal having AP 12. This allows him to kick or punch armored targets with impunity and to parry weapons bare handed.



# Animal Lists

## Basic Animal List (Average)

All of these spells deal with animals. An animal is considered to be a non-sentient, living, corporeal creature.

### Befriend [Animal]

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Medium*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to make friends with the targeted (non-sentient) animal specified at the time the spell is prepared. If successful the animal will fawn on the wizard and look upon him as a friend.

### Call [Animal]

*Rank 4 (Simple)*

*Range: Medium*

*Duration: Medium*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to call to him one or more of the species of animal specified at the time the spell is prepared. Starting with the nearest affected animal within then spell's range the thaumaturge tries to overcome the animal's resistance until either he succeeds or there are no more animals of that type within range. An affected animal will be drawn irresistably to the thaumaturge, though this spell in no way alters the animals disposition. The animal will be ambivalent and react to the thaumaturge (and others) as if it had simply wandered into their presence. The animal will remain within close proximity to the thaumaturge for the duration of the spell.

### Calm Animal

*Rank 6 (Simple)*

*Range: Medium*

*Duration: Instant*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell soothes the targeted animal so that it loses all rage or fear and settles down immediately. The amount of rage and fear that can be countered is determined by SL. 1 SL is sufficient for most minor occurrences. An SL of 2 or 3 is sufficient for most encounters with aggravated beasts with an SL of 10 only being required for a very enraged animal with a propensity for extreme rage (such as a boar). If the creature is under magical influence then the SL of this spell reduces that of the magical influence.

## Animal List (Hard)

*[Basic Animal List 12]*

All of these spells affect or act on animals or other creatures.

### Befriend Animal

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Medium*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell works the same as Befriend [Animal] from the Basic Animal List, except that no animal need be specified when the spell is prepared.

### Coordination

*Rank 4 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium)*

This spell increases the target's DEX and AGI by  $SL \times 2$ . Neither can be increased past double the actual attribute score. This increase has no effect on skill aptitude. When the spell is prepared the spell caster can choose to have it *decrease* the target's DEX and AGI. In such a case the spell is resisted and the amount of the reduction is SL, though neither attribute can be reduced below one point.

### Control [Animal]

*Rank 8 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to control all manner of the specified animal with sufficient spell level. The animal type to be controlled must be specified at the time of preparation. The extent of the control is determined by SL.

A controlled creature told, via the telepathic control link of the spell, to do something that it would probably do on its own anyway will do so. If the controlled action is within its nature, but not necessarily something that it would do on its own in the current situation the creature does it if the SL equals or exceeds its WIL, or the animal loses an SL/WIL resistance roll. All other actions require a success SL/WIL or the animal will not obey.

### **Skin Change [Animal] to [Animal]**

*Rank 12 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to change the appearance of an animal as specified when the spell was prepared. For instance, human-to-wolf or bear-to-lion. Keep in mind that only the appearance and form are changed, not the size. This could be used to transform a man into a rat, but it would be a man-sized rat. No attributes or skills are changed in any way which can make the changed animal clumsy, such as when changing a human-to-horse, or unusually agile, such as when changing a pixie-to-dwarf.

For a skin change to take effect the thaumaturge must overcome any target resistance and must additionally supply sufficient SL to compensate for differences between shapes. The greater the difference the higher the SL required. For example, humans and apes (in general) differ by 1 SL. To change from biped to quadruped or vice versa is 2 SL. Adding or removing a limb is 3 SL. To change hairless to fur is 1 SL, hairless or fur to scales is 3

### **Creature Animal Size/HP**

<i>Size</i>	<i>SL</i>	<i>HP</i>
Tiny	1	(SL)s6
Very Small	3	(SL - 2)d4
Small	5	(SL - 4)d6
Medium Small	7	(SL - 6)d8
Medium	9	(SL - 8)d10
Medium Large	11	(SL - 10)d12
Large	13	(SL - 13)d12 + 2d8
Very Large	15	(SL - 15)d12 + 4d8
Huge	17	(SL - 17)d12 + 8d8
Enormous	19	(SL - 19)d12 + 16d8
Titanic	21	(SL - 21)d20 + 32d8
Gargantuan	23	(SL - 23)d20 + 64d8

SL, hairless or fur to feathers is 5 SL, scales to feathers is 2 SL. To change mammal to reptile is 5 SL. So a human-to-rat skin change is 1 (quadruped) + 1 (tail) + 2 (features) + 1 (fur) = 5 SL. A dwarf-to-dragon skin change is 1 (quadruped) + 1 (tail) + 2 (each wing) + 3 (scales) + 3 (features) = 10 SL. A bear-to-mouse skin change is 2 (features) = 2 SL.

Keep in mind that the species to be affected *and* the species to be changed to are *both* specified when the spell is prepared.

A thaumaturge can only skin change into species that he has seen, regardless of the spell variation. If the thaumaturge has never actually seen a sea dragon and been able to inspect it (pictures don't count) then he cannot skin change anyone into a sea dragon.

### **Create [Animal]**

*Rank 16 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Number (Single)*

This spell creates the animal specified at the time the spell was prepared. The size of the created animal is determined by the Size level specified, not to exceed that allowed by SL. The HP of the animal is determined by Size and excess SL. Other attributes are derived from HP as normal; for imaginary creatures use STR equal to HP, END, WIL and POW of  $\frac{1}{2} \times$  HP, AGI and WIT of  $\frac{1}{2} \times$  TAL, Dodge of  $AGI \times 5\%$  adjusted for Size, AP of zero and any

attack as  $AGI \times 3\%$ . The creature can be real or imaginary, though in no case will it have any magical powers attributed to the species. In other words a created fire drake cannot breathe fire. Note that created creatures are ambivalent, being neither well nor ill disposed toward the thaumaturge.

### **Shape Change [Animal] to [Animal]**

*Rank 20 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows the thaumaturge to change the shape of an animal as specified when the spell was prepared. For instance, racoon-to-troll or dragon-to-mouse. Although the form, appearance and size of the creature are changed and all natural abilities assumed, the shape change does *not* give the target any magical abilities of the target species. In other words a rat shape changed into a fire drake will not be able to breathe fire. Conversely, a shape change will not take away a magical ability. A fire drake shape changed into a rat will lose its ability to fly (not having wings), but will be able to breathe fire at full, normal effect (it's POW not being changed). Only the physical attributes are altered so that the rat changed into a fire drake will have the strength and HP of a dragon, but not its WIL or POW.

For a shape change to take effect the wizard must overcome any target resistance and must additionally supply sufficient SL to compensate for differences between shapes. The greater the difference the higher the SL required. For example, humans and apes (in general) differ by 1 SL. To change from biped to quadruped or vice versa is 2 SL. Adding or removing a limb is 3 SL. To change hairless to fur is 1 SL, hairless or fur to scales is 3 SL, hairless or fur to feathers is 5 SL, scales to feathers is 2 SL. To change mammal to reptile is 5 SL. So a human-to-rat shape change is 1 (quadruped) + 1 (tail) + 2 (features) + 1 (fur) = 5 SL. A dwarf-to-dragon shape change is 1 (quadruped) + 1 (tail) + 2 (each wing) + 3 (scales) + 3 (features) = 10 SL. A bear-to-mouse shape change is 2 (features) = 2 SL.

Keep in mind that the species to be affected *and*

the species to be changed to are *both* specified when the spell is prepared.

A thaumaturge can only shape change into species that he has seen, regardless of the spell variation. If the thaumaturge has never actually seen a sea dragon and been able to inspect it (pictures don't count) then he cannot shape change anyone into a sea dragon.

### **Advanced Animal List (Very Hard)**

*[Animal List 15]*

All of these spells...

#### **Create [Animal]**

*Rank 8 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell works the same as Create [Animal] from the Animal List, except that the attributes can be defined more precisely. The attributes must be specified when the spell is prepared. STR, END, WIL and POW have a total HP multiplier of  $2\frac{1}{2}$  which can be divided as desired between them. The total of AGI and WIT must not exceed the thaumaturge's TAL. A  $\frac{1}{4}$  HP multiplier is worth 25% of the total AGI and WIT scores or 2 AP or a 1 AGI multiplier for Dodge or an attack skill. For example, a creature could have all STR, END, WIL and POW multipliers of  $\frac{1}{2}$  (freeing up a  $\frac{1}{2}$ ) and if AGI were half TAL and WIT one quarter (freeing up a  $\frac{1}{4}$ ) then AP could be 6 if Dodge and all attack skills were kept at normal. The thaumaturge can specify (at the time the spell is prepared) that some portion of the SL is reserved for buying multipliers (each SL is worth a  $\frac{1}{4}$ ).

#### **Create Animal**

*Rank 12 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell works the same as Create [Animal] from the Animal List, except that no animal need be speci-

fied when the spell is prepared.

### **Animal Shape List (Very Hard)**

[Animal List 21]

All of these spells deal with animal shapes and appearances.

#### **Skin Change [Animal]**

Rank 6 (Complex)

Range: Medium

Duration: Medium

Target: Creature

Area: Number (Single)

Resisted

This spell works the same as Skin Change [Animal] to [Animal] from the Animal List, except that only the animal to or from needs to be specified when the spell is prepared. This allows the thaumaturge to *either* turn any creature into that specified *or* turn the specified creature into any other creature. Of course, SL must be sufficient to cover the differences.

#### **Shape Change [Animal]**

Rank 12 (Multiplex)

Range: Medium

Duration: Medium

Target: Creature

Area: Number (Single)

Resisted

This spell works the same as Shape Change [Animal] to [Animal] from the Animal List, except that only the animal to or from needs to be specified when the spell is prepared. This allows the thaumaturge to *either* turn any creature into that specified *or* turn the specified creature into any other creature. Of course, SL must be sufficient to cover the differences.

#### **Skin Change**

Rank 18 (Omniplex)

Range: Medium

Duration: Medium

Target: Creature

Area: Number (Single)

Resisted

This spell works the same as Skin Change [Animal] to [Animal] from the Animal List, except that it is entirely free form: it can be cast on any animal and

change their appearance to that of any other animal. Of course, SL must be sufficient to cover the differences.

#### **Shape Change**

Rank 22 (Transcendent)

Range: Medium

Duration: Medium

Target: Creature

Area: Number (Single)

Resisted

This spell works the same as Shape Change [Animal] to [Animal] from the Animal List, except that it is entirely free form: it can be cast on any animal and change their shape to that of any other animal. Of course, SL must be sufficient to cover the differences.

### **Body Enhancement List (Hard)**

[Basic Animal List 12]

This list is for improving the way the body works. None of these enhancements affect the target's skill aptitude.

#### **Strength**

Rank 2 (Simple)

Range: Medium

Duration: Short

Target: Creature

Area: Number (Single)

This spell increases the target's effective STR by SL for the duration of the spell.

#### **Endurance**

Rank 2 (Simple)

Range: Medium

Duration: Short

Target: Creature

Area: Number (Single)

This spell increases the target's effective END by SL for the duration of the spell.

#### **Reflexes**

Rank 4 (Simple)

Range: Medium

Duration: Short

Target: Creature

Area: Number (Single)

This spell increases the target's effective SR by one-



fifth SL, rounded down, for the duration of the spell.

### **Speed**

*Rank 4 (Simple)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective movement rate by SL for the duration of the spell.

### **Dexterity**

*Rank 8 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective DEX by SL for the duration of the spell.

### **Agility**

*Rank 8 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective AGI by SL for the duration of the spell. This has no effect on the character's movement rate.

### **Health**

*Rank 12 (Hard)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective CON (and thus HP) by SL for the duration of the spell.

### **Coordination**

*Rank 16 (Complex)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective DEX and AGI by SL for the duration of the spell.

### **Quickness**

*Rank 18 (Complex)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective AGI and movement by SL and effective SR by one-fifth SL, rounded down, for the duration of the spell.

### **Hulk**

*Rank 20 (Complex)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's effective STR, END and CON by SL for the duration of the spell.

### **Animal Combat List (Hard)**

*[Basic Animal List 12]*

All of these spells use or act on animals in an offensive fashion.

### **Stun**

*Rank 6 (Average)*

*Range: Medium*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell is resisted by the target's CON, not WIL, and has an offensive score of  $SL \times 5$ . A success causes the target to be stunned into inaction for five consecutive SR. Each additional level of success extends this stun by one round. If the attempt is a miss the target will be aware that he successfully resisted a spell. If the attempt is a failure and the target is not otherwise occupied he will notice this as well. If the attempt is a fumble it will only be noticed if the target is meditating or specifically looking out for spell resistance rolls.

### **Matu**

*Rank 10 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

This spell creates a small dragon-like creature about

eight inches in length (mostly wings and tail, but with some nastily sharp fangs and claws) that flies at the indicated target and harries him. It can fly at about 40 hexes per round, though being made up of magic it has no momentum to speak of. Although the target must be initially visible to the caster the matu will continue to pursue and attack the target as long (though not past the spell's range). Because it is directed at the target, not a spell that is cast *on* a target, there is no saving throw.

The matu has HP equal to SL and no armor so it is easily eliminated. When HP drop to zero the matu disappears and the spell is broken. Its dodge is equal to  $TAL \times 5\%$ .

If the thaumaturge is linked to the spell he can control it by concentrating. Otherwise it simply flies in to attack with tooth and claw. The tooth and claw attack has a SR equal to the  $TAL \times \frac{1}{4}$  and does cutting damage with an adjSTR equal to SL. A controlled matu can also breathe fire to  $SL \times 5$  feet. Each time it does so costs it 1 HP, but the attack occurs with a SR of  $TAL \times \frac{1}{2}$ , has a chance to hit of  $TAL \times 5\%$ , and does 1d6 magical fire damage.

### **Murder of Matu**

*Rank 16 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Self*

*Area: Number (Single)*

This spell creates a number of matu equal to SL, each having an effective SL equal to the thaumaturge's Level. The matu fly around the caster, circling and waiting to attack. If the thaumaturge has a link with the spell he can designate targets and even specify which matu to use in the attack. Once instructed to attack a matu will continue to do so until destroyed or called off by the (linked) caster.

# COMBAT Lists

**A**lthough generally offensive combat spells cover a wide gamut of effects that include special effects. Note that not every conceivable combat spell is covered in these lists, rather these are spells that are unique to the conduct of battle. There are three groups of lists that comprise the entirety of combat lists: melee combat, missile combat and advanced combat lists. Each of these is treated with in order.

Spell effects are not cumulative unless otherwise noted with only the currently most potent having effect. So two spells that both give a bonus of 6 to skill result only in a bonus of 6, not 12.

## Melee Combat Lists

These are the elementary combat spells that deal with altering or enhancing an existing weapon, the wielder of a weapon, or are used to hurl a weapon.

### Rot Weapon List (Rank 1)

These spells alter the targeted weapon causing either rust or rot. Rust and rot are equivalent with one affecting metal and the other affecting wooden weapons. Unless specified otherwise any rot or rust introduced by spells is not cumulative, except for loss of hit points. The first four points represent superficial decay or streaks of rust, the next eight include more visible decay or increased pitting. Every point past twelve causes the loss of  $\frac{1}{32}$  of total hit points. At level 45 the weapon is completely consumed. As a rule of thumb any given instance of rot will increase its level by one each week, though this is very dependent on the circumstances. In a dry desert this drops to no more than one per month while along a salty coast it can be as high as one per day. The rule of thumb for rust is it will increase its level by one each month. In a dry desert this drops to no more than one per year while along a salty coast it can be as high as one per week.

### Introduce Rot

*Rank 1 (Simple)*

*Score: 3*

*adjScore: 2*

*Range: Short*

*Duration: Instant*

*Target: wood object*

*Area: Size (Weight)*

This spell causes adjSL levels of rot.

### Introduce Rust

*Rank 2 (Simple)*

*Score: 5*

*adjScore: 3*

*Range: Short*

*Duration: Instant*

*Target: metal object*

*Area: Size (Weight)*

This spell causes adjSL levels of rust.

### Cure Wood

*Rank 4 (Average)*

*Score: 9*

*adjScore: 5*

*Range: Short*

*Duration: Instant*

*Target: wooden weapon*

*Area: Weight (Size)*

This spell reduces the level of rot in the targeted weapon by up to adjSL with any excess preventing as many future levels of rot.

### Polish

*Rank 5 (Average)*

*Score: 11*

*adjScore: 6*

*Range: Short*

*Duration: Instant*

*Target: metal object*

*Area: Size (Weight)*

This spell removes up to SL levels of rust.

### **Temporary Rust**

*Rank 6 (Average)*

*Score: 13*

*adjScore: 7*

*Range: Medium*

*Duration: Medium*

*Target: metal object*

*Area: Size (Weight)*

This spell causes SL levels of rust for the duration of the spell. Although the rust itself is temporary any damage done as a result of the rust is permanent.

### **Durable Polish**

*Rank 7 (Average)*

*Score: 15*

*adjScore: 8*

*Range: Short*

*Duration: Long*

*Target: metal object*

*Area: Size (Weight)*

This spell removes up to adjSL levels of rust with any excess levels preventing as many future levels of rust.

### **Increase Rust**

*Rank 8 (Hard)*

*Score: 17*

*adjScore: 9*

*Range: Short*

*Duration: Extended*

*Target: metal object*

*Area: Size (Weight)*

This spell increases the level of rust by SL every week for the duration of the spell. Any rust so caused is a permanent, natural effect and will remain after the spell has terminated. By the same token such rust can be removed by normal means.

### **Instant Rust**

*Rank 9 (Hard)*

*Score: 19*

*adjScore: 10*

*Range: Short*

*Duration: Instant*

*Target: metal object*

*Area: Size (Weight)*

This spell introduces SL rust level to the targeted weapon.

### **Permanent Rust**

*Rank 10 (Complex)*

*Score: 21*

*adjScore: 11*

*Range: Short*

*Duration: Instant*

*Target: metal object*

*Area: Size (Weight)*

This spell causes the target to have rust equal to SL. Though the rust level may increase it cannot drop below this level unless removed as with a dispell magic.

## Edged Weapons List (Level 2)

These spells alter the edge of the targeted weapon in some way. Note that any spell used to dull or sharpen an edge is affected by the quality of the metal in the blade. A particularly high carbon steel halves the effective SL while a mild steel doubles it. However, a mild steel blade can never have an improved edge due to sharpening, a normal blade is limited to a +4 effect and a high carbon steel blade is limited to a +10.

### Redull

*Rank 1 (Simple)*

*Score: 4*

*adjScore: 3*

*Range: Medium*

*Duration: Medium*

*Target: edged weapon*

*Area: Weight (Small)*

This spell dulls the edge such that any target struck by it has an effective additional points of armor equal to adjSL, though the most effective AP that can be added by this spell is equal to half the maximum damage and in no case will damage be reduced below one point by this spell.

For example, a long sword dulled with SL 10 would have to get through 4 AP to hurt a target. If wielded by an individual with STR 10 and so doing 1d10 damage a roll of 4 would still result in a single point of damage. Also, if the sword were used by someone with STR 5 and so doing only 1d6 damage it would only have to overcome 3 AP instead of 4.

### Resharpen

*Rank 2 (Simple)*

*Score: 6*

*adjScore: 4*

*Range: Medium*

*Duration:*

*Target:*

*Area:*

This spell restores the edge to a dull weapon, removing up to SL penalty due to dullness. Note this spell will only restore a previously held edge that is normal for the blade in question.

### Dull Edge

*Rank 3 (Average)*

*Score: 8*

*adjScore: 5*

*Range: Short*

*Duration: Short*

*Target: edged weapon*

*Area: Weight (Small)*

This spell dulls the edge such that any target struck by it has an effective additional points of armor equal to SL.

### Sharpen

*Rank 4 (Average)*

*Score: 10*

*adjScore: 6*

*Range: Medium*

*Duration: Long*

*Target: edged weapon*

*Area: Weight (Small)*

This spell causes the weapon to become sharp such that adjSL points of armor are ignored by any given hit.

### Blunt Edge

*Rank 6 (Hard)*

*Score: 14*

*adjScore: 8*

*Range: Short*

*Duration: Brief*

*Target: edged weapon*

*Area: Weight (Small)*

This spell blunts the edge such that an additional adjSL damage is required to penetrate each point of armor. This is summarized for the first few spell levels on the table below. The special success of an impale still doubles the AP required to stop the damage, so at SL 8 three points of damage will penetrate 2 armor points.

SL	Impale	Chop	Cut	Tear
1, 2	1	2	3	4
3–5	2	3	4	5
6–9	3	4	5	6
10–14	4	5	6	7
15–20	5	6	7	8
21–27	6	7	8	9

**Keen Edge**

*Rank 7 (Hard)*

*Score: 16*

*adjScore: 9*

*Range: Short*

*Duration: Medium*

*Target: edged weapon*

*Area: Weight (Small)*

This spell increases damage by adjSL due to a preternaturally sharp edge.

**Slicing Edge**

*Rank 8 (Hard)*

*Score: 18*

*adjScore: 10*

*Range: Short*

*Duration: Medium*

*Target: edged weapon*

*Area: Weight (Small)*

This spell causes the weapon to become so sharp that SL points of armor are ignored by any given hit.

**Dull Permanently**

*Rank 9 (Complex)*

*Score: 20*

*adjScore: 11*

*Range: Short*

*Duration: Instant*

*Target: edged weapon*

*Area: Weight (Small)*

This spell dulls the edge in such a fashion that any target struck by it has an effective additional points of armor equal to SL. This penalty can be removed by sharpening the blade.

**Razor Edge**

*Rank 10 (Complex)*

*Score: 22*

*adjScore: 12*

*Range: Short*

*Duration: Short*

*Target: edged weapon*

*Area: Weight (Small)*

This spell increases damage by adjSL and ignores up to SL points of armor.

**Blunt Permanently**

*Rank 12 (Multiplex)*

*Score: 26*

*adjScore: 14*

*Range: Short*

*Duration: Instant*

*Target: edged weapon*

*Area: Weight (Small)*

This spell is the same as Blunt Edge except that the change is permanent.

## Enhance Weapons List (Level 3)

These spells enhance the targeted weapon in some way.

### Balance Tool

*Rank 1 (Simple)*

*Score: 5*

*adjScore: 4*

*Range: Short*

*Duration: Medium*

*Target: weapon or tool*

*Area: Weight (Small)*

This spell makes the targeted item more balanced and suitable for use as a weapon, effectively reducing penalties for use by adjSL. This spell cannot produce a bonus, any excess SL is simply ignored.

### Increase Deflection

*Rank 2 (Simple)*

*Score: 7*

*adjScore: 5*

*Range: Medium*

*Duration: Medium*

*Target: weapon*

*Area: Weight (Small)*

This spell increases the parry value of the affected weapon by adjSL.

### Improve Balance

*Rank 3 (Average)*

*Score: 9*

*adjScore: 6*

*Range: Medium*

*Duration: Medium*

*Target: weapon*

*Area: Weight (Small)*

This spell gives the wielder of the affected weapon a bonus of adjSL.

### Momentum

*Rank 4 (Average)*

*Score: 11*

*adjScore: 7*

*Range: Short*

*Duration: Short*

*Target: weapon*

*Area: Weight (Small)*

This spell increases the damage of the targeted weapon by adjSL.

## Tool to Weapon

*Rank 5 (Average)*

*Score: 13*

*adjScore: 8*

*Range: Close*

*Duration: Medium*

*Target: Tool*

*Area: Weight (Small)*

This spell makes the targeted tool have the characteristics of the most similar weapon for the duration. adjSL must be sufficient to cancel the imbalance penalty.

## Increase Reach

*Rank 6 (Hard)*

*Score: 15*

*adjScore: 9*

*Range: Short*

*Duration: Short*

*Target: weapon*

*Area: Weight (Small)*

This spell increases the reach of the targeted weapon according to the *Increased Reach* table without altering its balance or handling. Note, if used as part of an enchantment then an additional area of mastery is used to control the actual reach, varying between the base reach and the enhanced reach with times for this control as found on the *Degree of Mastery* table in book 1.

Increased Reach							
Reach	Short	Med.	Long	Pole	Extr.	3 hex	+1 hex
Close	1, 2	3–5	6–9	10–14	15–20	21–26	+6
Short	—	1, 2	3–5	6–9	10–15	16–20	+5
Medium	—	—	1, 2	3–5	6–9	10–13	+4
Long	—	—	—	1, 2	3–5	6–8	+3
Pole	—	—	—	—	1, 2	3, 4	+2
Extreme	—	—	—	—	—	1	+1



### **Increase Speed**

*Rank 7 (Hard)*

*Score: 17*

*adjScore: 10*

*Range: Short*

*Duration: Short*

*Target: weapon*

*Area: Weight (Small)*

This spell increases the strike rank of the targeted weapon by adjSL.

### **Unarmed List (Level 4)**

These spells are of use for or with unarmed combat.

#### **Iron Hand**

*Rank 1 (Simple)*

*Score: 6*

*adjScore: 5*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium [SL])*

This spell protects the target's hands from being injured due to punching.

#### **Iron Foot**

*Rank 2 (Average)*

*Score: 8*

*adjScore: 6*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium [SL])*

This spell is the same as Iron Hand except it is for feet and kicking.

#### **Improve Dodge**

*Rank 3 (Average)*

*Score: 10*

*adjScore: 7*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's Dodge skill by SL.

#### **Iron Claw**

*Rank 4 (Average)*

*Score: 12*

*adjScore: 8*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium [SL])*

This spell is the same as Iron Hand except that it does Tear damage.

### **Improve Brawl**

*Rank 5 (Hard)*

*Score: 14*

*adjScore: 9*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's Brawl skill and damage by SL.

### **Improve Grapple**

*Rank 6 (Hard)*

*Score: 16*

*adjScore: 10*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's Grapple skill and damage by SL.

### **Iron Fist**

*Rank 7 (Hard)*

*Score: 18*

*adjScore: 11*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium [SL])*

This spell is the same as Iron Hand except it changes the damage to Crush.

### **Extend Reach**

*Rank 8 (Complex)*

*Score: 20*

*adjScore: 12*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium)*

This spell increases the reach of the target's unarmed attacks as indicated on the *Increased Reach* table.

### **Improve Unarmed Attack**

*Rank 9 (Complex)*

*Score: 22*

*adjScore: 13*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's skill and damage with any unarmed attack (except Brawl or Grapple) by SL.

### **Spear Hand**

*Rank 10 (Complex)*

*Score: 24*

*adjScore: 14*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium [SL])*

This spell is the same as Iron Hand except it changes the damage to Impale.

## Combat Options List (Level 5)

These spells grant the character different combat options. If an option is granted by a spell then it cannot also be taken as a combat option.

### Fast Attack

*Rank 1 (Simple)*

*Score: 7*

*adjScore: 6*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell increases the SR of a wielder of the target by one as if the Fast Attack option had been taken.

### Circle Opponent

*Rank 2 (Average)*

*Score: 9*

*adjScore: 7*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell manipulates the melee such that a wielder of the target is considered to have taken the Circle Opponent option before an attack.

### Feint

*Rank 3 (Average)*

*Score: 11*

*adjScore: 8*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell causes the weapon to execute a feint just before any attack netting a penalty of 6 to defend against.

### Wait for Opening

*Rank 4 (Average)*

*Score: 13*

*adjScore: 9*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell manipulates the melee such that a wielder of the target is considered to have taken the Wait for Opening maneuver before an attack, granting a bonus of 6 to hit.

### Deflect

*Rank 5 (Hard)*

*Score: 15*

*adjScore: 10*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell causes the weapon to be considered to achieve a special success and thus double the parry value for any parry.

### Second Attack

*Rank 6 (Hard)*

*Score: 17*

*adjScore: 11*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell allows a wielder of the target to take an extra attack following a normal attack as if the Second Attack option had been taken.

### Powerful Blow

*Rank 7 (Hard)*

*Score: 19*

*adjScore: 12*

*Range: Short*

*Duration: Medium (SL)*

*Target: Weapon*

*Area: Weight (Small)*

This spell allows a wielder of the target to do an extra damage roll on a successful hit as if the Powerful Blow option had been taken.

## Disarm Opponent

Rank 8 (Complex)

Score: 21

adjScore: 13

Range: Short

Duration: Medium (SL)

Target: Weapon

Area: Weight (Small)

This spell allows any attack to be indicated as a Disarm option without any penalty to hit.

## Riposte

Rank 9 (Complex)

Score: 23

adjScore: 14

Range: Short

Duration: Medium (SL)

Target: Weapon

Area: Weight (Small)

This spell allows the weapon to be used to riposte against any attack as if a parry had been done and was a special success.

## Called Shot

Rank 10 (Complex)

Score: 25

adjScore: 15

Range: Short

Duration: Medium (SL)

Target: Weapon

Area: Weight (Small)

This spell allows a wielder of the target to call the general location to be struck by an attack as if the Called Shot option had been taken.

## Wielder List (Level 6)

These spells affect the skills and abilities of wielder of a weapon.

### Increase [Weapon Skill]

Rank 1 (?)

Score:

adjScore:

Range:

Duration:

Target: Creature

Area: Size (Medium)

This spell gives a bonus of SL to the weapon skill specified when it is prepared.

### Decrease [Weapon Skill]

Rank 2 (?)

Score:

adjScore:

Range:

Duration:

Target: Creature

Area: Size (Medium)

Resisted

This spell gives a penalty of SL to the weapon skill specified when it is prepared.

## Tactics

Rank 3 (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell increases the target's effective Tactics skill level by adjSL.

## Speed

Rank 4 (?)

Score:

adjScore:

Range: Short

Duration: Brief

Target: Creature

Area: Size (Medium)

This spell increases SR by adjSL.

### **Slow**

*Rank 5 (?)*

*Score:*

*adjScore:*

*Range:*

*Duration:*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell decreases SR by adjSL, though not below 0.

### **Quick Aim**

*Rank 6 (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Momentary*

*Target: Creature*

*Area: Number (Single)*

This spell improves the target's aim time by adjSL steps. That is, at SL a snapshot becomes a short aim, and a short aim becomes a long aim.

### **Zanshin**

*Rank 8 (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows the character to defend against up to adjSL attacks from untracked sources.

### **Multi Engage**

*Rank 10 (?)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell allows the target to engage a number of additional opponents equal to adjSL.

### **Martial Arts List (Level 7)**

These spells are of use for or with unarmed combat.

#### **Transfer Technique**

*Rank 1 (Average)*

*Score: 9*

*adjScore: 8*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows the caster to transfer to the target a technique known to him to the target. As the technique is transferred the caster is unable to use the technique himself for the duration and cannot transfer it again by means of this spell until it has returned. The target must know the same martial arts style and be qualified to use the technique.

#### **Enhance Martial Arts**

*Rank 2 (Average)*

*Score: 11*

*adjScore: 9*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell increases the number of ranks of techniques that can be employed in a round by adjSL.

#### **Instruct in Technique**

*Rank 4 (Hard)*

*Score: 15*

*adjScore: 11*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell is the same as Transfer Technique except the caster retains knowledge and use of the technique.

## Enhanced Grapple

*Rank 5 (Hard)*

*Score: 17*

*adjScore: 12*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell gives a bonus to Grapple equal to SL and allows the simultaneous execution of adjSL maneuvers. The same maneuver can be executed multiple times simultaneously. In the case of grab this would establish stronger combined grips, in the case of break it would allow multiple attempts to break a bone, etc.

## Graft Technique

*Rank 6 (Hard)*

*Score: 19*

*adjScore: 13*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows up to SL ranks of techniques specified by the caster to be used by the target without regard for style.

## Grant [Technique]

*Rank 7 (Complex)*

*Score: 21*

*adjScore: 14*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell is different for every technique and grants knowledge of the specified technique to the target, though the target must still have sufficient rank usages in a style teaching the technique to utilize it. The rank of the technique must not exceed adjSL.

## Syncretize

*Rank 9 (Complex)*

*Score: 25*

*adjScore: 16*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows the martial artist to combine various styles and techniques known to him into a single pool. The total skill ranks of martial arts styles to be so syncretized cannot exceed SL.

## Grant [Ability]

*Rank 10 (Multiplex)*

*Score: 27*

*adjScore: 17*

*Range: Touch*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

This spell is different for every martial arts ability and grants the one specified to the target.

## Weapon Creation List (Level 8)

These spells all deal with creating weapons. The listed versions all create cheap weapons which have a 4 penalty to skill, lower HP, etc. There are variations that are 3 ranks (one level of complexity) higher that produce normal weapons. Further variations that are 6 ranks (two levels of complexity) higher that count as fine quality weapons having +1 to skill. Additional variations that are 9 ranks (three levels of complexity) higher count as very fine quality weapons having +2 to skill. Final variations that are 12 ranks (four levels of complexity) higher count as exceptional quality weapons having +3 to skill. When the spell ends the weapons return to source materials (if any) with condition to suit the extent (not points) of damage sustained.

### Mold [Weapon]

*Rank 2 (Average)*

*Score: 12*

*adjScore: 10*

*Range: Close*

*Duration: Extended*

*Target: source materials*

*Area: Weight (Small)*

These spells take materials that largely resemble the weapon to be created including approximately correct weight.

### Form [Weapon]

*Rank 5 (Hard)*

*Score:*

*adjScore:*

*Range: Close*

*Duration: Long*

*Target: source materials*

*Area: Weight (Small)*

This spells require materials that are used to compose the desired weapon, though the quantity can be a quarter of required.

## Transform [Weapon]

*Rank 7 (Complex)*

*Score:*

*adjScore:*

*Range:*

*Duration:*

*Target:*

*Area:*

These spells convert raw materials into weapons with equal mass required though the materials do not have to match.

### Duplicate Weapon

*Rank 8 (Complex)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Short*

*Target: weapon*

*Area: Weight (Small)*

This spell creates a normal duplicate of the targeted weapon. The duplicate will have the same quality of craftsmanship, but lack any magical qualities.

### Body [Weapon]

*Rank 9 (Multiplex)*

*Score:*

*adjScore:*

*Range: Close*

*Duration: Brief*

*Target: Creature*

*Area: Size (Medium)*

These spells convert a limb into a weapon which is wielded with a skill for the limb that has been altered. Such weapons cannot be dropped. The weight of the weapon to create cannot exceed one tenth the target's weight.

### Create [Weapon]

*Rank 10 (Multiplex)*

*Score:*

*adjScore:*

*Range:*

*Duration: Brief*

*Target: Location*

*Area: Weight (Small)*

These spells create weapons out of whole cloth whose weight does not exceed the area of effect.



## Missile Combat Lists

[Melee Combat Lists 12]

These spells are for enhancing existing projectiles, missile launchers, thrown weapons or creating such. For these rules a projectile is anything that is launched by another weapon. For example, a sling stone, an arrow or a crossbow quarrel. This does not include a javelin unless the javelin is “launched” by using a spear thrower. A missile launcher is a device that is used to launch a projectile and so includes slings, bows, crossbows, blowpipes and spear throwers. A thrown weapon is a missile launched directly by the hand of the wielder and so includes javelins, knives, axes, boomerangs and so on. A “ranged weapon” includes both missile launchers and thrown weapons. A “missile” includes both projectiles and thrown weapons. If a weapon sometimes falls into a target category and sometimes not then a spell can be cast on the weapon, but will only have effect if it is used in a manner consistent with the spell’s targeting. For example, if the spell only targets projectiles then it can be cast on a javelin, but will only take effect if the javelin is thrown using a spear thrower or some other launching device.

### Missile Gimmicks List (Level 1)

These spells have only modest effects, but serve as an entry point to the other missiles spells.

#### Practice Ball

*Rank 1 (Simple)*

*Score: 3*

*adjScore: 2*

*Range: Long*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell throws a magically created red ball of about one-foot diameter at the designated target. Upon any impact the ball dissipates harmlessly as if it were made of smoke.

#### Designate Target

*Rank 3 (Average)*

*Score: 7*

*adjScore: 4*

*Range: Medium*

*Duration: Short*

*Target: anything*

*Area: Number (Single)*

*Resisted*

This spell allows the caster to make up to adjSL attempts to hit the target without regard to the target’s visibility.

#### Ball

*Rank 4 (Average)*

*Score: 9*

*adjScore: 5*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell throws a magically created blue ball of about two-foot diameter at the designated target. As the spell creates the ball rather than directly affecting the target there is no resistance roll, however the ball must be able to physically reach the target and armor protects normally. Assuming there is clear passage for the ball, the caster rolls against his Target skill to determine if he hits the target. The damage done by the ball is for an adjSTR of SL and is stun damage.

#### Better Penetration

*Rank 6 (Hard)*

*Score: 13*

*adjScore: 7*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell increases by adjSL the number of points of armor required to stop one point of damage by the missile, but only the first time the missile is launched as the spell immediately terminates when activated.

### **Force Ball**

*Rank 7 (Hard)*

*Score: 15*

*adjScore: 8*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell throws a magically created ball of about four-foot diameter at the designated target, much like the Ball spell. However, in addition to doing stun damage for an adjSTR of SL, the Force Ball does an automatic knockback as for a special success with a crushing weapon using a “damage” score of  $SL \times 2$ .

### **Improved Penetration**

*Rank 8 (Complex)*

*Score: 17*

*adjScore: 9*

*Range: Medium*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell increases by adjSL the armor points required to stop one point of damage done by a missile launched by it.

### **Missiles List (Level 2)**

These spells alter the targeted thrown weapon or projectile in some way. All of them can only be targeted on missiles for essentially a single use. Though this makes them inefficient they are fairly potent.

#### **Extend Range**

*Rank 1 (Average)*

*Score: 4*

*adjScore: 3*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell multiplies the medium and maximum ranges of the targeted missile by adjSL the first time it is launched with the spell terminating immediately.

#### **Added Penetration**

*Rank 2 (Average)*

*Score: 6*

*adjScore: 4*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell causes the missile to ignore up to SL points of armor the first time it is launched with the spell terminating immediately.

#### **Point Aim**

*Rank 3 (Average)*

*Score: 8*

*adjScore: 5*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell multiplies the short range of the targeted weapon by adjSL the first time it is launched with the spell terminating immediately.

### **Increase Damage**

*Rank 4 (Hard)*

*Score: 10*

*adjScore: 6*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell increases the missile's damage for adjSTR equal to SL the first time it is launched with the spell terminating immediately.

### **Boost Strength**

*Rank 5 (Hard)*

*Score: 12*

*adjScore: 7*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell increases the effective strength of the missile projection by SL. As a result this will increase medium and maximum ranges as well as damage. The spell takes effect the first time the missile is launched with the spell terminating immediately.

### **Improved Flight**

*Rank 6 (Hard)*

*Score: 14*

*adjScore: 8*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell gives a bonus to hit of SL the first time the missile is launched with the spell terminating immediately.

### **Sniper**

*Rank 7 (Complex)*

*Score: 16*

*adjScore: 9*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell increases the effective strength of the missile projection by SL and gives a bonus to hit of SL the first time the missile is launched with the spell terminating immediately.

### **Armor Piercing**

*Rank 8 (Complex)*

*Score: 18*

*adjScore: 10*

*Range: Medium*

*Duration: Medium*

*Target: impaling missile*

*Area: Weight (Tiny)*

This spell causes the missile to ignore up to SL<sup>2</sup> points of armor the first time it is launched and terminates immediately.

### **Fleet Missile**

*Rank 10 (Multiplex)*

*Score: 22*

*adjScore: 12*

*Range: Medium*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell takes effect the first time the missile is launched and terminates immediately. It multiplies all ranges by adjSL, increases damage for adjSTR equal to SL and giving a bonus to hit of SL.

### **Ranged Weapons List (Level 3)**

These spells alter the targeted ranged weapon in some way. All of them can only be targeted on ranged weapons. Though having a comparatively small effect they endure and so are generally more efficient use of magic points than those found in the Enhanced Missiles list.

#### **Extend Range**

*Rank 1 (Simple)*

*Score: 3*

*adjScore: 2*

*Range: Short*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell increases the medium and maximum range of the targeted weapon by  $SL \times 10\%$ .

#### **Penetration Forte**

*Rank 2 (Average)*

*Score: 5*

*adjScore: 3*

*Range: Short*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell allows any missile launched by the weapon to ignore up to adjSL points of armor.

#### **Point Aim**

*Rank 3 (Average)*

*Score: 7*

*adjScore: 4*

*Range: Short*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell increases the short range of the weapon by SL feet.

### **Increase Damage**

*Rank 4 (Hard)*

*Score: 10*

*adjScore: 6*

*Range: Medium*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell increases damage for adjSTR equal to adjSL the first time it is launched with the spell terminating immediately.

#### **Boost Strength**

*Rank 5 (Hard)*

*Score: 12*

*adjScore: 7*

*Range: Medium*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell increases the effective strength of the missile projection by adjSL. As a result this will increase medium and maximum ranges as well as damage.

#### **Improved Flight**

*Rank 6 (Hard)*

*Score: 14*

*adjScore: 8*

*Range: Medium*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell gives a bonus to hit of adjSL.

#### **Sniper**

*Rank 7 (Complex)*

*Score: 16*

*adjScore: 9*

*Range: Medium*

*Duration: Medium*

*Target: ranged weapon*

*Area: Weight (Small)*

This spell increases the effective strength of the missile projection by adjSL and gives a bonus to hit of adjSL.

### Armor Piercing

Rank 8 (Complex)

Score: 18

adjScore: 10

Range: Medium

Duration: Medium

Target: ranged weapon

Area: Weight (Small)

This spell causes impaling missiles to ignore up to SL points of armor.

### Powerful Launcher

Rank 10 (Multiplex)

Score: 22

adjScore: 12

Range: Medium

Duration: Medium

Target: ranged weapon

Area: Weight (Small)

This spell multiplies all ranges by  $SL \times 10\%$ , increases damage for adjSTR equal to SL and giving a bonus to hit of SL.

### Create Basic Missiles List (Level 4)

All of these spells have one or more missiles coming from near the caster's dominant hand and striking the target. The missiles are physical so any intervening obstacle must be penetrated, even if the target is visible through it. The target must, of course, be visible to the caster in any case. Attacks are resolved using the Target skill. As the spells create the missiles rather than directly affecting the target there is no resistance roll.

Spells that create multiple missiles are handled as follows. In the simple case of multiple missiles (e.g., Magic Missile versus Magic Missiles) the caster sets the "choke" at the time of casting. The choke can be tight, normal, or open. The bonus to the attack and the number of projectiles that hit are as found in the *Combat* chapter. Note that a multiple missile attack consisting of a single missile is possible. The caster still gets a bonus for the "cluster" but is unlikely to hit with the projectile at any range due to the uncertainty of its path. In all cases the aim for multiple shots is to hit with the "cone" of the cluster and if the projectile density is too low then no projectiles impact even with a successful hit.

### Stun Ball

Rank 4 (Hard)

Score: 11

adjScore: 7

Range: Long

Duration: Instant

Target: Location

Area: Number (Single)

This spell throws a magically created ball of about four inch diameter at the designated target. As the spell creates the ball rather than directly affecting the target there is no resistance roll, however armor protects the target normally. The caster rolls against his Target skill to determine if the ball hits the target. The damage done by the ball is for an adjSTR of SL + Level and is magical stun damage.

**Magic Missile**

*Rank 5 (Hard)*

*Score: 13*

*adjScore: 8*

*Range: Long*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Stun Ball, except that the missiles are smaller and harder doing magical crush damage.

**Magic Dart**

*Rank 6 (Hard)*

*Score: 15*

*adjScore: 9*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Stun Ball, except that the missiles are darts doing magical impale damage.

**Stun Balls**

*Rank 7 (Complex)*

*Score: 17*

*adjScore: 10*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Stun Ball, except that a number of ball are thrown equal to Level and using a choke (tight, normal or open) specified when the spell is cast. Each ball does damage for an adjSTR of SL.

**Magic Missiles**

*Rank 8 (Complex)*

*Score: 19*

*adjScore: 11*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Magic Missile, except that there are number of missiles equal to Level. Each

missile is rolled for separately to determine if it hits and does damage for an adjSTR of SL.

**Magic Darts**

*Rank 9 (Complex)*

*Score: 21*

*adjScore: 12*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Magic Dart, except that a number of darts are thrown equal to Level. Each dart is rolled for separately to determine if it hits and does damage for an adjSTR of SL.

## Tracers List (Level 5)

These spells alter the targeted ranged weapon in some way. All of them can only be targeted on ranged weapons. Though having a comparatively small effect they endure and so are generally more efficient use of magic points than those found in the Enhanced Missiles list.

### Tracer

Rank 1 (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Tiny)

This spell is only effective at night (the ambient light must be less than IP 0 and localized light sources cannot exceed SL). It causes the projectile to leave a luminously visible trace through the air indicating its passage. This has the side effect of revealing the location of the launcher. However, consecutive shots receive a bonus of adjSL with the effective SL being reduced by one per movement SR. When using multiple tracers against the same target the bonuses are cumulative. The bonus only applies to the launcher against the same target.

### Tracers

Rank 3 (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Small)

This spell is only effective at night (the ambient light must be less than IP 0 and localized light sources cannot exceed SL). It causes the projectile to leave a luminously visible trace through the air indicating its passage. This has the side effect of revealing the location of the launcher. However, consecutive shots receive a bonus of adjSL with the effective SL being reduced by one per movement SR. When using multiple tracers against the same target the bonuses are cumulative. The bonus only applies to the launcher against the same target.

## Daylight Tracer

Rank 4 (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Tiny)

This spell is the same as Tracer except that it works regardless of the level of general illumination.

## Daylight Tracers

Rank 6 (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Small)

This spell is the same as Tracers except that it works regardless of the level of general illumination.

## Subtle Tracer

Rank 7 (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Tiny)

This spell is the same as Tracer except that it is only visible to the person launching the projectile. When used as part of an enchantment it must be attuned for the person to see the trace and gain the benefit therefrom.

## Subtle Tracers

Rank 9 (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Small)

This spell is the same as Tracers except that it is only visible to the person launching the projectile. When used as part of an enchantment it must be



attuned for the person to see the trace and gain the benefit therefrom.

### Coded Tracer

Rank 10 (Multiplex)

Score: 22

adjScore: 12

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Tiny)

This spell is the same as Tracer except that it is only visible to those possessing the type of vision indicated at the time the spell was prepared. For example, it could be coded to be visible only to those with Moon Sight in which case normal night vision and Star Sight would neither be able to perceive it. Note that Good and Exceptional night vision are considered to be of the same type as normal night vision.

### Coded Tracers

Rank 12 (Multiplex)

Score: 22

adjScore: 12

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Tiny)

This spell is the same as Tracers except that it is only visible to those possessing the type of vision indicated at the time the spell was prepared. For example, it could be coded to be visible only to those with Moon Sight in which case normal night vision and Star Sight would neither be able to perceive it. Note that Good and Exceptional night vision are considered to be of the same type as normal night vision.

### Create Missiles List (Level 6)

This list has automatic and proximity versions of missiles from the Create Basic Missiles list. An automatic missiles fire them rapidly in series over a brief span of time. Unlike normal attacks which are resolved in a single strike rank these are resolved over time. Each strike rank (starting with the one in which the spell is cast and in each subsequent round with the character's acting strike rank) has a burst of missiles. Targeting the same target over consecutive strike ranks gives a cumulative bonus equal to the number of shots previously fired in the previous strike rank, adjusted for diminishing return.

For example, at SL 4 the Automatic Magic Darts spell will produce 2 shots each strike rank, each doing 1d6 impale. There will be a cumulative 1 bonus to hit so if two strike ranks of attacks have been resolved then the third will be at +2. At SL 6 the damage doesn't change, but there are 3 shots each strike rank so the bonus is 2 per strike rank.

A proximity missile only needs to get within three feet or so of the target at which point it explodes doing its rated damage to whatever it is in contact with and half damage for everything else in the same hex. Each additional hex of distance halves the damage. The proximity detonation means that even a miss causes a detonation in the same hex and thus for half damage.

Note that to "dodge" a proximity attack is interpreted differently than for normal dodges. Only a normal success dodge is sufficient to evade the attack (though a miss will prevent direct contact and so reduce damage), and even then requires the character to go prone. Such a maneuver costs the character an action unless he achieves a special success.

#### Automatic Missiles

SL	Shots	Control Rating
1, 2	1	100
3-5	2	50
6-9	3	33
10-14	4	25
15-20	5	20
21-27	6	16
28-35	7	14
36-44	8	12
45-54	9	11
55-65	10	10

### Automatic Stun Balls

Rank 2 (Hard)

Score: 10

adjScore: 8

Range: Medium

Duration: Momentary

Target: Location

Area: Number (Single)

This spell creates a spray of adjSL per strike rank stun balls at the designated target, each doing stun damage for adjSTR equal to SL + Level.

### Automatic Magic Missiles

Rank 3 (Hard)

Score: 12

adjScore: 9

Range: Medium

Duration: Momentary

Target: Location

Area: Number (Single)

This spell creates a spray of adjSL per strike rank magic missiles at the designated target, each doing crush damage for adjSTR equal to SL.

### Automatic Magic Darts

Rank 4 (Hard)

Score: 14

adjScore: 10

Range:

Duration:

Target:

Area:

This spell creates a spray of adjSL per strike rank magic darts at the designated target, each doing impale damage for adjSTR equal to SL.

### Proximity Stun Ball

Rank 5 (Complex)

Score: 16

adjScore: 11

Range: Long

Duration: Instant

Target: Location

Area: Number (Single)

This spell creates a stun ball which does stun damage for adjSTR of SL + Level and detonates on proximity to the target.

### Proximity Magic Missile

Rank 6 (Complex)

Score: 18

adjScore: 12

Range: Long

Duration: Instant

Target: Location

Area: Number (Single)

This spell creates a magic missile which detonates on proximity to the target doing crush damage for adjSTR equal to SL.

### Proximity Magic Dart

Rank 7 (Complex)

Score: 20

adjScore: 13

Range: Long

Duration: Instant

Target: Location

Area: Number (Single)

This spell creates a proximity detonated magic dart which does impale damage for adjSTR equal to SL.

### Proximity Stun Balls

Rank 8 (Multiplex)

Score: 22

adjScore: 14

Range: Long

Duration: Instant

Target: Location

Area: Number (Single)

This spell creates Level stun balls fired in a cluster having a choke as specified when cast which detonate on proximity to the target doing stun damage for adjSTR equal to SL + Level.

#### Dodging Proximity Attacks

Success	Result
Critical <sup>4</sup>	Take only one-sixteenth damage
Critical <sup>3</sup>	Take only one-eighth damage
Critical <sup>2</sup>	Take only one-quarter damage
Critical	Take only half damage
Special	Take only half damage, fall to ground but retain balance
Normal	Take only half damage, fall to ground and imbalanced
Miss	Take only half damage, fall to ground stunned

### **Proximity Magic Missiles**

*Rank 9 (Multiplex)*

*Score: 24*

*adjScore: 15*

*Range:*

*Duration:*

*Target:*

*Area:*

This spell creates Level magic missiles fired in a cluster having a choke as specified when cast which detonate on proximity to the target doing crush damage for adjSTR equal to SL.

### **Proximity Magic Darts**

*Rank 10 (Multiplex)*

*Score: 26*

*adjScore: 16*

*Range: Long*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell creates Level magic darts fired in a cluster having a choke as specified when cast which detonate on proximity to the target doing impale damage for adjSTR equal to SL.

### **Advanced Missiles List (Level 7)**

These spells alter the targeted ranged weapon in some way. All of them can only be targeted on ranged weapons. Though having a comparatively small effect they endure and so are generally more efficient use of magic points than those found in the Enhanced Missiles list.

#### **Return Weapon**

*Rank 1 (Average)*

*Score: 9*

*adjScore: 8*

*Range: Short*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny)*

This spell causes the weapon to return to the throwing hand of the thrower after  $11 - \text{adjSL SR}$ . If the missile is stuck or is otherwise impeded in its return the pull of its return has an assumed STR equal to SL.

#### **Reduce Distance**

*Rank 2 (Hard)*

*Score: 11*

*adjScore: 9*

*Range: Medium*

*Duration: Brief*

*Target: projectile or thrown weapon*

*Area: Weight (Tiny)*

This spell reduces the effective distance between the projectile on which it is cast and the intended target at which it is launched. The amount of reduction is SL feet. Note that the attack will automatically miss if the distance is reduced below zero. The spell ends when the distance has been modified.

#### **Rapid Return**

*Rank 4 (Hard)*

*Score: 15*

*adjScore: 11*

*Range: Short*

*Duration: Medium*

*Target: projectile or thrown weapon*

*Area: Size (Weight  $[SL \div 2]$ )*

This spell is the same as Return Weapon except that the weapon returns 5 SR after being thrown. When determining the maximum weight of the projectile

to be affected always round down. That is SL 1 will only affect up to a 5 ounce projectile.

### Remove Distance

*Rank 5 (Complex)*

*Score: 17*

*adjScore: 12*

*Range: Short*

*Duration: Short*

*Target: missile*

*Area: Weight (Tiny)*

This spell reduces the effective distance between the projectile on which it is cast and the intended target at which it is launched. The amount of reduction is  $SL^2$  feet. Note that the attack will automatically miss if the distance is reduced below zero. The spell ends when the distance has been modified.

### Immediate Return

*Rank 7 (Complex)*

*Score: 21*

*adjScore: 14*

*Range: Short*

*Duration: Medium*

*Target: missile*

*Area: Weight (Tiny [SL])*

This spell is the same as Rapid Return except that the weapon returns in the following SR.

### Remove More Distance

*Rank 8 (Multiplex)*

*Score: 23*

*adjScore: 15*

*Range: Short*

*Duration: Short*

*Target: missile*

*Area: Weight (Tiny)*

This spell reduces the effective distance between the projectile on which it is cast and the intended target at which it is launched. The amount of reduction is  $SL^3$  feet. Note that the attack will automatically miss if the distance is reduced below zero. The spell ends when the distance has been modified.

### Instant Return

*Rank 10 (Multiplex)*

*Score: 27*

*adjScore: 17*

*Range: Short*

*Duration: Short*

*Target: missile*

*Area: Weight (Tiny [SL])*

This spell is the same as Rapid Return except that the weapon returns in the same SR. If the wielder can attack more than once in a strike rank the weapon can be used to do so, but normally must wait for the next strike rank. It is possible to throw and parry in the same strike rank.

### Remove Most Distance

*Rank 11 (Omniplex)*

*Score: 29*

*adjScore: 18*

*Range: Short*

*Duration: Short*

*Target: missile*

*Area: Weight (Tiny)*

This spell reduces the effective distance between the projectile on which it is cast and the intended target at which it is launched. The amount of reduction is  $SL^4$  feet. Note that the attack will automatically miss if the distance is reduced below zero. The spell ends when the distance has been modified.

Remove Distance							
SL	Base	More	Most	SL	Base	More	Most
1	1'	1'	1'	16	256'	0.7 mi	12.4 mi
2	4'	8'	16'	17	289'	0.9 mi	15.8 mi
3	9'	27'	81'	18	324'	1.1 mi	19.8 mi
4	16'	64'	256'	19	361'	1.2 mi	24.6 mi
5	25'	125'	625'	20	400'	1.5 mi	30.3 mi
6	36'	216'	1,296'	21	441'	1.7 mi	36.8 mi
7	49'	343'	2,401'	22	484'	2.0 mi	44.3 mi
8	64'	512'	0.7 mi	23	529'	2.3 mi	53.0 mi
9	81'	729'	1.2 mi	24	576'	2.6 mi	62.8 mi
10	100'	1,000'	1.8 mi	25	625'	2.9 mi	73.9 mi
11	121'	1,331'	2.7 mi	26	676'	3.3 mi	86.5 mi
12	144'	1,728'	3.9 mi	27	729'	3.7 mi	100.6 mi
13	169'	2,197'	5.4 mi	28	784'	4.1 mi	116.4 mi
14	196'	2,744'	7.2 mi	29	841'	4.6 mi	133.9 mi
15	225'	0.6 mi	9.5 mi	30	900'	5.1 mi	153.4 mi

## Targeting List (Level 8)

These spells involve the targeting of someone for ranged attacks and assist in this in some fashion.

### Paint Target

*Rank 1 (Hard)*

*Score: 10*

*adjScore: 9*

*Range: Short*

*Duration: Short*

*Target: anything*

*Area: Number (Single)*

*Resisted*

This spell gives a bonus of SL to shots made against the target by the caster.

### Guided Missile

*Rank 2 (Hard)*

*Score: 12*

*adjScore: 10*

*Range: Short*

*Duration: Short*

*Target: missile*

*Area: Weight (Tiny)*

This spell allows the caster to take control of the missile and direct it with Target skill to the desired target.

### Designated Target

*Rank 4 (Complex)*

*Score: 16*

*adjScore: 12*

*Range: Short*

*Duration: Short*

*Target: anything*

*Area: Number (Single)*

*Resisted*

This spell allows the caster to attack the target normally even if the target is out of sight. This allows modifiers due to cover to be ignored as long as the ranged attack can reach the target using a reasonable arc following normal ballistics for the attack. In other words this is of no use in casting spells on the unseen target, but it can be used to aim indirect fire..

## Limn Target

*Rank 6 (Complex)*

*Score: 20*

*adjScore: 14*

*Range: Short*

*Duration: Short*

*Target: anything*

*Area: Number (Single)*

*Resisted*

This spell limns the target with a color specified by the caster when the spell is cast. Anyone attacking the target does so with a bonus of adjSL.

## Homing Missile

*Rank 8 (Multiplex)*

*Score: 24*

*adjScore: 16*

*Range: Short*

*Duration: Short*

*Target: missile*

*Area: Weight (Tiny)*

This spell gives the affected missile the property that the first time it is launched a visible target can be designated by the character attacking with it and the missile will then twist and turn, within limits, as necessary, to reach the target. A number of hex corrections can be made each SR equal to adjSL with no more than SL made over the course of the projectile's travel. the missile is capable of homing in on the designated target. Further the attacker has a bonus to hit equal to SL and the defender suffers a similar penalty. There is no adjustment for target movement as long as the point of aim can shift sufficiently.

In addition there is no penalty for range and the maximum range of the missile is increased by  $SL \times 5$  feet. When part of an enchantment designating a target is a separate proficiency requiring mastery.

## Missile Magnet

*Rank 10 (Omniplex)*

*Score: 28*

*adjScore: 18*

*Range: Short*

*Duration: Short*

*Target: anything*

*Area: Number (Single)*

*Resisted*

This spell causes the target to attract missiles such that any missile passing within (adjSL – 1) hexes of the target is pulled toward it so that the level of success against the desired target is reduced by adjSL (less hexes to the target of this spell) with levels of failure being levels of success against the target.

For example, if cast at SL 10 on the hex in front of the caster then any ranged attack that passes through it has its level of success reduced by 4—a critical hit would be reduced to a failure, or a normal success against the hex targeted by this spell. If someone attempted to shoot the caster from an angle that first passed through either hex adjacent to the targeted location then the level of success is only reduced by 3 and an attempt to shoot the caster from behind would have its level of success reduced by 2 (even though the caster's hex is adjacent by the time it enters it the caster has been hit so the next hex out is considered instead).

**Create Advanced Missiles List (Level 9)**

This list creates sentries, showers and swarms of missiles from the Create Basic Missiles list. A sentry is a floating sphere about four feet across the color of lead. It starts slightly above the caster and can be moved through concentration on the spell's link with an effective movement rate of Meditation skill level. A sentry will shoot anyone directed by the linked caster (it takes a Target action to designate a target, though after that the sentry will continue to shoot without further intervention). The sentry's score to hit is SL with damage for adjSTR of Level and a rate of fire equal to adjTAL.

A shower is an enduring cluster of missiles that can be repeatedly directed, once each round, against the same or different targets. After striking a target (or sweeping through the target's hex) a shower pauses and hovers until the next directive.

A swarm is similar to a shower except that it homes in on the designated target, even if that means they go out of sight as long as they remain within range (attempting to attack a target out of range will prematurely terminate the spell) and the target is visible when the attack is initiated. In effect the homing gives a bonus of 6 to the attack roll. In a swarm the cluster moves like a swarm of insects, always moving whether in a bank, climb or dive. Between attacks a swarm will harmlessly swoop through the confines of the hex it ended in. In both cases the degree of choke to use for the cluster in an attack is specified when an attack is made.

**Shower of Stun Balls**

*Rank 4 (Complex)*

*Score: 17*

*adjScore: 13*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a shower of Stun Balls doing stun damage for adjSTR equal to SL + Level.



### **Shower of Magic Missiles**

*Rank 5 (Complex)*

*Score: 19*

*adjScore: 14*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a shower of Magic Missiles doing crush damage for adjSTR equal to SL.

### **Shower of Magic Darts**

*Rank 6 (Complex)*

*Score: 21*

*adjScore: 15*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a shower of Magic Darts doing impale damage for adjSTR equal to SL.

### **Swarm of Stun Balls**

*Rank 7 (Multiplex)*

*Score: 23*

*adjScore: 16*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a swarm of Stun Balls doing stun damage for adjSTR equal to SL + Level.

### **Swarm of Magic Missiles**

*Rank 8 (Multiplex)*

*Score: 25*

*adjScore: 17*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a swarm of Magic Missiles doing crush damage for adjSTR equal to SL.

### **Swarm of Magic Darts**

*Rank 9 (Multiplex)*

*Score: 27*

*adjScore: 18*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a swarm of Magic Darts doing impale damage for adjSTR equal to SL.

### **Sentry [Type]**

*Rank 10 (Omniplex)*

*Score: 29*

*adjScore: 19*

*Range: Close*

*Duration: Medium*

*Target: Location*

*Area: four foot sphere*

This spell creates a sentry whose type is defined when the spell is prepared and determines the type of missile fired: stun ball, magic missile or magic dart.



## Advanced Combat Lists

These are the advanced combat spells that deal with altering or enhancing an existing weapon, the wielder of a weapon, or are used to hurl a weapon.

### Malicious Combat List (Level ?)

These spells adversely affect the weapon or its wielder.

#### Anti-Armor

Rank 8 (?)

Score:

adjScore:

Range: Medium

Duration: Instant

Target: armor

Area: Size (Weight)

This spell destroys armor, reducing the armor points by one point for each full multiple of the original AP that SL reaches. At AP 0 the armor only remains in tatters and is completely and utterly destroyed if AP would be reduced below zero. For example, at SL 12 any armor of AP 3 or less would be completely destroyed, AP 4 armor would be reduced to AP 1, AP 5 would be reduced to AP 3, and so on. Note that armor destroyed in such fashion can be repaired, but requiring materials and workmanship equal to original construction: it is not effective to do so.

#### Back Biter

Rank 1 (?)

Score:

adjScore:

Range: Medium

Duration: Long

Target: weapon

Area: Weight (Small)

This spell causes any failure when attacking or parrying to result in a hit on the wielder for half damage.

#### Rebellious Blade

Rank 4 (?)

Score:

adjScore:

Range: Medium

Duration: Brief

Target: weapon

Area: Weight (Small)

This spell causes the weapon to writhe in the wielder's grip such that he has a penalty equal to SL with any miss being interpreted as the level of success in hitting himself.

#### Friend Slayer

Rank 7 (?)

Score:

adjScore:

Range: Short

Duration: Medium

Target: weapon

Area: Weight (Small)

This spell causes the weapon to occasionally attack the nearest ally instead of the designated target. This occurs one-sixth of the time for any given attack where a friend is within reach. Such an attack has an attack score equal to SL and does normal damage.

#### Cunning Killer

Rank 2 (?)

Score:

adjScore:

Range: Close

Duration: Long

Target: weapon

Area: Weight (Small)

This spell causes the weapon to attack the nearest friend or ally during any round in which it is being wielded and such is within reach. First check for a one in six chance of activation and if successful an attack with score equal to SL and doing normal damage is made. Note that this attack does not alter or replace an attack made by the wielder, but is woven into it so as to seem natural.

#### Traitor

Rank 5 (?)

Score:

adjScore:

Range: Medium

Duration: Short

Target: weapon

Area: Weight (Small)

This spell causes any weapon made with the targeted weapon to attack a friend or ally instead. If

none is within reach the weapon will turn and twist in the wielder's grasp giving a penalty of SL to hit. Attacks made against friends or allies are with a skill score equal to SL and do normal damage.

### **Friendly Fire**

*Rank 3 (?)*

*Score:*

*adjScore:*

*Range: Long*

*Duration: Momentary*

*Target: projectile or thrown weapon*

*Area: Weight (Tiny)*

This spell causes the missile to deviate from its intended course and strike a friend or ally if such is within the arc of fire and range using an attack score of SL.

### **Misfire**

*Rank 6 (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Brief*

*Target: missile or thrown weapon*

*Area: Weight (Small)*

This spell causes the targeted weapon to misfire if SL / 10 succeeds. The arrow will slip off the string or some other mishap to prevent the launch from being successful.

### **Turn Coat**

*Rank 9 (?)*

*Score:*

*adjScore:*

*Range:*

*Duration:*

*Target:*

*Area:*

This spell causes the targeted weapon to attack a friend or ally within range and arc of fire using SL for the attack score.

## **Advance Ranged Missiles List (Level 10)**

These spells alter projectiles so as to improve the odds of hitting or some other beneficial effect.

### **Bow of Piercing**

*Rank 7 (Complex)*

*Score: 16*

*adjScore: 9*

*Range: Touch*

*Duration: Medium*

*Target: bow or crossbow*

*Area: Weight (Small)*

This spell causes any impaling projectile launched by the targeted bow to pierce armor more effectively, the AP required to stop one point of damage being increased by adjSL.

### **Arrow of Piercing**

*Rank 1 (?)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Long*

*Target: arrow or crossbow bolt*

*Area: Weight (Tiny)*

This spell causes the targeted arrow to ignore up to SL<sup>2</sup> points of armor provided by magic and penetrate one inch of any substance per SL—which has the side effect of negating most any armor. This spell takes effect the first time the arrow is shot and immediately terminates.

### **Boomerang**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Self*

*Duration: Medium*

*Target: Self*

*Area: Dominant Hand*

This spell creates a boomerang, appearing to be made of a dark wood, in the dominant hand of the caster. The boomerang has an adjSTR multiplier of  $SL \div 10$  for crush damage, a short range of TAL, a medium range of  $STR \times SL$  and a maximum range of  $STR \times SL \times adjSL$ . When thrown the boomerang will spin out toward its target, hit it if the attack roll is successful, and keep traveling and spinning. The

caster can call it back with an action by expending 1 MP.

### Glove of Throwing

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target: Creature or Object (Glove)?

Area:

This spell gives the property that the effective strength when throwing a weapon is increased by SL and the thrown weapon can be recalled by expending 1 MP. The time for return is 5 rounds at SL 1, 1 round at SL 2–5, 1 action at SL 6–11, 1 SR at SL 12–19, and reflex at SL 20 or higher. As an enchanted item the return is a separate mastery and is limited by the lesser of degree of mastery and SL

### Indirect Fire

Rank 8 (Complex)

Score: 18

adjScore: 10

Range: Medium

Duration: Medium

Target: missile

Area: Weight (Tiny)

This spell allows the the missile to be shot around corners with up to  $SL \times 10^\circ$  worth of turns. (really belongs on a different list)

### Chakram

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell creates a flattened ring of metal that can be thrown and directed with the Target skill at up to Level targets each throw (degrees of mastery when an enchanted item). After the last target the chakram will return to its thrower. The chakram has three modes of attack: glance, strike, sever and saw. The thrower designates the mode for each target (degrees of mastery when an enchanted item).

When in glance mode the chakram will simply ricochet off the target at an arbitrary angle. This is primarily used to get at obstructed targets. If set to strike the chakram delivers stun damage for adjSTR of SL and can glance as desired. If set to sever the chakram does chop damage for adjSTR of SL and when set to saw the chakram can use consecutive attacks on the same target doing cut damage for adjSTR of SL each strike rank and accumulating against the protection and target as if a single blow and doing a single wound. With the sole exception of the saw mode a target can only be attacked once per throw.

The chakram can hover for up to Rank strike ranks between targets—the minimum delay is 1 SR. The maximum range of a chakram is the wielder's  $POW \times 10$  feet.

### Sling of Exploding Stones

Rank ? (?)

Score:

adjScore:

Range: Short

Duration: Short

Target: sling

Area: Weight (Tiny)

This spell causes projectiles thrown with the sling to explode on contact doing damage adjSL times, less one roll per hex distant.

### Shotgun Sling

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell causes SL additional projectiles identical to the one launched (excepting any magical properties) to be created in a scatter pattern along the same path having an effective choke as chosen by the character using the sling for that throw.

### Bow of Automatic Missile Fire

Rank 7 (Complex)

Score:

adjScore:

Range: Short

*Duration: Short*

*Target: bow or crossbow*

*Area: Weight (Small)*

This spell causes the bow to fire an additional adjSL missiles per attack, one after the other, in rapid succession. Due to recoil from the bow discharging there is some variation between the shots. The control rating is  $100 \div (\text{adjSL} + 1)$ , rounded down.

SL	CR
1, 2	50
3–5	33
6–9	25
10–14	20
15–20	16
21–27	14
28–35	12

### Shotgun

*Rank ? (Hard)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Brief*

*Target: missile or thrown weapon*

*Area: Weight (Small)*

When a missile is launched a number of additional missiles equal to SL are created and launched at the same target. The caster chooses the level of choke to apply (tight, normal or open) which, combined with the number of projectiles and the range to the target determine how many projectiles hit.

### Bane of [Creature]

*Rank ? (Multiplex)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Short*

*Target: projectile or thrown weapon*

*Area: Weight (Tiny)*

This spell makes the missile particularly lethal to the specified creature. For creature entries, such as drake, hawk and horse, which have listings for different creatures under the general heading only the general heading is needed. If the bane is made more specific then it will have no effect on other creatures of the heading, but has its SL effectively tripled

against the particular creature (such as a fire drake). If the bane is made specific to an individual of the species then the effective SL is equal to SL squared—however, this can only be done if the creature's mystical true name is identified.

If the creature is struck by the missile as part of a ragned attack there is a chance the creature will die, regardless of the amount of damage done. This is resolved by rolling SL/WIL on the resistance table. If the missile was enchanted with this spell and the attacker attuned it then he adds his WIL to the bane missile's effective SL. If successful the creature dies. Smaller creatures die immediately upon being struck. For larger creatures consult the following table.

Size	Dies at the end of...
Medium Large	five consecutive SR
Large	first round following
Very Large	second round following
Huge	third round following
Enormous	fourth round following
Titanic	fifth round following
Gargantuan	sixth round following

## Remote Weapons List (Level 5)

These spells are used to remotely manipulate weapons.

### Throw Weapon

*Rank 1 (Average)*

*Score: 7*

*adjScore: 6*

*Range: Medium*

*Duration: Medium*

*Target: weapon*

*Target: Weight (Small)*

This spell is used to remotely throw a weapon with an effective STR equal to SL and using the caster's skill. This spell terminates if the targeted weapon leaves the spell's range. It takes 5 SR to ready the weapon after each use, at which point it still needs to be aimed.

### Hurl Weapon

*Rank 4 (Hard)*

*Score: 13*

*adjScore: 9*

*Range: Short*

*Duration: Short*

*Target: weapon*

*Area: Weight (Small)*

This spell allows the caster to hurl the targeted weapon with an effective STR equal to SL and using the caster's Target skill. This spell terminates if the targeted weapon leaves the spell's range. The weapon is immediately ready after each use though it still needs to be aimed.

### Throw Object

*Rank 7 (Complex)*

*Score: 19*

*adjScore: 12*

*Range:*

*Duration:*

*Target: object*

*Area: Weight (Medium)*

This spell uses Target to hit with an effective STR equal to SL. It can be used on any object. Using the thrown object rules to determine damage.

### Throw Debris

*Rank 10 (Multiplex)*

*Score: 25*

*adjScore: 15*

*Range: Short*

*Duration: Short*

*Target: Self*

*Area:*

This spell allows the caster to throw random debris for effect. It only works if there is at least SL<sup>2</sup> ounces of small, hard or sharp objects lying around. The *Required Debris* table gives the approximate required weight in pounds. To hit with the debris requires the Target skill with damage for a successful strike using adjSTR equal to SL and doing tearing damage. It can only be used against targets within the spell's range.

### Dancing [Weapon Category]

*Rank 8 (Complex)*

*Score: 21*

*adjScore: 13*

*Range: Touch*

*Duration: Short*

*Target: weapon*

*Area: Number (Single)*

This spell makes the targeted weapon capable of levitating and fighting on its own with an effective skill score equal to Score, an effective STR equal to SL, Mv 10 and a sensory range of two hexes. It does not fatigue but cannot take any of the advanced melee options, nor can it make wild swings. The wielder must initially direct the blade to attack a target (within sensory range), after that the blade is autonomous and will continue to hack the corpse into tiny pieces. If it is for some reason unable to keep up with the target it will return to its owner if within sensory range or drop to the ground otherwise.

### Multiple Weapons List (Level 8)

These spells are used to affect a large number of weapons at a time.

#### Sharpen Blades

*Rank 3 (Complex)*

*Score: 14*

*adjScore: 11*

*Range: Short*

*Duration: Medium*

*Target: edged weapons*

*Area: Number (SL)*

This spell causes the targeted weapons to have their damage increased by adjSL and ignore up to SL points of armor each hit.

### Alter Edged Weapons List (Level 5)

These spells create unique weapons or substantially alter existing ones.

#### Sawtooth

*Rank ? (?)*

*Score: ?*

*adjScore: ?*

*Range: Medium*

*Duration: Medium*

*Target: edged weapon*

*Area: Weight (Small)*

This spell causes the blade of the targeted weapon to become serrated which causes cutting damage to be stopped as if chopping and tearing damage to be stopped as if cutting. In addition damage is increased by adjSL.

#### Bludgeon Blade

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Medium*

*Target: edged weapon*

*Area: Weight (Small)*

This spell causes the blade to lose any sharpness and do crush damage for the duration.

#### Vibra Blade

*Rank ? (?)*

*Score: ?*

*adjScore: ?*

*Range: Medium*

*Duration: Short*

*Target: edged weapon*

*Area: Weight (Small)*

This spell causes the blades of the targeted weapon to oscillate and vibrate at high frequency in such a fashion as does not disturb the wielder of the weapon, but causes additional damage for adjSTR equal to SL and ignores a number of AP equal to SL.



### Some Weapons List (Level 3)

These spells give special characteristics: fire, cold, disease and poison, to a weapon.

#### Fire Blade

Rank ? (?)

Score:

adjScore:

Range: Close

Duration: Medium

Target: edged weapon

Area: Weight (Small)

This spell causes the blade of the targeted weapon to burst into flame that neither heats nor consumes the blade, but nevertheless greedily eats all else it touches doing fire damage for fire intensity equal to adjSL.

#### Fire Arrow

Rank ? (?)

Score:

adjScore:

Range: Medium

Duration: Momentary

Target: missile or thrown weapon

Area: Weight (Tiny)

This spell causes the targeted projectile to burst into flame that neither heats nor consumes it, but nevertheless greedily eats all else it touches doing fire damage for fire intensity equal to SL. Despite the name this spell works equally well on all projectile weapons.

#### Fire Weapon

Rank ? (?)

Score:

adjScore:

Range: Close

Duration: Short

Target: weapon

Area: Weight (Medium)

This spell is the same as Fire Blade except that it can be cast on any weapon.

#### Freezing Blade

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell causes the blade of the targeted weapon to be coated in blue-white frost and have the property that whatever it strikes takes adjSL cold damage and suffers a delay of adjSL to any action attempted. The penalty is reduced by one at the end of each round.

#### Icy Blade

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell causes the blade of the targeted weapon to be encased in ice and do an additional adjSL ice damage.

#### Icy Weapon

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell is the same as Icy Blade except that it can be cast on any weapon.

#### Freezing Mace

Rank ? (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: weapon

Area: Weight (Medium)

This spell causes the targeted weapon to be covered by a blue-white frost and have the property that whatever it strikes takes adjSL cold damage and suffers a delay of adjSL to any action attempted. The effective SL is reduced by one at the end of each round.

#### Freezing Arrow



*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Momentary*

*Target: projectile or thrown weapon*

*Area: Weight (Tiny)*

This spell causes the targeted projectile to be covered in a blue-white frost.

### **Poison Weapon**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Brief*

*Target: edged weapon*

*Area: Weight (Small)*

This spell causes the weapon to deliver poison having potency equal to SL.

### **Poison Arrow**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Long*

*Duration: Momentary*

*Target: projectile or thrown weapon*

*Area: Weight (Tiny)*

This spell causes the projectile to deliver poison having potency equal to SL.

### **Latent Poison**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Extended*

*Target: edged weapon*

*Area: Weight (Tiny)*

This spell causes the next successful damage done by the weapon to also include poison having potency equal to SL. Once the poison has been delivered the spell terminates.

### **Diseased Weapon**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Short*

*Target: weapon*

*Area: Weight (Small)*

This spell causes the weapon to become suffused with disease, each strike that connects exposes the target to disease having potency equal to SL—whether or not the attack does any damage.

### **Energize Weapon**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Short*

*Target: metal weapon*

*Area: Weight (Small)*

This spell causes the targeted weapon to spark and arc with electricity. If parried with a metal weapon or blocked with a metal shield then energy damage for adjSTR equal to SL is done. In addition any blow that connects for damage delivers the same energy damage. Metal armor is no protection.

### Special List (Level 3)

These spells are of non-combat specific use, but affect weapons or use weapons for their medium.

#### Shrieking Arrow

Rank ? (?)

Score:

adjScore:

Range: Short

Duration: Short

Target: projectile or thrown weapon

Area: Weight (Tiny)

This spell causes the target dart to whistle or shriek when it is launched with a sound intensity of SL, lasting until it stops moving. This is useful for signaling.

#### Silent Shriek

Rank ? (?)

Score:

adjScore:

Range: Short

Duration: Short

Target: projectile or thrown weapon

Area: Weight (Tiny)

This spell causes the target dart to whistle or shriek when it is launched in a subtle way that is only discernible to those within SL feet of its path. This is useful for targeted signals.

#### Disarm

Rank ? (?)

Score:

adjScore:

Range: Touch

Duration: Medium

Target: weapon

Area: Number (Single)

This spell causes the target to gain the effect that if used to touch someone that individual will be disarmed if a SL roll is successful. The resisting score is chosen by the defender and can be STR, DEX or weapon skill.

#### Drop Weapon

Rank ? (?)

Score:

adjScore:

Range: Medium

Duration: Instant

Target: Creature

Area: Number (Single)

Resisted

This spell causes the target to drop his weapon. If the resistance roll is a special success or better the weapon is actually pitched a number of hexes equal to one less than the level of success in a random direction.

## Enchant Weapon List (Hard)

Spells on this list can be used on weapons, shields or armor. Note that all bonuses are magical and will thus protect against any damage, including magical damage which ignores armor.

### Resilience

Rank ? (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: weapon

Area: Weight (Small)

This spell increases the weapon's AP by adjSL and the weapon's HP by SL. Damage is presumed to come from the HP provided by this spell first. (? or should it be last such that the spell ends the weapon is destroyed?)

### Toughen

Rank 1 (Simple)

Score:

adjScore:

Range: Short

Duration: Medium

Target: weapon, armor or shield

Area: Number (Single)

This spell increases the AP of the target by SL adjusted for diminishing return and HP by SL. Note that the bonus to AP is magical and will thus protect against any damage, including magical damage which normally ignores AP.

### Lighten

Rank 2 (Average)

Score:

adjScore:

Range: Short

Duration: Medium

Target: armor or shield

Area: Number (Single)

This spell causes a weight reduction of 5% per SL. This reduction is applied in series and thus with diminishing returns. SL 1 reduces weight to 95% normal, SL 2 reduces weight to 95% of 95% of normal and so on. SL 10 has a net reduction to 59.8737%. Applied to chainmail this would result in

a weight of 27 pounds.

### Improved Parry

Rank 3 (Average)

Score:

adjScore:

Range: Short

Duration: Medium

Target: weapon or shield

Area: Number (Single)

This spell increases the Parry or Block value of the target by SL. It can be used to grant Parry value to weapons which do not normally possess it but have a body that parrying could be done with, such as knives. Note that the bonus is magical and will thus protect against any damage, including magical damage which normally ignores Parry or Block.

### Durable

Rank 4 (Average)

Score:

adjScore:

Range: Short

Duration: Extended

Target: armor or shield

Area: Number (Single)

This spell increases the AP of the target by SL adjusted for diminishing return and multiplies HP by SL. This helps protect against rust as well as general wear and tear.

### Adamantium

Rank 8 (Hard)

Score:

adjScore:

Range: Short

Duration: Medium

Target: armor or shield

Area: Number (Single)

This spell has the effect of Durable and Lighten.

### Super Toughen

Rank 10 (Hard)

Score:

adjScore:

Range: Short

Duration: Short

Target: armor

Area: Number (Single)

The armor has its AP increased by SL and HP by multiplied by  $SL^2$ .

### **Super Lighten**

*Rank 11 (Hard)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Medium*

*Target: armor or shield*

*Area: Number (Single)*

This spell causes a weight reduction of  $SL \times 5\%$ . At SL 20 the armor has no weight.

### **Super Durable**

*Rank 13 (Hard)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Extended*

*Target: armor or shield*

*Area: Number (Single)*

This spell increases the AP of the target by SL and multiplies HP by  $SL^2$ . This virtually eliminates rust as well as general wear and tear.

### **Super Adamantium**

*Rank 16 (Complex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Medium*

*Target: armor or shield*

*Area: Number (Single)*

This spell has the effect of Super Durable and Super Lighten.

### **[Weapon Category] Quickness**

*Rank 15 (Complex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Short*

*Target: weapon*

*Area: Number (Single)*

This spell increases the weapon's SR by SL adjusted for diminishing return.

### **[Weapon Category] Charm**

*Rank 16 (Complex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Short*

*Target: melee weapon*

*Area: Number (Single)*

This spell combines the effects of [Weapon Category] Increase Damage, [Weapon Category] Enhanced Skill and [Weapon Category] Toughness.

### Advanced Combat List (Level 3)

These spells are advanced and unique combat spells.

#### Forest of Staves

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell works on polearms, spears, staves, etc. The defender moves the stave so fast and accurately as to “make a forest of staves.” SL bonus to parry and SL penalty to be hit.

#### Net of Steel

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell works on bladed weapons, defender moves the blade so fast and accurately as to “weave a web of steel.” SL is for duration (Medium), gives 6 bonus to parry and 6 penalty to be hit.

#### Impenetrable Defense

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target:

Area:

This spell works on bladed weapons and is similar to Net of Steel. SL bonus to parry and SL penalty to be hit.

#### Impenetrable Defense

Rank ? (?)

Score:

adjScore:

Range: Short

Duration: Medium (SL)

Target: Weapon

Area: Weight (Medium)

This spell causes the targeted weapon to dance when wielded in combat in such a fashion as to make a defense that effectively increases the difficulty to be attacked by 6 and gives a bonus of 6 to any defense roll made using the weapon.

#### Peace Keeper

Rank ? (?)

Score:

adjScore:

Range: Touch

Duration: Medium

Target: Creature

Area: Number (Single)

This spell causes the touch of the target to cause a spontaneous dropping of weapons in others. This effect is successful if SL overcomes WIL.

#### Blade of Cleaving

Rank ? (?)

Score:

adjScore:

Range: Touch

Duration: Brief [SL]

Target: Weapon

Area: Weight (Small)

This spell causes the affected blade to cleave more effectively such that any serious wound becomes crippling and if HP damage is done to a limb it is severed.

#### Axe of Cleaving

Rank ? (Complex)

Score:

adjScore:

Range: Short

Duration: Medium

Target: Axe

Area: Number (single)

This spell increases damage by SL adjusted for diminishing return. In addition if a limb is struck and at least HP damage taken then the limb is completely severed.

#### Wounding

Rank ? (?)

Score:

adjScore:

Range:

*Duration:*

*Target:*

*Area:*

This spell causes any wound inflicted by the weapon and doing at least one point of damage to be a serious wound for as long as damage from the wound remains.

### **Sword of Wounding**

*Rank ? (Complex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Medium (SL)*

*Target: Sword*

*Area: Number (Single)*

This spell causes the weapon to always cause a serious wound if at least one point of damage is done. The effect can only be removed through special magic—just healing all the damage is insufficient.

### **Bleeding**

*Rank ? (Complex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Medium*

*Target: Impaling or Cutting weapon*

*Area: Weight (Tiny)*

This spell causes any wound of at least one point of damage delivered by the weapon to have additional levels of bleeding equal to half SL adjusted for diminishing return. The bleeding ceases when all damage from the wound has been healed.

### **Knife of Bleeding**

*Rank ? (Complex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Medium*

*Target: Knife*

*Area: Number (Single)*

This spell cause any wound delivered by the weapon to have additional levels of bleeding equal to half SL adjusted for diminishing return. The bleeding does not stop unless halted through magic—

just healing all the damage is insufficient.

### **Grasping Whip**

*Rank ? (Average)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Medium*

*Target: whip*

*Area: Number (Single)*

This spell allows the wielder to cause the whip to wrap firmly around a target if he succeeds in hitting it with the Whip skill. Thus, it can be used in combat as part of a normal attack. Non-combat attempts take one action. The hold has an effective STR equal to  $SL \times 2$ .

### **Grasping Whip**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range:*

*Duration:*

*Target:*

*Area:*

This spell allows the whip to be used to effectively entangle desired objects within reach. What does SL d?

### **Stunning Mace**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Medium*

*Target: blunt weapon*

*Area: Weapon (Small)*

This spell causes anyone hit by the weapon to be stunned for a minimum of adjSL rounds.

### **Demoralizing Staff**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Medium*

*Target: staff*

*Area: Weight (Small)*

This spell causes anyone hit by the weapon to make

an immediate morale check with a difficulty equal to SL.

### **Knockback**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range:*

*Duration:*

*Target: weapon*

*Area: Weight (Small)*

This spell causes any strike that connects to have the effect of a knockback for “damage” equal to SL. This is cumulative with the knock back of a special success.

### **some Mace**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range:*

*Duration:*

*Target: mace*

*Area: Weight (Small)*

This spell causes anyone hit by the weapon to be knocked back as for damage equal to SL.

### **Bash**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Medium*

*Target: blunt weapon*

*Area: Weight (Small [SL])*

This spell causes the weapon to be more effective against large creatures. If the weapon strikes a creature of more than medium size the damage rolled is multiplied with the HP multiplier for that size.

### **Ground Strike**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Medium*

*Target: blunt weapon*

*Area: Weight (Small [SL])*

This spell causes the weapon to do stun to those in

touch with the ground, directly or otherwise, where it is truck, excepting the wielder. Damage is that done by the weapon normally and affects everyone out to adjSL hexes.

### **Grenade**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Momentary*

*Target: Location*

*Area: caster's dominant hand*

This spell creates, in the caster's dominant hand, an orange-red ball about four inches in diameter and weighing one pound. It can be thrown with the Throw Rock skill and uses the ranges for an iron throwing sphere. It explodes when the spell terminates doing adjSL number of dice damage with one less die per hex distant from the location where the grenade blows up. The size of die used is for an adjSTR equal to the caster's level. For example, a Wizard with Combat Wizardry 16 casting this spell at SL 8 would do 3d6 damage to all in the hex where in the grenade detonates. Damage is stun.

### **Bomb**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: One Hex*

This spell creates an explosion at the location targeted by the caster. To hit requires use of the Target skill. It does the same damage as the Grenade spell.

### **Rock Biter**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Touch*

*Duration: Momentary*

*Target: impaling weapon*

*Area: Weight (Tiny)*

This spell causes the affected weapon, if wielded



before the spell ends, to bite strongly into rock (effective STR equal to  $SL \times 2$ ) making it useful as a hand or foot hold while climbing. It can also be used to attach climbing ropes, etc.

### Dice

Rank ? (?)

Score:

adjScore:

Range: Medium

Duration: Medium

Target: weapon

Area: Weight (Small)

This spell keeps the weapon moving after an attack hits, making numerous cuts. Effectively, there are adjSL additional attacks after the first, each being treated as a normal success. Subsequent hits must be against different locations—if the same location is rolled then the attack automatically misses. If the weapon becomes stuck from the original attack (or any subsequent dicing attack) then there are no further attacks. This effect only works for engaged melee attacks: it has no effect on wild swings, opportunity attacks, specially added (e.g., second swing) and only once per round per opponent.

### Whirlwind

Rank ? (?)

Score:

adjScore:

Range: Short

Duration: Brief

Target: Creature

Area: Number (Single)

This spell causes the target to spin madly, though without affecting his balance or inducing vertigo, and allows him to make up to adjSL attacks into any hex facing. Attacks can be made against more than one opponent, but only against opponent's that are being tracked. All attacks made using this spell are considered to be wild but have a bonus equal to SL.

### Thrust Through

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target: thrusting or thrown impale weapon

Area: Weight (Small)

This spell allows an unstuck weapon to continue to attack targets in a line without empty hexes between striking up to adjSL targets in total or the first miss. Each attack made as a result of this spell has the same options as the original attack. The attacker can only get additional attacks against opponents he is tracking.

### Continuous Swing

Rank ? (?)

Score:

adjScore:

Range:

Duration:

Target: swung weapon

Area: Weight (Small)

This spell allows an un-stuck weapon to continue in a swing, either clockwise or counterclockwise, attacking each adjacent target until either an attack misses or the total number of attacks attempted reaches adjSL. An empty hex also halts the series of attacks. The character wielding the weapon is able to turn sufficiently to accomplish this feat without regard to balance or footing and in no way otherwise impacts his movement or overall facing. Each attack made as a result of this spell has the same options as the original attack. The attacker can only get additional attacks against opponents he is tracking with the provision that he can still attack an opponent directly behind his original facing if he has sufficient tactics skill to cover tracking him as well. The assumption is that he will pick up on each in turn as he rotates.

### Magic Hammer

Rank 14 (Complex)

Score:

adjScore:

Range: Short

Duration: Medium

Target: Hammer

Area: Number (Single)

This spell causes the wielder's STR to be increased by SL and, if thrown, the hammer will return to the thrower's hand 5 SR after being thrown. The weapon's HP are increased by  $SL \times 4$  and AP by SL. If the hammer becomes stuck or is otherwise im-

peded in its return it has an assumed STR equal to SL.

### **Metal Hand**

*Rank ? (Complex)*

*Score:*

*adjScore*

*Range: Self*

*Duration: Momentary [SL]*

*Target: Creature*

*Area: Size (Medium)*

This spell causes the caster's dominant hand to become living metal. The skin of the hand provides AP 12, punches with the hand do Crush instead of Stun damage. Due to its momentary duration this spell is most often used by a skilled caster as a reflex casting when punching or parrying a sword bare handed.

### **Metal Skin**

*Rank ? (Multiplex)*

*Score:*

*adjScore:*

*Range: Short*

*Duration: Brief [SL]*

*Target: Creature*

*Area: Size (Medium)*

This spell causes the target's skin to become living metal having AP 12. This allows him to kick or punch armored targets with impunity and to parry weapons bare handed.

### **Create Weapons List (Level 1)**

All of these spells are for the creation of weapons from magic.

### **Multiblade**

*Rank ? (Multiplex)*

*Score:*

*adjScore*

*Range: Touch*

*Duration: Short*

*Target: Dominant Hand*

*Area: Weight (Tiny [SL × 2])*

This spell creates in the caster's dominant hand a multi-bladed weapon weighing according to the area of effect whose blades rotate independently at high speed. The weapon does Cut damage for adjSTR equal to  $SL \div 10$  for each blade, there being

adjSL blades. For example, at SL 8 does  $0.8 \times 3$ , or  $\times 2.4$  adjSTR. To attack with this weapon use knife skill if weight is less than 2 pounds, one-handed sword skill if weight is less than 5 pounds and polearm skill otherwise. The minSTR for the weapon is equal to three times the weight for one handed use and twice the weight for two handed.

### **Multithrow**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Self*

*Duration: Short*

*Target: Self*

*Area: Weight (Tiny)*

This spell creates adjSL throwing blades appear in the target's dominant hand when it is empty no more than three times in a round. In general it takes one action to cause the blades to manifest. Multiple blades can be thrown if the target has the relevant martial arts technique or can split his skill the requisite number of times. Throwing blades created with this spell disappear at the end of the round in which they are thrown.

### **Force Mace**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Self*

*Duration: Short*

*Target: Self*

*Area: Number (Single)*

This spell creates an ornate gothic mace having a black to purple color. When swung it leaves a visual tracer and makes a throbbing sound. The mace can be used with either one or two handed club skill and has an adjSTR multiplier of  $SL \div 10$  when used one handed, and  $(SL + adjSL) \div 10$  when used two handed. Any hit does knockback for "damage" of SL—in addition to knockback from any special success. Damage done is magical crush.

### **Spell Sword**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Self*

*Duration: Short*

*Target: Self*

*Area: Dominant Hand*

This spell forms a sword of blue-white light in the caster's dominant hand. The sword can be used with any sword skill (one or two handed, regular or fencing) as for a normal three-pound sword of that type though having no weight and thus no minSTR. The sword has an adjSTR multiplier of  $SL \div 10$  doing magical damage that requires 2 AP to stop one point of damage (4 AP for a special success) and can never be stuck. The spell sword is never damaged in use.

### **Energy Bolt**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Self*

*Duration: Short*

*Target:*

*Area:*

This spell creates a javelin of seething energy in the caster's dominant hand that can be thrown with Throw Spear. The bolt does energy damage for an adjSTR multiplier equal to  $SL \div 10$ , has a short range of TAL feet, a medium range of vision distance and no maximum range.

### **Light Spear**

*Rank ? (?)*

*Score:*

*adjScore:*

*Range: Self*

*Duration: Short*

*Target:*

*Area:*

This spell creates a spear of yellow-gold light in the caster's dominant hand that is wielded with either one or two handed spear skill. The spear does impaling damage for adjSTR multiplier equal to  $SL \div 10$  and has a maximum reach in hexes equal to adjSL.



# COMMUNICATION

## Basic Communication List (Average)

These spells all have to do with communication.

### Megaphone

Rank 1

*Range: Medium*

*Duration: Short*

*Target: Creature*

This spell allows the target to amplify his voice. Essentially SL adds to the sound points of volume the character would normally have. For example, a normal conversational voice is 20 sound points. At SL 10 that would be boosted to a shout.

### Voice Carry

Rank 2

*Range: Medium*

*Duration: Short*

*Target: Creature*

This spell makes the target's voice carry farther than it normally would without actually increasing the volume. Each SL negates two points of sound point reduction due to distance or muffling.

### Mimic Sound

Rank 3

*Range: Medium*

*Duration: Short*

*Target: Creature*

This spell allows the target to accurately mimic any sound heard regardless of vocal capabilities (or lack thereof). This spell does not, however, confer volume. In essence this allows the target to act as an audio recorder with (non-volume) playback of anything he hears for the duration of the spell. Once the spell ends the audio recording disappears. To cause playback to occur requires a link with the spell and exercising that link.

### Record

Rank 4

*Range: Medium*

*Duration: Short*

*Target: one hex*

This spell records spoken words audible in the targeted hex. The thaumaturge can at any time (if he maintained a link) playback the recording. This spell only records words, whether or not the thaumaturge will understand them, to a maximum syllable count of 5 for SL 1, doubling the maximum syllable count for each additional SL. Thus at SL 6 there is a maximum of 160 syllables.

## Communication List (Hard)

[Basic Communication List 40%]

These spells all have to do with communication.

### Transmit

Rank 1

*Range: Medium*

*Duration: Short*

*Target: Region (Skill)*

This spell transmits all sounds audible in the target area to the thaumaturge as long as he is within range and maintains a link. The quality of the transmission depends on SL. Basically, all transmission is in mono with a sampling quality of 4 kbps at SL 1, doubled for each additional 2 SL. SL 1 (4 kbps) is just static, SL 5 (16 kbps) is about like a static-filled radio broadcast, SL 9 (64 kbps) is about like a clear radio broadcast or a cassette tape, SL 13 (256 kbps) is practically CD quality. One use of this spell is to Link it to a Speaker spell.

### Silence

Rank 2

*Range: Medium*

*Duration: Brief*

*Target: Creature (Size)*

This spell muffles slight or incidental noises giving a bonus of  $SL \times 5\%$  to the target's Sneak skill. This spell has no effect on sharp or sudden noises, such as may be caused by fumbled Sneak rolls. It also only enhances someone's intentional stealth having no effect on the target's ability to speak, chant incantations, give orders, etc.

### Speaker



Say			
SL	Syllables	Words	Pages
1	5	2	—
2	10	3	—
3	20	7	—
4	40	13	—
5	80	27	—
6	160	53	—
7	320	107	—
8	640	213	1
9	1280	427	2
10	2560	853	3
11	5120	1707	7
12	10240	3413	13
13	20480	6827	27
14	40960	13653	53
15	81920	27307	107

Rank 3–6  
Range: Short?  
Duration: Short  
Target: —

This spell plays any sound that comes from the thaumaturge’s mouth (or personal noises, such as the creak of a leather harness) that he wills (he must have a link to the spell and concentrate for this to work). This allows “throwing of the voice” and a bit more. It does *not* produce ambient noise or the sounds of others.

**Say**  
Rank 3  
Range: Medium  
Duration: Instant  
Target: one hex

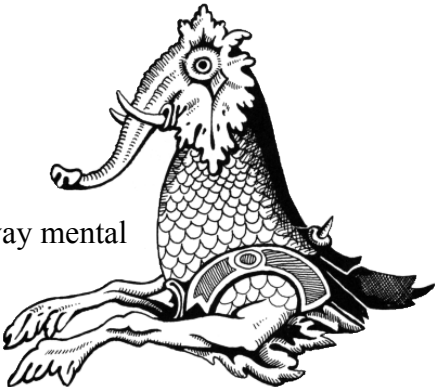
This spell speaks the message specified by the thaumaturge at the time of casting. The message will be with the voice of the thaumaturge or a monotone (thaumaturge’s choice at the time of casting) in a language known to him and having a syllable count not to exceed 5 for SL, doubling the maximum syllable count for each additional SL. For example, the message, “Greetings and salutations from the mages guild of Shurrupak” is 16 syllables



and requires SL 3. For longer messages use the approximations of one word per 3 syllables and 250 words per page.

**Radio**  
Rank 4  
Range: Medium  
Duration: Short  
Target: Creature

This spell establishes a two-way mental communication between the thaumaturge and the target through consciously formed and transmitted thoughts. The link is only active when the target is within range.



**Speak [Language]**  
Rank 6  
Range: Medium  
Duration: Short  
Target: Creature

This spell allows the target to speak and understand the language specified when the spell is prepared. The effective skill percentage is  $SL \times 5\%$ . If the target has a higher skill than the percentage indicated by this spell then there is no effect. The thaumaturge must either know the language in question (e.g., have it at at least 30%) or hear a sufficient sample of it (about 30 minutes of conversation).

**Advanced Communication List (Hard)**  
[Communication List 40%]

**Broadcast**  
Rank 2  
Range: Medium  
Duration: Medium  
Target: Region

This spell allows the thaumaturge to communicate mentally through consciously formed and transmitted thoughts to everyone within the given area. There is no selectivity as to who receives and the communication is one-way.

**Mind Link**  
Rank 5  
Range: Medium



*Duration: Short*

*Target: Region (Skill)*

This spell creates a mental communication network between everyone within the area of the spell at the time of casting. Someone is only in the network if they remain within the spell's range of the thaumaturge. However, someone leaving the network is automatically reconnected upon returning within range. Because this is an open communication network without channels or selectivity it can become difficult to sort out the traffic if multiple people attempt to talk at the same time—think of it as a kind of conference call.

### **Gag**

*Rank 8*

*Range: Short*

*Duration: Brief*

*Target: Creature*

*Resisted*

This spell gags the target in such a manner that he is unable to speak or make any noise, but can breathe freely. The appearance of the gag is determined when the spell is prepared and can be anything the thaumaturge desires that could or would act like a gag. However, no matter what the visual manifestation, the only effect is to prevent the target from making sounds with or through his mouth.

Because the effect is purely magical in nature the visible gag cannot be removed by any normal means, only by magic.

**T**hese lists all have to do with affecting spirits, whether it be mind-to-mind in the mortal realm, mind-to-spirit in the mortal realm, or reaching into the spirit world itself. The basic spirit list starts, appropriately enough, with the basics of reaching out. Specific aspects are explored in the more advanced lists.

Note that some spells require knowing the True Name of the target when preparing them. Outside of spirits the True Name of an entity is rarely known though it can be revealed using suitable magic. In cases where only the spirit type needs to be specified a random member of the type is selected.

Any spell that is resisted will be automatically

resisted by the spirit if SPI exceeds SL.

If a spirit is summoned it is normally disoriented. To determine the extent of disorientation match the spirit's SPI against 10. If the spirit achieves a success then it is not disoriented. On a miss it takes one action to get its bearings. A failure indicates it takes one round to get its bearings. A fumble indicates that the spirit is so confused and disoriented that it is stunned into inaction for a number of rounds equal to the level of the fumble after which it takes one round to gain its bearings.

## **Basic Spirit Lists**

The spells in this list deal with extending the thaumaturge's reach and perception to the invisible.

### **Mental Touch List (Level 1)**

These spells...

#### **Touch Mind**

*Rank 1 (Simple)*

*Range: Medium*

*Duration: Instant*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell allows the thaumaturge to touch the mind of the target who must be visible to him. The obviousness of the touch increases with SL though it will never adversely affect the target. In general to see if the target notices the touch add SL to the target's WIT and compare against a difficulty for how distracted the target is.

#### **Transmit Thought**

*Rank 2 (Simple)*

*Range: Close*

*Duration: Instant*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell allows the thaumaturge to transmit a thought, in a specific language, to the target. The number of words in the thought cannot exceed SL. For example, to send the thought "Remember the Alamo!" requires SL 3.

#### **Domination**

*Rank 3 (Simple)*





*Range: Medium*

*Duration: Brief*

*Target: Creature; Size (Medium)*

*Area: Number (Single)*

*Resisted*

This spell dominates the target's mind in such a way that he subsides into complete inaction and becomes intractable being unwilling to speak, move or take any action. The target will eat mechanically if fed by others and can be led at a slow, shuffling pace.

### **See Invisible**

*Rank 4 (Simple)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell allows the thaumaturge to see invisible entities such as spirits, ethereal creatures and those made invisible through magic.

### **Commune**

*Rank 5 (Simple)*

*Range: Short*

*Duration: Brief*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell allows the thaumaturge to communicate with the target, each sending prepared thoughts in a specific language to the other. Subvocalization is required to send the thought (except in the case of spirits). The longest message that can be transmitted is SL words in length. To send a message takes one action.

### **Contact [True Name]**

*Rank 6 (Simple)*

*Range: Planar*

*Duration: Instant*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell is the same as Touch Mind except that it works between planes and requires the True Name of the target be used during the spell's preparation.

### **Rage**

*Rank 7 (Average)*

*Range: Medium*

## **Spirit Scry**

*Success*

*Critical<sup>3</sup>*

*Result*

Reveals the target and immediate surroundings with good clarity. Further detail of the area is hazy, swimming and shifting in and out of focus.

*Critical<sup>2</sup>*

Reveals the target and his immediate surroundings, though they sometimes slip in and out of focus.

*Critical*

Reveals the target with reasonable details and a "halo" of his surroundings. The rest is hazy, swimming and shifting in and out of focus.

*Special*

Reveals the target with cloudy surroundings, additional details slipping in and out of focus, no more than one at a time.

*Normal*

Reveals the target, though focus slips periodically. Additional details are occasionally hazily glimpsed.

*Miss*

Shifting, breaking image with hazy, partial glimpses of the target.

*Failure*

Nothing is revealed.

*Fumble*

Caster is so distracted by hypnotic patterns that he is incapacitated for one round.

*Fumble<sup>2</sup>*

Caster is so distracted by hypnotic patterns that he is incapacitated for one minute.

*Fumble<sup>3</sup>*

Caster is so distracted by hypnotic patterns that he is incapacitated for one hour.

*Duration: Short*

*Target: Creature; Size (Medium)*

*Area: Number (Single)*

This spell causes the target to become very aggressive and violence will result from any confrontation unless the player succeeds in a Discipline/SL roll. While under the effect of this spell the target will have his chance to hit with any weapon increased by SL, but the chance of any defense is penalized

by the same amount. No spells which are not directly offensive in nature may be cast. The character makes morale checks with a bonus of SL; monsters have their morale increased by SL.

### **Commune with [True Name]**

*Rank 8 (Average)*

*Range: Planar*

*Duration: Brief [POW]*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell is the same as Commune except that the target must be specified by True Name when the spell is prepared and the spell can reach the target across multiple planes.

### **Increase Presence**

*Rank 9 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature; Size (Large)*

*Area: Number (Single)*

This spell increases the target's POW for presence purposes by SL though it cannot raise POW above twice the actual attribute score.

### **Fear**

*Rank 11 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature; Size (Medium)*

*Area: Number (Single)*

*Resisted*

This spell causes the target to lose confidence, effectively lowering morale by SL.

### **Charisma**

*Rank 12 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium)*

This spell increases the target's CHA by dxx 2 though it cannot be increased past twice the actual attribute score. This has no effect on skill aptitude. When the spell is prepared the thaumaturge can

specify that it is to *reduce* the target's CHA. In such a case the spell is resisted and the amount of reduction is equal to SL though CHA cannot be reduced below one point.

### **Commune with [Spirit Name]**

*Rank 12 (Average)*

*Range: Planar*

*Duration: Brief [POW]*

*Target: Spirit*

*Area: Number (Single)*

This spell is the same as Commune with [True Name] except that the spirit's common name can be used. This spell only has effect on those spirits described as being general inhabitants of the spirit world. It specifically does not affect spirits who inhabit divine or infernal planes, nor does it affect disembodied spirits still having a living body.

### **Reduce Presence**

*Rank 13 (Hard)*

*Range: Medium*

*Duration: Short*

*Target: Creature; Size (Large)*

*Area: Number (Single)*

This spell reduces the target's POW by SL for presence purposes. However, it cannot reduce POW below one-third normal.

### **Commune with [Spirit]**

*Rank 16 (Hard)*

*Range: Planar*

*Duration: Brief [POW]*

*Target: Spirit*

*Area: Number (Single)*

This spell is the same as Commune with [Spirit Name] except that only the spirit's type needs to be specified when the spell is prepared. If the spirit's name is not specified when the spell is cast a random member of the type is selected.

### **Commune with Spirit**

*Rank 20 (Complex)*

*Range: Planar*

*Duration: Brief [POW]*

*Target: Spirit*



*Area: Number (Single)*

This spell is the same as Commune with [Spirit Name] except that it works with all spirits.

### **Spirit Body List (Hard)**

*[Basic Spirit List 12]*

The spells in this list deal with perceiving and allowing others to perceive spirits.

#### **See Invisible**

*Rank 1 (Simple)*

*Range: Short*

*Duration: Medium*

*Target: Creature*

*Area of Effect: Number (Small [SL])*

This spell allows the target to see invisible entities such as spirits, ethereal creatures and those made invisible through magic.

#### **Materialize Spirit**

*Rank 3 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

This spell causes the ethereal target to have a form visible to normally sighted creatures.

#### **Corporeal Body**

*Rank 5 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

This spell gives the targeted ethereal entity a physical body which is not only visible but is able to interact with physical objects. The body has the appearance of the spirit with a size appropriate for the entity's SPI with STR, CON and END equal to SL. DEX and AGI are equal to the spirit's WIT. The body is subject to physical damage and shields the spirit's POW from magical damage. If HP are reduced to zero the spell ends immediately. The spirit can shed the "clothing" of the body at will in which case the spell ends.

#### **Give Body**

*Rank 6 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell gives the target spirit a physical body much like Corporeal Body, but with this spell the spirit cannot simply vacate the body. Note that if SL does not at least equal SPI the spell automatically fails.

#### **Durable Body**

*Rank 7 (Average)*

*Range: Medium*

*Duration: Extended*

*Target: Spirit*

*Area: Number (Single)*

This spell is the same as Corporeal Body except for having greater range and a longer duration.

#### **Spirit Scry List (Hard)**

*[Basic Spirit List 12]*

The spells in this list deal with getting information about other planes and their inhabitants.

#### **Contact [True Name]**

*Rank 1 (Average)*

*Range: Planar*

*Duration: Instant*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell is used to contact the entity specified when the spell is prepared. The obviousness of the contact increases with SL though it will never adversely affect the target.

#### **Locate [True Name]**

*Rank 2 (Average)*

*Range: Planar [SL]*

*Duration: Instant*

*Target: Creature, Spirit*

*Area: Number (Single)*

This spell reveals the plane on which the target resides if the target is within the spell's range.



**Reveal [True Name]***Rank 3 (Average)**Range: Planar**Duration: Medium**Target: Creature, Spirit**Area: Number (Single)*

This spell reveals to the caster's mind's eye the target of the spell and possibly some of the target's surroundings. The extent of what is revealed is determined by matching SL/10.

**View [True Name]***Rank 4 (Average)**Range: Planar**Duration: Medium**Target: Creature, Spirit**Area: Number (Single)*

This spell is the same as Reveal [True Name] except that it produces a visual image in mid-air about a yard across and within Level hexes of the thaumaturge.

**Locate [Spirit Name]***Rank 6 (Average)**Range: Planar [SL]**Duration: Instant**Target: Spirit**Area: Number (Single)*

This spell reveals the plane on which the target resides if the target is within the spell's range.

**Reveal [Spirit Name]***Rank 8 (Hard)**Range: Planar**Duration: Medium [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as Reveal [True Name] except that it only needs the spirit's common name.

**View [Spirit Name]***Rank 10 (Hard)**Range: Planar**Duration: Medium [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as View [True Name] except that it only needs the spirit's common name.

**Locate [Spirit]***Rank 12 (Hard)**Range: Planar**Duration: Medium [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as Locate [True Name] except that it only only the spirit type must be specified when preparing, though at least the common name must be employed when cast or the spell automatically fails.

**Reveal [Spirit]***Rank 14 (Complex)**Range: Planar**Duration: Medium [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as Reveal [True Name] except when prepared only the spirit type is specified, though the spell will automatically fail when cast if at least the common name is not used.

**View [Spirit]***Rank 16 (Complex)**Range: Planar**Duration: Medium [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as View [True Name] except when prepared only the spirit type is specified, though the spell will automatically fail when cast if at least the common name is not used.

**Locate Spirit***Rank 18 (Complex)**Range: Planar**Duration: Short [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as Locate [Spirit Name] except the name only needs to be specified when cast.

**Reveal Spirit***Rank 20 (Multiplex)**Range: Planar**Duration: Short [SL]**Target: Spirit**Area: Number (Single)*

This spell is the same as Reveal [Spirit Name] except the name only needs to be specified when cast.

### **View Spirit**

*Rank 22 (Multiplex)*

*Range: Planar*

*Duration: Short [SL]*

*Target: Spirit*

*Area: Number (Single)*

This spell is the same as View [Spirit Name] except the name only needs to be specified when cast.

### **Planar Window**

*Rank 24 (Multiplex)*

*Range: Planar [SL]*

*Duration: Medium*

*Target: Location (Spirit World locality)*

*Area: Diameter (Small)*

This spell creates a one-way window looking onto the targeted region. The *Spirit Scry* table is used to determine the quality of the view per the usual SL/10 roll.

### **Summon List (Hard)**

*[Basic Spirit List 24]*

The spells in this list deal with summoning and dismissing spirits. Unless the target is specified by True Name these spells only have effect on those spirits described as being general inhabitants of the spirit world. They specifically do not affect spirits who inhabit divine or infernal planes, nor do they affect disembodied spirits still having a living body.

### **Summon [True Name]**

*Rank 1 (Average)*

*Range: Planar*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is used to bring the spirit whose True Name is specified when the spell is prepared to the plane where the thaumaturge is and a location specified by him that is not more than Level hexes distant. When the spell ends the spirit returns from whence it came.

### **Dismiss [True Name]**

*Rank 2 (Average)*

*Range: Long*

*Duration: Instant*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell returns the spirit to its native plane. If the spirit was brought by magic then this spell will automatically fail unless SL exceeds that of the summoning magic.

### **Summon [Spirit Name]**

*Rank 5 (Hard)*

*Range: Planar*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Summon [True Name] except that only the spirit's common name must be specified. This spell only has effect on those spirits described as being general inhabitants of the spirit world. It specifically does not affect spirits who inhabit divine or infernal planes, nor does it affect disembodied spirits still having a living body.

### **Dismiss [Spirit Name]**

*Rank 6 (Hard)*

*Range: Medium*

*Duration: Instant*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Dismiss [True Name] except that only the spirit's common name must be specified. This spell only has effect on those spirits described as being general inhabitants of the spirit world. It specifically does not affect spirits who inhabit divine or infernal planes, nor does it affect disembodied spirits still having a living body.

### **Summon [Spirit]**

*Rank 7 (Hard)*

*Range: Planar*

*Duration: Medium [POW]*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Summon [True Name] ex-



cept that only the spirit's type must be specified when the spell is prepared. If the spirit's name is not specified when the spell is cast a random member of the type is targeted.

### **Dismiss [Spirit]**

*Rank 8 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same Dismiss [Spirit Name] except that only the spirit's type must be specified when the spell is prepared.

### **Summon Spirit**

*Rank 10 (Complex)*

*Range: Planar*

*Duration: Short [POW]*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Summon [Spirit] except that the type need not be specified until the spell is cast but the type *must* be specified.

### **Dismiss Spirit**

*Rank 11 (Complex)*

*Range: Close*

*Duration: Instant*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Dismiss [Spirit Name] except that the spirit does not need to be named.

### **Summon Spirit**

*Rank 20 (Multiplex)*

*Range: Planar*

*Duration: Long*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Summon Spirit of the Summon list except for having lower rank and longer duration.

### **Dismiss Spirit**

*Rank 21 (Multiplex)*

*Range: Long*

*Duration: Instant*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Dismiss Spirit from the Summon List except for having lower rank and greater range.

### **Limbo List (Hard)**

*[Summon Spirit List 12]*

The spells in this list deal with putting things in and taking things out of Limbo. Limbo is a place without location and things there do not have the possibility for consciousness, awareness and in fact for all intents and purposes are in stasis. Putting a lit torch into Limbo will result in a lit torch coming out of Limbo.

### **Send to Limbo**

*Rank 1 (Hard)*

*Range: Close*

*Duration: Brief*

*Target: Object*

*Area: Weight (Large)*

This spell sends the targeted object into Limbo. When the spell ends the object reappears from where it was sent, or as near to that as possible. For example, a chair sent into Limbo from a room will return to that same part of the room, unless that space is now occupied in which case it will reappear as close as practical. "As close as practical" is not just a consideration of distance, but also of contact. For example, a chair having been in contact with the floor will preferentially reappear in contact with the floor.

For the same reasons an object sent to Limbo from someone's hand will preferentially return to their hand. A sheathed sword would return to its sheath and so on.

Although objects cannot themselves resist this spell it is resisted by their owners as per the normal guidelines.

### **Retrieve from Limbo**

*Rank 2 (Hard)*

*Range: Medium*

*Duration: Instant*

*Target: Object*

*Area: Weight (Large)*

This spell will retrieve an object from Limbo. The object must absolutely be known to the thaumaturge or the spell will automatically fail. If the object having been sent is known to the thaumaturge then he can attempt to remember it sufficiently to target it by using his Memory skill. If the thaumaturge sees an object sent to Limbo then he can target it to bring it back, but if he does not do so within WIT rounds he must make a Memory skill roll.

A retrieved object will appear as per the guidelines presented in Send to Limbo, but necessarily on the same plane as the thaumaturge and within the spell's range.

### **Put in Limbo**

*Rank 3 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Object*

*Area: Weight (Large)*

This spell puts the targeted object into Limbo indefinitely, otherwise it is the same as Send to Limbo.

### **Send Creature to Limbo**

*Rank 4 (Hard)*

*Range: Close*

*Duration: Brief*

*Target: Object or Creature*

*Area: Size (Medium)*

*Resisted*

This spell is the same as Send to Limbo except it is cast on living creatures.

### **Retrieve Creature from Limbo**

*Rank 5 (Hard)*

*Range: Medium*

*Duration: Instant*

*Target: Object or Creature*

*Area: Size (Medium)*

*Resisted*

This spell is the same as Retrieve from Limbo except it is cast on a living creature. Note that it is *not* resisted if the spirit is not with the body in Limbo. This can be the case for mortals who travel to a physical plane of the spirit world and are slain there.

In such a case the body will merge with the spirit if that is within the spell's range.

### **Put Creature in Limbo**

*Rank 7 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Object or Creature*

*Area: Size (Medium)*

*Resisted*

This spell is the same as Put in Limbo except it is cast on living creatures.

### **Spirit Transport List (Hard)**

*[Limbo List 12]*

The spells in this list deal with moving objects and creatures into and out of the spirit world.

### **Send to Outer Realm**

*Rank 1 (Complex)*

*Range: Touch*

*Duration: Short*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell transports the target, including things in immediate possession, to the base plane of the outer realm.

### **Spirit Gate List (Hard)**

*[Limbo List 18]*

The spells in this list deal with opening portals between planes.

### **Open Portal**

*Rank 2 (Multiplex)*

*Range: Medium*

*Duration: Brief*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is used to bring a creature, of the type specified when the spell is prepared, from the spirit world and make it manifest on the physical plane for the duration of the spell. The creature being summoned, if not specifically named, is a random example of the type from the Outer Realm. Note that if SPI is greater than SL the spirit automatically resists the spell. The targeted location of the spell is



the point at which the summoned spirit will appear.

### **Spirit Command List (Hard)**

*[Basic Spirit List 18]*

The spells on this list are concerned with issuing commands to spirits. Unless the target is specified by True Name these spells only have effect on those spirits described as being general inhabitants of the spirit world. They specifically do not affect spirits who inhabit divine or infernal planes, nor do they affect disembodied spirits still having a living body.

#### **Command [True Name]**

*Rank 1 (Average)*

*Range: Long*

*Duration: Long*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to give commands to the targeted spirit. A command cannot exceed SL words or it has no effect. A command should be interpreted as literally as possible by the referee. This spell neither confers understanding of language to the spirit, nor understanding of spirits to the thaumaturge. The spirit will obey as commanded until the spell ends.

#### **Command [Spirit Name]**

*Rank 4 (Average)*

*Range: Long*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Command [True Name] except that the spirit's common name can be used. This spell only has effect on those spirits described as being general inhabitants of the spirit world. It specifically does not affect spirits who inhabit divine or infernal planes, nor does it affect disembodied spirits still having a living body.

#### **Command [Spirit]**

*Rank 7 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Command [Spirit Name] except that only the spirit's type needs to be specified when the spell is prepared.

#### **Command Spirit**

*Rank 10 (Hard)*

*Range: Medium*

*Duration: Short*

*Target: Spirit*

*Area: Number (Single)*

*Resisted*

This spell is the same as Command [Spirit Name] except that it works on any spirit.

#### **Call List (Average)**

The spells on this list are used to call creatures to the thaumaturge. These spells differentiate between animals, magical animals and sentients. It is at all times up to the referee which category a particular creature belongs to. The called animal will be pulled to within touching distance of the thaumaturge unless the thaumaturge releases it. This spell has no effect on the called animal's reaction to the thaumaturge other than to perhaps make it curious.

#### **Draw Dog**

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Brief*

*Target: dog*

*Area: Number (Single)*

*Resisted*

This spell draws the targeted dog to the thaumaturge.

#### **Draw Cat**

*Rank 4 (Simple)*

*Range: Medium*

*Duration: Brief*

*Target: cat*

*Area: Number (Single)*

*Resisted*

This spell draws the targeted cat to the thaumaturge.

#### **Draw Bird**

*Rank 6 (Simple)*

*Range: Medium*

*Duration: Brief*

*Target: bird*  
*Area: Number (Single)*  
*Resisted*

This spell draws the targeted bird to the thaumaturge.

**Draw [Animal]**

*Rank 8 (Simple)*  
*Range: Medium*  
*Duration: Brief*  
*Target: Animal*  
*Area: Number (Single)*  
*Resisted*

This spell draws the targeted animal to the thaumaturge. The animal specie to be affected is determined when the spell is prepared. This spell has no effect on sentient or magical creatures.

**Draw Animal**

*Rank 10 (Average)*  
*Range: Medium*  
*Duration: Brief*  
*Target: Animal*  
*Area: Number (Single)*  
*Resisted*

This spell draws the targeted animal to the thaumaturge. This spell has no effect on sentient or magical creatures.

**Call Dog**

*Rank 12 (Average)*  
*Range: Long*  
*Duration: Brief*  
*Target: dog*  
*Area: Number (Single)*  
*Resisted*

This spell calls the nearest dog to the thaumaturge. Each dog already known to the thaumaturge can be skipped over if so specified.

**Call Cat**

*Rank 14 (Average)*  
*Range: Long*  
*Duration: Brief*  
*Target: Cat*  
*Area: Number (Single)*  
*Resisted*

This spell calls the nearest cat to the thaumaturge.

Each cat already known to the thaumaturge can be skipped over if so specified.

**Call Bird**

*Rank 16 (Average)*  
*Range: Long*  
*Duration: Brief*  
*Target: bird*  
*Area: Number (Single)*  
*Resisted*

This spell calls the nearest bird to the thaumaturge. Each bird already known to the thaumaturge can be skipped over if so specified.

**Call [Animal]**

*Rank 18 (Complex)*  
*Range: Long*  
*Duration: Brief*  
*Target: Animal*  
*Area: Number (Single)*  
*Resisted*

This spell calls the nearest animal to the thaumaturge. The animal specie to be affected is determined when the spell is prepared. This spell has no effect on sentient or magical creatures. Each animal already known to the thaumaturge can be skipped over if so specified.

**Call Animal**

*Rank 20 (Complex)*  
*Range: Long*  
*Duration: Brief*  
*Target: Animal*  
*Area: Number (Single)*  
*Resisted*

This spell calls the targeted animal to the thaumaturge. This spell has no effect on sentient or magical creatures. Each animal already known to the thaumaturge can be skipped over if so specified.

**Advanced Call List (Hard)**

*[Call List 30]*

The spells on this list are used to call creatures to the thaumaturge. These spells differentiate between animals, magical animals and sentients. It is at all times up to the referee which category a particular creature belongs to. The called animal will be pulled to within touching distance of the thaumaturge unless the thaumaturge releases it. This

spell has no effect on the called animal's reaction to the thaumaturge other than to perhaps make it curious.

### **Draw [Animal]**

*Rank 2 (Average)*

*Range: Long*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell draws the targeted animal to the thaumaturge. The animal specie to be affected is determined when the spell is prepared. This spell has no effect on sentient or magical creatures.

### **Draw Animal**

*Rank 4 (Average)*

*Range: Long*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell draws the targeted animal to the thaumaturge. This spell has no effect on sentient or magical creatures.

### **Call [Animal]**

*Rank 6 (Average)*

*Range: Far*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell calls the nearest animal to the thaumaturge. The animal specie to be affected is determined when the spell is prepared. This spell has no effect on sentient or magical creatures. Each animal already known to the thaumaturge can be skipped over if so specified.

### **Call Animal**

*Rank 8 (Complex)*

*Range: Far*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell calls the targeted animal to the

thaumaturge. This spell has no effect on sentient or magical creatures. Each animal already known to the thaumaturge can be skipped over if so specified.

### **Draw Magical [Animal]**

*Rank 10 (Complex)*

*Range: Long*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell draws the targeted animal to the thaumaturge. The animal specie to be affected is determined when the spell is prepared. This spell has no effect on sentient creatures.

### **Draw Magical Animal**

*Rank 12 (Complex)*

*Range: Long*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell draws the targeted animal to the thaumaturge. This spell has no effect on sentient creatures.

### **Call Magical [Animal]**

*Rank 14 (Complex)*

*Range: Far†*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell calls the nearest animal to the thaumaturge. The animal specie to be affected is determined when the spell is prepared. This spell has no effect on sentient creatures. Each animal already known to the thaumaturge can be skipped over if so specified.

### **Call Magical Animal**

*Rank 16 (Multiplex)*

*Range: Far†*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell calls the targeted animal to the

thaumaturge. This spell has no effect on sentient creatures. Each animal already known to the thaumaturge can be skipped over if so specified.

### **Command List (Very Hard)**

*[Call List 12]*

The spells on this list are concerned with issuing commands to creatures. These spells distinguish between animals, magical animals and sentients. It is always up to the referee which category a particular creature falls into.

#### **Command Dog**

*Rank 1 (Simple)*

*Range: Short*

*Duration: Brief*

*Target: dog*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to give commands to the targeted dog. A command cannot exceed SL words or it has no effect. A command should be interpreted as literally as possible by the referee. This spell neither confers understanding of language to the dog, nor understanding of dogs to the thaumaturge. This spell has no effect on sentient or magical creatures.

#### **Command Cat**

*Rank 2 (Simple)*

*Range: Short*

*Duration: Brief*

*Target: cat*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to give commands to the targeted cat as per the Command Dog spell.

#### **Command Bird**

*Rank 3 (Simple)*

*Range: Short*

*Duration: Brief*

*Target: bird*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to give commands to the targeted bird as per the Command Dog spell.

#### **Command [Animal]**

*Rank 4 (Simple)*

*Range: Short*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to give commands to the targeted animal as per the Command Dog spell. The specie to be affected is determined when the spell is prepared.

#### **Command Animal**

*Rank 10 (Average)*

*Range: Short*

*Duration: Brief*

*Target: Animal*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to give commands to the targeted animal as per the Command Dog spell.

### **Control List (Very Hard)**

*[Command List 15]*

The spells on this list are concerned with controlling things.

#### **Shape [Element]**

*Rank 4 (Average)*

This is the same as each of the elements Shape spells. E.g., this allows Shape Air, Shape Fire and so on. See their descriptions for complete details.

#### **Move [Element]**

*Rank 6 (Average)*

This is the same as each of the elements Move spells. E.g., this allows Move Air, Move Fire and so on. See their descriptions for complete details.

#### **Control Animal**

*Rank 10 (Complex)*

*Range: Short†*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell allows the thaumaturge to control a non-sentient creature like a puppet while concentrating.

**Control Person***Rank 14 (Complex)**Range: Touch**Duration: Short**Target: Creature**Area: Number (Single)**Resisted*

This spell allows the thaumaturge to control a sentient creature like a puppet while concentrating.

**Summon List (Very Hard)***[Command List 24]*

All spells on this list deal with pulling entities from the spirit world to this one. A properly prepared thaumaturge will cast a Magic Circle where the spirit is to be summoned, another where he will remain, and only then open a portal to the spirit world—that portal being created in the first Magic Circle.

**Open Portal***Rank 2 (Average)**Range: chalk**Duration: Brief**Area: 1 hex pentagram*

This spell creates a “window of opportunity” between this world and the Outer Realm of the spirit world. Such an opening is short-lived and allows the passage of but a single entity. For a spirit to pass SPI + SL must equal or exceed 10.

**Call Spirit***Rank 4 (Average)**Range: —**Duration: Instant**Target: spirit*

This spell can only be cast if there is an open portal. It calls a random spirit from the connected plane to the thaumaturge.

**Call [Spirit]***Rank 8 (Complex)**Range: —**Duration: Instant**Target: spirit*

This spell can only be cast if there is an open portal. It calls a random spirit of the type specified when the spell was prepared to the thaumaturge.

**Call [Name]***Rank 10 (Complex)**Range: —**Duration: Instant**Target: Spirit*

This spell can only be cast if there is an open portal. It calls the spirit which was named when the spell was prepared to the thaumaturge.

**Open Portal to [Realm]***Rank 12 (Complex)**Range: chalk**Duration: Brief**Area: 1 hex pentagram*

This spell creates a “window of opportunity” between this world and the realm of the spirit world specified when the spell was prepared. Such an opening is short-lived and allows the passage of but a single entity. For a spirit to pass SPI + SL must equal or exceed 10.

**Call By Name***Rank 14 (Multiplex)**Range: —**Duration: Instant**Target: Spirit*

This spell can only be cast if there is an open portal. It calls the named spirit to the thaumaturge.

**Open Gateway to [Realm]***Rank 21 (Omniplex)**Range: chalk**Duration: Short**Area: 1 hex pentagram*

This spell creates a “window of opportunity” between this world and the realm of the spirit world specified when the spell was prepared. Such an opening is short-lived, but allows the passage of a spirit per round. For a spirit to pass SPI + SL must equal or exceed 10.



# EARTH

## Weight List (Average)

All of these spells deal with weight.

### Make Heavy

Rank 1

*Range: Medium*

*Duration: Short*

*Target: Object*

This spell increases the weight of the target by Level  $\times$  5% if SL equals or exceeds the weight of the object in pounds.

### Earth Power

Rank 2

*Range: Medium*

*Duration: Short*

*Target: Creature*

This spell increases the target's STR by SL  $\times$  3 while the target is in direct contact with the ground. This means barefoot standing on unworked earth or stone with only grass or undergrowth underfoot.

### Increase Weight

Rank 3

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Resisted*

This spell increases the weight of the target by SL  $\times$  5 pounds.

### Leaden Limbs

Rank 4

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Resisted*

This spell causes the limbs of the target to feel heavy to such an extent that it slows them down. The target's DEX, AGI and Mv are reduced by  $\frac{1}{2}$  SL and SR is reduced by 1 for every full five SL. This has no effect on the target's Skill Aptitude, but does penalize by SL any skill that involves moving. In no case will this spell reduce an attribute score, movement rate or SR below 1.

### Density

Rank 5

*Range: Medium*

*Duration: Medium*

*Target: Creature or Object*

*Resisted*

This spell increases the weight of the target by SL<sup>2</sup>  $\times$  5 pounds.

## Earth List (Hard)

[Weight List 15]

All of these spells deal with the earth.

### Increase Fertility

Rank 1

*Range: Medium*

*Duration: Extended*

*Target: Region (Boosted)*

This spell gives a percent increase to the fertility of the ground it is cast on of SL  $\times$  10%. The effect of multiple castings is cumulative (on the base fertility of the soil, not on the adjusted fertility).

### Open Cave

Rank 2

*Range: Medium*

*Duration: Short*

*Target: Region (Skill)*

This spell is used to create a cave with an entrance at the targeted hex and extended with the region indicated. Within the limits of the total cave size the thaumaturge can make the cave mouth as large or small as he wants. The cave takes the first minute of the spell's duration to open. Likewise, during the last minute of the spell's duration dirt crumbles, there is trembling, etc., to indicate the eminent termination of the spell. If this spell is terminated early it will not actually end for another minute as it needs that time for the crumbling, etc., to occur. These warning signs are not a feature, they are a consequence of the magical energies involved.

The higher the SL the firmer the opened cave's walls, floors and ceiling will be. At SL 1 the ceiling will be slowly crumbling through the entire spell, at SL 2 it will be loose and easily dislodged and at SL 4 it will be just barely firm. In general, SL damage



in a single blow or  $SL^2$  damage total to the surface of a hex is enough to collapse to one inch depth. Effective damage is adjusted for penetration; that is, an impaling attack does half damage and a tearing attack does quadruple damage. Note, however, that such excavation is only effective for displacing a like amount of dirt as already done by this spell.

### Close Cave

Rank 3

Range: Medium

Duration: Short

Target: Region (Skill)

This spell is cast on cave mouths or tunnels and is used to close them and is in effect the reverse of the Open Cave spell.

### Land Slide

Rank 4

Range: Medium

Duration: Short

Target: Region (Skill)

This spell is cast on a slope to cause a landslide. The main effect is to cause a footing penalty of  $SL \times 5\%$  for anyone in the landslide in addition to an AGI/SL resistance roll at the end of each round to avoid falling down. Anyone caught in the landslide (falls) takes stun damage each round of falling based on SL as adjSTR on the Damage Table. Anyone below the landslide takes the same damage every round, once falling debris has reached them. The rate of fall in a landslide depends on the steepness of the slope.

### Earth Swallow

Rank 5

Range: Medium

Duration: Short

Target: Creature (Size)

Resisted

This spell causes the target to be swallowed up by the earth—specifically into a chamber just large enough to hold him some distance ( $SL \times 5'$ ) below ground. The chamber has enough air to last for the duration of the spell.

### Earth to Metal

Rank 6–9

Range: Medium

Duration: Short

Target: Object (Size)? (Weight?)

This spell causes the targeted object to turn into metal. Only whole objects made solely or substantially of earth (such as unfired pottery) can be affected. This could be used to make a real sword from an earthen representation—though neither balance (25% to 40% penalty) nor temper (one-quarter normal HP) would be good.

### Earth to Stone

Rank 2–5

Range: Medium

Duration: Short

Target: Object (Size)

This spell causes the targeted object to turn into hard stone. Only whole objects made solely or substantially of earth (such as unfired pottery) can be affected. As properly fired pottery is stone this spell can be used to sort of cheat the firing process.

### Entomb

Rank ?

Range: Medium

Duration: Short

Target: Region (Skill)

This spell is cast on cave mouths or tunnels and is used to close them. The region affected is the floor space to be closed off and the SL determines how effectively it is closed. In essence the number of HP of earth blocking the cave is equal to  $SL^2$ .

### Advanced Earth List (Hard)

[Earth List 15]

All of these spells deal with the earth.

#### Earthquake

Rank 11

Range: Medium

Duration: Short

Target: Diameter (Skill)

This spell causes an earthquake with a severity on the richter scale equal to  $SL \div 2$ . Because an earthquake attacks

Landslide		
Slope	Max SL	Rate of Fall
none	0	—
10°	3	5 feet
20°	7	15 feet
30°	10	25 feet
37°	12	40 feet
45°	14	60 feet
53°	16	85 feet
60°	17	110 feet
75°	19	170 feet
90°	20	free fall

all of a structure at once, and solidity often equates to brittleness, in game terms the SL represents the degree of destruction, regardless of the HP or SP of a structure.

### Combat Earth List (Hard)

[Earth List 18]

All of the spells on this list are combat oriented and concerned with earth.

#### Move Earth

Rank 1

*Range: Medium*

*Duration: Short*

*Target: Diameter (Skill)*

This spell allows the thaumaturge to move the affected earth in any direction. The most hexes that can be traversed in a round is equal to SL.

#### Earth Breath

Rank 2

*Range: Short*

*Duration: Brief*

*Target: Self*

This spell causes the thaumaturge's exhalations be dusty with a reach of up to Level feet and having an equivalency of ten pounds of earth. The thaumaturge can cause a jet of earth by the simple expedient of blowing—such a jet has a hitting force equivalent to  $SL + \text{Level STR}$  and a range of  $\text{Level} \times 5$  feet. This can be used like a firehose to know

#### Throw Earth

Rank 3

*Range: Medium*

*Duration: Brief*

*Target:  $SL^2 \times 10$  pounds*

This spell allows the thaumaturge to throw earth anywhere within his range, though if the destination is not visible to him it will impair his accuracy. The earth has a hitting force of  $SL^2$  as STR.

#### Project Earth

Rank 4

*Range: Short*

*Duration: Short*

*Target: Creature*

This spell causes earth to be encrusted on the palms and undersides of the fingers of the target. The

target can, at will, project earth from his hands to a distance of POW feet. Each blast of earth takes one action and has a hitting STR equal to  $SL^2$  which does Stun damage for an adjSTR equal to SL.?

#### Earth Wall

Rank 5

*Range: Medium*

*Duration: One action*

*Target:  $\text{Level} \times 5$  feet*

This spell causes a wall of earth five feet tall with a width equal to  $\text{Level} \times 5$  feet to spring into existence in front of the thaumaturge and move rapidly (for the span of a single Strike Rank) away from him. The thaumaturge can control how far away the wall of earth will be created and can stop it at any point short of this full range, though his accuracy in this is predicated on him devoting the duration of the spell to its control and his ability to see the beginning and ending points. Everything in the Earth Wall's path takes Crush damage for an adjSTR of SL.

#### Earthstrike

Rank 6

*Range: Medium*

*Duration: One round*

*Target: Creature or Object*

This spell causes a ball of brown earth about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill and, if successful, the earthball will strike the target doing Crush damage for an adjSTR of SL on impact.

#### Earthball

Rank 8

*Range: Medium*

*Duration: One SR*

*Target: Location?*

This spell causes a ball of brown earth about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill; on impact the sphere does Crush damage for an adjSTR of SL.

#### Earth Strike List (Hard)

[Combat Earth List 24]

All of the spells on this list are combat oriented and

concerned with earth.

### **Earthstrike**

*Rank 1*

*Range: Medium*

*Duration: Short*

*Target: Diameter (Skill)*

This spell is identical to the Combat Earth List's Earthstrike spell except that it is of lower rank.

### **Earthball**

*Rank 3*

*Range: Medium*

*Duration: One round*

*Sphere: Location?*

This spell is identical to the Combat Earth List's Earthball spell except that it is of lower rank.

### **Stoneball**

*Rank 5*

*Range: Medium*

*Duration: One round*

*Sphere: Location?*

This spell causes a ball of stone about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill; on impact the sphere does Crush damage for an adjSTR of  $SL \times 2$ .

### **Spike**

*Rank 7*

*Range: Medium*

*Duration: One round*

*Sphere: Location?*

This spell causes a metal spike about a foot long to appear in the thaumaturge's hand which he then "throws" at the target. A hit is achieved using the Target skill; on impact the spike does Impale damage for an adjSTR of  $SL \times 2$ .

# ELEMENT Lists

Whether it is one of the traditional four elements or a paraelement these spells deal with creating, shaping and control all aspects of the various elements. Paraelements are formed by combining the four traditional elements. The “friendly” paraelements are earth and fire form metal, fire and air form electricity, air and water form ice, and water and earth form mud. The paraelements formed by combining opposite elements are steam (from fire and water) and wood (from earth and air).

There are four basic types of elemental spells: shape, move, create and summon. The distinction between create and summon is that create provides a non-animated quantity of the element while summon brings an animated elemental entity from the relevant plane. Such entities vary in their sentience but are definitely inhuman.

When considering if a spell can effect a given target due consideration should be given to the presence of other elements. Things that are unaffected by these spells include anything made of flesh.

## Basic Element Lists

The basic set of lists deal with the shaping and moving of the various elements.

### Form List (Level 1)

These spells...

#### Form [Element]

*Rank 1 (Simple)*

*Score: 3*

*adjScore: 2*

*Range: Self*

*Duration: Medium [SL]*

*Target: Creature*

*Area: Number (Single)*

This spell is different for each element—earth, air, fire or water—and must be prepared that way. Its effect is to allow the target to mold objects made solely or primarily of the given element as if they were of putty. This is of little use except for earth as air and fire are insubstantial and water will not hold a form on its own.

#### Form [Paraelement]

*Rank 2 (Simple)*

*Score: 5*

*adjScore: 3*

*Range: Self*

*Duration: Medium [SL]*

*Target: Creature*

*Area: Number (Single)*

This spell is the same as Form [Element] except that it works on the paraelements of magma, energy, mud, ice, wood and vapor.

#### Set [Element]

*Rank 3 (Simple)*

*Score: 7*

*adjScore: 4*

*Range: Short*

*Duration: Medium*

*Target: element*

*Area: Weight (Small)*

This spell causes the target to be fixed in its shape at the time of casting through the duration of the spell. It does not prevent damage to the target, but does

hold the shape with a strength indicated by SL. This strength can be considered the “HP” of the set—any damage to the target reduces the strength of the fixation in addition to any other damage. If an attempt is solely made to forcibly mold a set target then a STR / SL roll must be made, or in the case of magic the SL of the contesting spell must be greater than that of the Set [Element].

### **Set [Paraelement]**

*Rank 4 (Average)*

*Score: 9*

*adjScore: 5*

*Range: Short*

*Duration: Medium*

*Target: paraelement*

*Area: Weight (Small)*

This spell is the same as Set [Element] except it is for the paraelements.

### **Form**

*Rank 5 (Average)*

*Score: 11*

*adjScore: 6*

*Range: Close*

*Duration: Short*

*Target: object*

*Area: Weight (Small)*

This spell is the same as Form [Element] except that it works on any inanimate object.

### **Animate [Element]**

*Rank 6 (Average)*

*Score: 13*

*adjScore: 7*

*Range: Short*

*Duration: Short*

*Target: element*

*Area: Weight (Small) [SL]*

This spell allows the caster to animate the target while focused on that task. The fluidity and detail of the animation are limited by TAL interpreted as a skill score for control. Any particular representation should be rolled for with an appropriate difficulty.

### **Set**

*Rank 7 (Hard)*

*Score: 15*

*adjScore: 8*

*Range: Close*

*Duration: Short*

*Target: object*

*Area: Weight (Small)*

This spell is the same as Set [Element] except that it works on any inanimate object.

### **Control Air Effect List (Hard)**

*[Create Air List 30%]*

The spells in this list are concerned with the control of air effects.

### **Control Earth Effect List (Hard)**

*[Create Earth List 30%]*

The spells in this list are concerned with the control of earth effects.

### **Control Fire Effect List (Hard)**

*[Create Fire List 30%]*

The spells in this list are concerned with the control of fire effects.

### **Control Metal Effect List (Hard)**

*[Create Metal List 30%]*

The spells in this list are concerned with the control of metal effects.

### **Control Plant Effect List (Hard)**

*[Create Plant List 30%]*

The spells in this list are concerned with the control of plant effects.

### **Control Stone Effect List (Hard)**

*[Create Stone List 30%]*

The spells in this list are concerned with the control of stone effects.

### **Control Water Effect List (Hard)**

*[Create Water List 30%]*

The spells in this list are concerned with the control of water effects.

### **Control Wood Effect List (Hard)**

*[Create Wood List 30%]*

The spells in this list are concerned with the control of wood effects.

### **Create Air**

*Rank 4*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates breathable air in the target area. This does nothing to eliminate pollutants. It does create a (temporary unless enclosed) high pressure. If cast underwater it creates a bubble whose initial area is compressed as appropriate for the water pressure at that depth. Note that bubbles will rise and expand, seeking equilibrium.

**Create Magical Air**

*Rank 6*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates breathable air in the target area. This does nothing to eliminate pollutants. It does create a (temporary unless enclosed) high pressure. If cast underwater it creates a bubble whose initial area is compressed as appropriate for the water pressure at that depth. Note that bubbles will rise and expand, seeking equilibrium.

**Create Essential Air**

*Rank 8*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates breathable air in the target area creating a (temporary unless enclosed) high pressure. All pollutants are immediately pushed to the edge of the created air. If cast underwater it creates a bubble which itself is unaffected by water pressure though it will rise, seeking pressure equilibrium.

**Create Magical Essential Air**

*Rank 10*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates breathable air in the target area creating a (temporary unless enclosed) high pressure. All pollutants are immediately pushed to the edge of the created air. If cast underwater it creates a bubble which itself is unaffected by water pres-

sure though it will rise, seeking pressure equilibrium.

**Create Earth List (Hard)**

The spells in this list are concerned with the creation of earth.

**Create Dust**

*Rank 1*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a layer of dust over everything in the targeted area.

**Dust Cloud**

*Rank 2*

*Range: Short*

*Duration: Brief*

*Target: one hex*

This spell creates a cloud of dust in the targeted hex which will not settle. Because the spell creates an effect rather than being cast on a creature it cannot be resisted and is unaffected by the creature's resistance to magic. Anything attempting to breath in the hex must make a CON/SL resistance roll to avoid succumbing to a coughing fit during which all actions suffer a 25% penalty. If the coughing fit has a duration of at least one round and begins on SR 0 then it will last until the end of the following round.

<i>Success</i>	<i>Result</i>
Critical	No effect
Special	For 1 SR
Normal	Until end of round
Miss	For one round
Failure	For two rounds
Fumble	For three rounds
Fumble <sup>2</sup>	For four rounds
Fumble <sup>3</sup>	For five rounds

**Create Earth**

*Rank 4*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of earth in the targeted area, but can only be cast on open ground, such as a meadow or a cultivated field. It has no effect if cast



elsewhere. The created earth rises from the targeted surface to a height of  $(\text{Level} \div 2)$  feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

<i>Success</i>	<i>Result</i>
Critical	Unaffected
Special	Off balance for 1 SR
Normal	Off balance until end of round
Miss	Off balance until end of round, then fall to knees
Failure	Off balance until end of round, then fall to ground
Fumble	Fall to ground, take damage for 5' fall
Fumble <sup>2</sup>	Fall to ground, take damage for 10' fall
Fumble <sup>3</sup>	Fall to ground, take damage for 15' fall

### Create Magical Earth

Rank 6

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of earth in the targeted area, but can only be cast on open ground, such as a meadow or a cultivated field. It has no effect if cast elsewhere. The created earth rises from the targeted surface to a height of  $(\text{Level} \div 2)$  feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

### Create Essential Earth

Rank 8

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of essential earth in the targeted area, but can only be cast on open ground, such as a meadow or a cultivated field. It has no effect if cast elsewhere. The created earth rises from the targeted surface to a height of  $(\text{Level} \div 2)$  feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

### Create Magical Essential Earth

Rank 10

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of essential earth in the targeted area, but can only be cast on open ground, such as a meadow or a cultivated field. It has no effect if cast elsewhere. The created earth rises from the targeted surface to a height of  $(\text{Level} \div 2)$  feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

### Create Fire List (Hard)

The spells in this list are concerned with the creation of fire.

#### Match

Rank 1

*Range: Medium*

*Duration: Instant*

*Target: SL Objects*

This spell can light anything that application of a match would light. The number of things that can be lit at a time is equal to SL.

#### Ignite

Rank 2

*Range: Medium*

*Duration: Instant*

*Target: Object*

This spell causes the target object to spontaneously combust if SL is high enough. Only a spot about an inch across will be initially affected.

#### Ignite

*SL Material*

- 1 tinder; paper; dry leaves
- 2 grass; hair; kerosene
- 3 light, dry wood; oil
- 4 dry wood; light cloth
- 6 dense, dry wood; cloth
- 8 green softwood; dry hard wood; sack cloth
- 11 green wood; dry hides
- 14 green hardwood; hides
- 17 treated wood; fresh hides



20 wet hides

### **Create Fire**

*Rank 4*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a fire that burns without fuel, but is otherwise normal (e.g., it needs oxygen to burn, does not do magical damage). The fire burns with an intensity equal to SL. Such fire can only be created on a ground surface, e.g., not in mid-air nor on a wall or ceiling.

### **Create Magical Fire**

*Rank 6*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a fire that burns without fuel—it still needs oxygen to burn, but does magical damage. The fire burns with an intensity equal to SL.

### **Create Essential Fire**

*Rank 8*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a fire that burns without need of fuel or oxygen, though it does not do magical damage. It can only be extinguished by a dispel magic or an equal amount of essential water. The created fire has an intensity equal to SL.

### **Create Magical Essential Fire**

*Rank 10*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a fire that burns without need of fuel or oxygen which does magical damage. It can only be extinguished by a dispel magic or an equal amount of essential water. The created fire has an intensity equal to SL.

### **Create Metal List (Hard)**

The spells in this list are concerned with the creation of metal.

### **Create Metal**

*Rank 4*

*Range: Short*

*Duration: Medium*

*Area: one hex*

This spell creates a lump of metal weighing SL pounds in the targeted area. This metal is non-descript: it is gray in color and lacks both the malleability of precious metals and the hardness of iron. It can be melted, but not tempered. Its closest counterpart is pot metal.

### **Create Metal of Quality**

*Rank 6*

*Range: Short*

*Duration: Medium*

*Area: one hex*

This spell creates a lump of metal weighing SL pounds in the targeted area. It is the same as the metal created by Create Metal except that it has one quality: malleability, hardness or color as chosen at the time of casting. This could be used, for example, to create a metal that had the appearance of gold, but it would lack malleability and softness. Or it could be used to create a hard metal simulating iron, but it would be brittle and lack temper.

### **Create Essential Metal**

*Rank 8*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a lump of essential metal weighing SL pounds in the targeted area. This metal is nondescript: it is gray in color and lacks both the malleability of precious metals and the hardness of iron. It can be melted, but not tempered. Its closest counterpart is pot metal.

### **Create Essential Metal of Quality**

*Rank 10*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a lump of essential metal weighing SL pounds in the targeted area. It is the same as the metal created by Create Metal except that it has one quality: malleability, hardness or color as chosen at the time of casting. This could be used,

for example, to create a metal that had the appearance of gold, but it would lack malleability and softness. Or it could be used to create a hard metal simulating iron, but it would be brittle and lack temper.

### Create Plant List (Hard)

The spells in this list are concerned with the creation of plant.

#### Create Plant

Rank 4

Range: Short

Duration: Short

Area: one hex

This spell creates a plant.

#### Create Magical Plant

Rank 6

Range: Short

Duration: Short

Area: one hex

This spell creates a magical plant

#### Create Essential Plant

Rank 8

Range: Short

Duration: Short

Area: one hex

This spell creates an essential plant.

#### Create Magical Essential Plant

Rank 10

Range: Short

Duration: Short

Area: one hex

This spell creates a magical essential plant.

### Create Stone List (Hard)

[Create Earth List 40%]

The spells in this list are concerned with the creation of stone.

#### Create Sand

Rank 1

Range: Short

Duration: Medium

Target: Small $\frac{1}{2}$  Region

This spell creates a layer of sand over everything in the targeted area.

#### Sand Cloud

Rank 2

Range: Short

Duration: Brief

Target: one hex

This spell creates a cloud of sand in the targeted hex which will not settle. Because the spell creates an effect rather than being cast on a creature it cannot be resisted and is unaffected by the creature's resistance to magic. Anything attempting to breath in the hex must make a CON/SL resistance roll to avoid succumbing to a coughing fit during which all actions suffer a 25% penalty. If the coughing fit has a duration of at least one round and begins on SR 0 then it will last until the end of the following round.

Success	Result
Critical	No effect
Special	For 1 SR
Normal	Until end of round
Miss	For one round
Failure	For two rounds
Fumble	For three rounds
Fumble <sup>2</sup>	For four rounds
Fumble <sup>3</sup>	For five rounds

#### Create Stone

Rank 4

Range: Short

Duration: Medium

Target: Small $\frac{1}{2}$  Region

This spell creates a mound of stone in the targeted area, but can only be cast in a natural, rocky environment. It has no effect if cast elsewhere. The created stone rises from the targeted surface to a height of (Level  $\div$  2) feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

Success	Result
Critical	Unaffected
Special	Off balance for 1 SR
Normal	Off balance until end of round
Miss	Off balance until end of round, then fall to knees
Failure	Off balance until end of round, then fall to ground
Fumble	Fall to ground, take damage for 5' fall

Fumble<sup>2</sup> Fall to ground, take damage for 10' fall  
 Fumble<sup>3</sup> Fall to ground, take damage for 15' fall

### Create Magical Stone

Rank 6

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of stone in the targeted area, but can only be cast in a natural, rocky environment. It has no effect if cast elsewhere. The created stone rises from the targeted surface to a height of (Level  $\div$  2) feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

### Create Essential Stone

Rank 8

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of essential stone in the targeted area, but can only be cast in a natural, rocky environment. It has no effect if cast elsewhere. The created stone rises from the targeted surface to a height of (Level  $\div$  2) feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

### Create Magical Essential Stone

Rank 10

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell creates a mound of essential stone in the targeted area, but can only be cast in a natural, rocky environment. It has no effect if cast elsewhere. The created stone rises from the targeted surface to a height of (Level  $\div$  2) feet. This movement requires all creatures in the affected area to make an AGI/Level resistance roll to keep their balance. While off balance a character has a penalty of 25% to any action.

### Create Water List (Hard)

The spells in this list are concerned with the crea-

tion of water.

### Dew

Rank 1

*Range: Medium*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell causes everything in the targeted area to be covered in dew.

### Seep

Rank 2

*Range: Medium*

*Duration: Short*

*Target: Small $\frac{1}{2}$  Region*

This spell causes the targeted area to seep water at a sufficient rate to keep a sixteenth of an inch standing. This spell can only be cast on earth or rock surfaces in non-arid regions. The presence of the water creates a slippery surface having a 25% penalty to footing.

### Create Water

Rank 4

*Range: Short*

*Duration: Short*

*Target: Small $\frac{1}{2}$  Region*

This spell creates water in the target area to a height of (Level  $\div$  2) feet.

### Create Magical Water

Rank 6

*Range: Short*

*Duration: Short*

*Target: Small $\frac{1}{2}$  Region*

This spell creates water in the target area to a height of (Level  $\div$  2) feet.

### Create Essential Water

Rank 8

*Range: Short*

*Duration: Short*

*Target: Small $\frac{1}{2}$  Region*

This spell creates essential water in the target area to a height of (Level  $\div$  2) feet.

### Create Magical Essential Water

Rank 10

*Range: Short*

*Duration: Short*

*Target: Small<sup>†</sup> Region*

This spell creates essential water in the target area to a height of (Level ÷ 2) feet.

### **Create Wood List (Hard)**

The spells in this list are concerned with the creation of wood.

#### **Create Wood**

*Rank 4*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates wood

#### **Create Magical Wood**

*Rank 6*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates wood

#### **Create Essential Wood**

*Rank 8*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates essential wood

#### **Create Magical Essential Wood**

*Rank 10*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates essential wood

### **Move Air List (Hard)**

*[Shape Air List 30%]*

The spells in this list are concerned with the movement of air.

#### **Gust**

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Small Region*

This spell creates a sudden gust of wind emanating from the targeted area having an effective movement rate equal to POW and a reach of SL hexes in

the indicated direction.

#### **Breeze**

*Rank 3*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a flow of air through the targeted hex with a direction and speed controlled by the thaumaturge while concentrating. If the thaumaturge ceases to concentrate the flow ceases. The effective movement rate cannot exceed SL. The resultant breeze slows and spreads significantly after leaving the targeted hex; the effective speed drops by one after passing through a number of hexes equal to the current effective movement. Each time the the effective movement rate drops by one the width effected increases by one hex. The thaumaturge can not only control the direction and rate of flow, but can also move the location of the targeted hex by up to SL hexes per round while concentrating. This is real movement and so can only be done through hexes of air. A Target roll is required to accurately target the desired hex.

#### **Wind**

*Rank 5*

*Range: Medium*

*Duration: Medium*

*Target: Small Region*

This spell allows the thaumaturge to move the air in the affected area with a movement rate of SL. Whether the thaumaturge desires it or not there is likely to be secondary air movement caused by the disturbance of moving the directly affected air.

### **Move Earth List (Hard)**

*[Shape Earth List 30%]*

The spells in this list are concerned with the movement of earth.

#### **Gust**

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Small Region*

This spell creates a sudden gust of wind emanating from the targeted area having an effective movement rate equal to POW and a reach of SL hexes in

the indicated direction.

### **Breeze**

*Rank 3*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a flow of air through the targeted hex with a direction and speed controlled by the thaumaturge while concentrating. If the thaumaturge ceases to concentrate the flow ceases. The effective movement rate cannot exceed SL. The resultant breeze slows and spreads significantly after leaving the targeted hex; the effective speed drops by one after passing through a number of hexes equal to the current effective movement. Each time the the effective movement rate drops by one the width effected increases by one hex. The thaumaturge can not only control the direction and rate of flow, but can also move the location of the targeted hex by up to SL hexes per round while concentrating. This is real movement and so can only be done through hexes of air. A Target roll is required to accurately target the desired hex.

### **Wind**

*Rank 5*

*Range: Medium*

*Duration: Medium*

*Target: Small Region*

This spell allows the thaumaturge to move the air in the affected area with a movement rate of SL. Whether the thaumaturge desires it or not there is likely to be secondary air movement caused by the disturbance of moving the directly affected air.

### **Move Fire List (Hard)**

*[Shape Fire List 30%]*

The spells in this list are concerned with the movement of fire. Note that though this movement of fire is aided by magic its requirements for fuel and oxygen must be at least nominally satisfied. In other words a normal fire cannot be made to move across water. Spells that allow movement through air are exempt from this requirement. Movement of fire within fire alters the intensity of the flames in affected hexes. This also increases the consumption of fuel for fires that do so.

### **Creep**

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Small Region*

This spell causes up to Level hexes of the targeted fire to advance at a rate of SL feet per round.

### **Jump**

*Rank 2*

*Range: Medium*

*Duration: Instant*

*Area: one hex*

This spell causes flames from the targeted hex of fire to jump up to SL hexes in a desired direction to another hex. The destination hex must be successfully Targeted for accuracy.

### **Flow**

*Rank 3*

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a flow of fire through the targeted fire hex with a direction and speed controlled by the thaumaturge while concentrating. If the thaumaturge ceases to concentrate the flow ceases. The effective movement rate cannot exceed SL. The resultant flow slows and spreads significantly after leaving the targeted hex; the effective speed drops by one after passing through a number of hexes equal to the current effective movement. Each time the the effective movement rate drops by one the width effected increases by one hex. The thaumaturge can not only control the direction and rate of flow, but can also move the location of the targeted hex by up to SL hexes per round while concentrating. This is real movement and so can only be done through hexes of fire. A Target roll is required to accurately target the desired hex.

### **Spread**

*Rank 3*

*Range: Medium*

*Duration: Short*

*Target: Small Region*

This spell causes up to Level hexes of the targeted fire to spread with an effective movement rate equal



to SL.

### Current

Rank 5

*Range: Medium*

*Duration: Medium*

*Target: Small Region*

This spell allows the thaumaturge to move fire with an area up to Level hexes with a movement rate of SL. Movement across surfaces not already on fire is slower, but ignites anything flammable in the passage. The movement cost to enter a hex is given on the following table. This cost can be paid across SR and even rounds. Note that water cannot be crossed.

Cost	Surface
1	already on fire, tinder, paper, dry leaves, grass, hair or kerosene
2	dry wood, oil or light cloth
3	wood or cloth
4	green wood or heavy cloth
5	hides, bare stone

### Move Fire

Rank 10

*Range: Medium†*

*Duration: Medium*

*Target: Small Region*

This spell allows the thaumaturge to move fire freely in three dimensions with a movement rate equal to SL.

### Move Metal List (Hard)

*[Shape Metal List 30%]*

The spells in this list are concerned with the movement of metal.

### Move Plant List (Hard)

*[Shape Plant List 30%]*

The spells in this list are concerned with the movement of plant.

### Move Stone List (Hard)

*[Shape Stone List 30%]*

The spells in this list are concerned with the movement of stone.

### Move Water List (Hard)

*[Shape Water List 30%]*

The spells in this list are concerned with the movement of water.

### Wave

Rank 1

*Range: Short*

*Duration: Brief*

*Target: Small Region*

This spell creates a sudden wave emanating from the targeted water area having an effective movement rate equal to POW, a wave height of  $POW \div 5$  feet and a reach of SL hexes in the indicated direction.

### Flow

Rank 3

*Range: Short*

*Duration: Short*

*Area: one hex*

This spell creates a flow of water through the targeted water hex with a direction and speed controlled by the thaumaturge while concentrating. If the thaumaturge ceases to concentrate the flow ceases. The effective movement rate cannot exceed SL. The resultant flow slows and spreads significantly after leaving the targeted hex; the effective speed drops by one after passing through a number of hexes equal to the current effective movement. Each time the the effective movement rate drops by one the width effected increases by one hex. The thaumaturge can not only control the direction and rate of flow, but can also move the location of the targeted hex by up to SL hexes per round while concentrating. This is real movement and so can only be done through hexes of water. A Target roll is required to accurately target the desired hex.

### Current

Rank 5

*Range: Medium*

*Duration: Medium*

*Target: Small Region*

This spell allows the thaumaturge to move the water in the affected watery area with a movement rate of SL. Whether the thaumaturge desires it or not there is likely to be secondary water movement caused by the disturbance of moving the directly affected water.



## Move Wood List (Hard)

[Shape Wood List 30%]

The spells in this list are concerned with the movement of wood.

## Shape Air List (Hard)

The spells in this list are concerned with the shaping of air. The shaping of air is normally not visible unless it is bounded by something flexible, as in an air bubble.

### Mold Air

Rank 1

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell allows the thaumaturge to mold the targeted air while he concentrates. When concentration ceases it returns to its original state. It not only affects the air, but any particulate or gaseous substance inside the affected area. It takes time to mold and the alteration cannot separate the air into multiple pieces, nor can it cause the air to take shapes that would not hold on their own.

### Shape Air

Rank 3

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Air except that the targeted air will retain its last shape as molded by the thaumaturge even past the duration of the spell. This shaping has no special resistance to other forces, however.

### Animate Air

Rank 5

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Air except that the thaumaturge can set begin and end points for the changes he makes to the shaping of the air and, until the end of the spell, the shape will flow through this defined sequence whether or not the thaumaturge is concentrating.

### Long Mold Air

Rank 6

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Air except for its duration.

### Long Shape Air

Rank 8

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Shape Air except for its duration.

### Long Animate Air

Rank 10

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Animate Air except for its duration.

## Shape Earth List (Hard)

The spells in this list are concerned with the shaping of earth.

### Mold Earth

Rank 1

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell allows the thaumaturge to mold the targeted earth while he concentrates. When concentration ceases it returns to its original state. It can only affect earth, not rocky ground or stone. It takes time to mold and the alteration cannot separate the earth into multiple pieces, nor can it cause the earth to take shapes that would not hold on their own.

### Shape Earth

Rank 3

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Earth except that the targeted earth will retain its last shape as molded by the thaumaturge, even past the duration of the spell.

This shaping has no special resistance to other forces, however.

### **Animate Earth**

*Rank 5*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Earth except that the thaumaturge can set begin and end points for the changes he makes to the shaping of the earth and, until the end of the spell, the shape will flow through this defined sequence whether or not the thaumaturge is concentrating.

### **Long Mold Earth**

*Rank 6*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Earth except for its duration.

### **Long Shape Earth**

*Rank 8*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Shape Earth except for its duration.

### **Long Animate Earth**

*Rank 10*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Animate Earth except for its duration.

### **Shape Fire List (Hard)**

The spells in this list are concerned with the shaping of fire.

#### **Mold Fire**

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell allows the thaumaturge to mold the targeted fire while he concentrates. When concentra-

tion ceases it returns to its original state. It takes time to mold and the alteration cannot separate the fire into multiple pieces, nor can it cause the fire to take shapes that would not hold on their own.

### **Shape Fire**

*Rank 3*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Fire except that the targeted air will retain its last shape as molded by the thaumaturge even past the duration of the spell. This shaping has no special resistance to other forces, however.

### **Animate Fire**

*Rank 5*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Fire except that the thaumaturge can set begin and end points for the changes he makes to the shaping of the fire and, until the end of the spell, the shape will flow through this defined sequence whether or not the thaumaturge is concentrating.

### **Long Mold Fire**

*Rank 6*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Fire except for its duration.

### **Long Shape Fire**

*Rank 8*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Shape Fire except for its duration.

### **Long Animate Fire**

*Rank 10*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Animate Fire except for its duration.

### Shape Metal List (Hard)

The spells in this list are concerned with the shaping of metal.

#### Mold Metal

Rank 1

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell allows the thaumaturge to mold the targeted metal while he concentrates. When concentration ceases it returns to its original state. It takes time to mold and the alteration cannot separate the metal into multiple pieces, nor can it cause the metal to take shapes that would not hold on their own.

#### Shape Metal

Rank 3

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Metal except that the targeted air will retain its last shape as molded by the thaumaturge even past the duration of the spell. This shaping has no special resistance to other forces, however.

#### Animate Metal

Rank 5

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Metal except that the thaumaturge can set begin and end points for the changes he makes to the shaping of the metal and, until the end of the spell, the shape will flow through this defined sequence whether or not the thaumaturge is concentrating.

#### Long Mold Metal

Rank 6

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Metal except for its

duration.

#### Long Shape Metal

Rank 8

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Shape Metal except for its duration.

#### Long Animate Metal

Rank 10

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Animate Metal except for its duration.

### Shape Plant List (Hard)

The spells in this list are concerned with the shaping of plants.

#### Mold Plant

Rank 1

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell allows the thaumaturge to mold the targeted plant while he concentrates. When concentration ceases it returns to its original state. It takes time to mold and the alteration cannot separate the plant into multiple pieces, nor can it cause the plant to take shapes that would not hold on their own.

#### Shape Plant

Rank 3

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Plant except that the targeted air will retain its last shape as molded by the thaumaturge even past the duration of the spell. This shaping has no special resistance to other forces, however.

#### Animate Plant

Rank 5

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Plant except that the thaumaturge can set begin and end points for the changes he makes to the shaping of the plant and, until the end of the spell, the shape will flow through this defined sequence whether or not the thaumaturge is concentrating.

### **Long Mold Plant**

*Rank 6*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Plant except for its duration.

### **Long Shape Plant**

*Rank 8*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Shape Plant except for its duration.

### **Long Animate Plant**

*Rank 10*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Animate Plant except for its duration.

### **Shape Stone List (Hard)**

The spells in this list are concerned with the shaping of stone.

#### **Mold Stone**

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell allows the thaumaturge to mold the targeted stone while he concentrates. When concentration ceases it returns to its original state. It will only affect rocky ground or stone. It takes time to mold and the alteration cannot separate the stone into multiple pieces, nor can it cause the stone to take shapes that would not hold on their own.

#### **Shape Stone**

*Rank 3*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Stone except that the targeted stone will retain its last shape as molded by the thaumaturge even past the duration of the spell. This shaping has no special resistance to other forces, however.

#### **Animate Stone**

*Rank 5*

*Range: Short*

*Duration: Brief*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Stone except that the thaumaturge can set begin and end points for the changes he makes to the shaping of the stone and, until the end of the spell, the shape will flow through this defined sequence whether or not the thaumaturge is concentrating.

#### **Long Mold Stone**

*Rank 6*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Mold Stone except for its duration.

#### **Long Shape Stone**

*Rank 8*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Shape Stone except for its duration.

#### **Long Animate Stone**

*Rank 10*

*Range: Short*

*Duration: Medium*

*Target: Small $\frac{1}{2}$  Region*

This spell is the same as Animate Stone except for its duration.

### **Shape Water List (Hard)**

The spells in this list are concerned with the shaping of water.

# ENERGY Lists

*The basic principles of energy are electrostatics and electromagnetics. For game purposes all metals are considered to be magnetic, though the referee may choose to limit the magnetic effects to magnetic metals.*

*Electrical type damage is unaffected by metal armor though non-metal or magical armor protects normally. If there is an attack roll and a special success is obtained the effect of electrical damage is to stun the injured creature into inaction for a number of movement SR equal to damage (differs according to size). A character unable to act in SR 1 is also unable to act in SR 0.*

*Although powerful batteries are uncommon wet-cell batteries are used in certain crafts. A battery is rated for electrical charge in tenths of a point in terms of capacity, discharge rate and recharge rate. Overcharging a battery, even with magic, has risks that are described in the Alchemy chapter.*

## Basic Energy List

This list covers the basics of energy manipulation. Although not particularly potent these spells form the foundation for the powerful spells covered in the other energy lists.

### Bzzt

*Rank 1 (Simple)*

*Range: Touch*

*Duration: Instant*

*Target: Creature or Object*

*Area: Size (Medium)*

This spell delivers a mild electrostatic shock to the target and the thaumaturge. The effect of the shock is as if one point of damage were done for every five SL. Thus at 9 SL the effect would be as if the target had been hit with 1 point of damage. Metal armor has no effect, other armor reduces the effective damage as normal. If the effective damage is equal to or greater than the target's serious wound level then there is a momentary serious wound which may cause the target to drop what he is holding or fall down or even pass out very briefly depending on the location touched by the thaumaturge.

## Electro Shock

Size	Duration
Extremely Tiny	12 SR per damage
Very Tiny	8 SR per damage
Tiny	5 SR per damage
Very Small	3 SR per damage
Small	2 SR per damage
Medium Small	1½ SR per damage
Medium	1 SR per damage
Medium Large	1½ damage per SR
Large	2 damage per SR
Very Large	3 damage per SR
Huge	5 damage per SR
Enormous	8 damage per SR
Titanic	12 damage per SR
Gargantuan	18 damage per SR

## Charge

*Rank 2 (Simple)*

*Range: Close*

*Duration: Medium*

*Target: battery*

*Area: Number (Single)*

This spell recharges the targeted battery by  $\frac{1}{10} \times \text{SL}$  points over the duration of the spell.

## Fast Charge

*Rank 3 (Simple)*

*Range: Close*

*Duration: Short*

*Target: battery*

*Area: Number (Single)*

This spell recharges the targeted battery by  $\frac{1}{10} \times \text{SL}$  points over the duration of the spell.

## Static Charge

*Rank 4 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell causes the target to pick up an electrostatic charge of SL. This charge dissipates at 1 SL per minute.

## Buzzer

Rank 5 (Simple)

Range: Self

Duration: Medium

Target: Creature

Area: Number (Single)

This spell delivers a mild, audible jolt to the first person with whom the thaumaturge makes solid, physical contact with the palm of his dominant hand. The jolt itself is enough to startle, but insufficient to cause any damage or penalty from distraction. The SL is then reduced by one and the spell transmits to that person, continuing in such fashion until SL reaches zero. If the creature to whom the spell is delivered does not have hands then the most reasonable approximation is used. For example, an octopus would use a tentacle to deliver the Bzzt.

## Carry Charge

Rank 6 (Simple)

Range: Self

Duration: Short

Target: Creature

Area: Number (Single)

This spell causes the touch of the thaumaturge's dominant hand to deliver a mild electrostatic shock to whatever he touches with the same effect as a Bzzt spell of the same SL. There is no resistance roll, but the thaumaturge experiences the same shock as whomever he touches.

## Spot Weld

Rank 8 (Average)

Range: Close

Duration: Instant

Target: location

Area:  $\frac{1}{8}$  in<sup>2</sup>

This spell causes two metal objects touching at the targeted location to be joined by a spot weld having an effective STR equal to SL adjusted for diminishing return.

### Diminishing Return

SL	adjSL	SL	adjSL	SL	adjSL
1, 2	1	10–14	4	28–35	7
3–5	2	15–20	5	36–44	8
6–9	3	21–27	6	45–54	9

## Spark

Rank 10 (Average)

Range: Short

Duration: Instant

Target: Creature

Area: Number (Single)

Resisted

This spell causes a blue electric spark to arc from the thaumaturge to the target having the effect of a Bzzt spell of the same SL except that it does not shock the thaumaturge.

## Energy List (Hard)

[Basic Energy List 10]

This list...

## Arc Light

Rank: 2 (Average)

Range: Self

Duration: Short

Target: Creature

Area: Number (Single)

This spell causes a brilliant electrical spark to arc rapidly between the thumb and forefinger of the thaumaturge's dominant hand producing a stuttering light. The arcing is accompanied by a constant popping sound. Despite the noise and the light there is no damage or even particular shock if the sparking is interrupted. The amount of light provided is illumination points equal to SL.

## Safe Charge

Rank 4 (Average)

Range: Touch

Duration: Medium

Target: battery

Area: Number (Single)

This spell recharges the targeted battery by  $\frac{1}{10} \times$  SL points over the duration of the spell with no chance of damaging the battery by charging it too fast.

## Weld

Rank: 8 (Hard)

Range: Close

Duration: Instant

Target: Location

Area: Region (Very Small)

This spell causes two metal objects touching at the



targeted location to be joined by a weld having an effective STR equal to SL.

### Combat Energy List

[Energy List 12]

This list...

#### Shocking Grasp

Rank 2 (Hard)

Range: Self

Duration: Short

Target: Creature

Area: Number (Single)

This spell causes the thaumaturge's hands to deliver an electrical shock in conjunction with some action, usually a Punch or Grapple attack. Each hand does electrical damage for an adjSTR equal to SL for each contact, no more than one per hand per action. It is also possible to transmit this shock through an all metal conduit such as a sword, though the sword cannot have the normal wooden or leather-wrapped hilt for this to work. Throughout the duration of the spell the thaumaturge's hands have a hazy blue electrical glow about them.

#### Fuse Armor

Rank 4 (Hard)

Range: Short

Duration: Instant

Target: metal object

Area: Weight (Medium [SL])

Resisted (Possession)

This spell fuses the target, usually armor, into a solid mass. If the target is wearing a full suit of armor then the whole suit must be affected, not just one piece. This spell has no affect on any person wearing the armor, other than effectively freezing them in place.

#### Lightning

Rank 8 (Complex)

Range: Medium

Duration: Instant

Target: any

Area: Number (single)

Resisted

This spell creates a blast of lightning directed at the designated target. The level of success with the resistance roll is the number of damage dice rolled using

adjSTR equal to SL. Even on a miss the target takes damage for an adjSTR equal to  $\frac{1}{2} \times \text{SL}$ .

#### Lightning Bolt

Rank 6 (Hard)

Range: Self

Duration: Brief

Target: Creature

Area: Number (Single)

This spell creates a bolt of lightning in the hand of the thaumaturge that, if thrown before the spell ends, can be directed with Target to anywhere within the thaumaturge's line of sight. The bolt does electrical damage for adjSTR equal to SL. If the attack misses it can bounce off of a solid or reflective surface, but each time it does so reduces SL by one. Using this property to attempt bank shots is only possible if the referee so allows and then with whatever difficulties he feels are appropriate.

#### Ball Lightning

Rank 1 (Average)

Range: Self

Duration: Brief

Target: Creature

Area: Number (Single)

This spell creates a ball of electrical energy about 4" across in the thaumaturge's dominant hand. He can throw this ball as if it were a rock, but doing electrical damage for adjSTR equal to SL. After each strike the ball of lightning will return to the thaumaturge's hand in the following SR until the spell terminates.

#### Throw Lightning

Rank 15 (Multiplex)

Range: Self

Duration: Brief

Target: Creature

Area: Number (Single)

This spell causes the thaumaturge's dominant hand to have a hazy blue electrical glow about it and grants him the power to throw lightning at will having the effect of Lightning at the same SL as this spell.

#### Chain Lightning

Rank 20 (Omniplex)

Range: Medium

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell is the same as Lightning except that after it hits the target SL is reduced by one and it automatically targets the next nearest creature or substantial metal object (travelling the length of the metal object if appropriate) who gets a resistance roll as well. This continues until SL reaches 0 or a target succeeds in a resistance roll.

### **Multiple Lightning**

*Rank 24 (Omniplex)*

*Range: Medium*

*Duration: Instant*

*Target: any*

*Area: Number (Medium)*

*Resisted*

This spell is the same as Lightning except that it is cast against multiple targets simultaneously.

# FIRE LISTS

All of these spells deal with fire, whether it be the unique light shed by it, the radiant heat, the consumption of fuel or the creation of pure flame. Note that all fire (with the sole exception of cool or aura fires), even essential fire, consumes oxygen and fuel when available. A fire is considered to have illumination points equal to the square root of the fire's intensity which is generally equal to SL. There are two fire intensity numbers: natural intensity and effective intensity. A fire's natural intensity is determined by its default or natural state. If a magical fire is condensed then the natural intensity is unchanged but the effective intensity is increased. Unless specified otherwise when talking about fire intensity the effective fire intensity is what is referred to.

## Illumination and Damage

<i>Fire Int</i>	<i>IP</i>	<i>Dmg</i>	<i>Fire Int</i>	<i>IP</i>	<i>Damage</i>
<1	1	—	40, 41	12	2d6
1	2	1d2-1	42-46	13	2d6
2, 3	3	1d3-1	47, 48	13	1d6+1d8
4, 5	4	1d4-1	49-55	14	1d6+1d8
6, 7	5	1d3	56	15	1d6+1d8
8	5	1d4	57-63	15	2d8
9-11	6	1d4	64-66	16	2d8
12-15	7	1d6	67-71	16	1d8+1d10
16-18	8	1d6	72-77	17	1d8+1d10
19	8	1d8	78-80	17	2d10
20-24	9	1d8	81-88	18	2d10
25	10	1d8	89	18	1d10+1d12
26-29	10	1d10	90-99	19	1d10+1d12
30-33	11	1d10	100	20	1d10+1d12
34, 35	11	1d12	101-109	20	2d12
36-39	12	1d12	110-118	21	3d8

## Basic Fire Lists

These lists all fall under the Basic Fire Thaumaturgy or Fire Wizardry skill and represent the basic lore.

### Dancing Flame List (Level 1)

The spells in this list manipulate the flames of a fire.

#### Flare Up

*Score 2 (Simple)*

*Range: Close*

*Duration: Brief*

*Target: Location*

*Area: Region (Small)*

This spell causes the targeted fire to flare up as if someone had poured gasoline on it. The intensity of the fire is increased by SL for the duration of the spell.

#### Dancing Flames

*Score 3 (Simple)*

*Range: Short*

*Duration: Short [SL]*

*Target: Location*

*Area: Region (Small)*

This spell causes the flames of the targeted fire to dance, pulse and so forth at the spell caster's bidding.

#### Color Burst

*Score 4 (Simple)*

*Range: Close*

*Duration: Instant*

*Target: Fire*

*Area: Number (Small [SL])*

This spell causes a number of bursts of color in the targeted fire. The caster selects the colors at the time of casting. The effect is rather like tossing chemical dust into the fire.

#### Shape Fire

*Score 8 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)*

This spell allows the spell caster to make the flames

of the targeted fire leap, twist and curl at his command.

### **Color Flame**

*Score 11 (Average)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Region (Small)*

This spell changes the fire's color to that selected by the caster for the duration of the spell. If the caster maintains a link he can change the color using one action if he concentrates to the exclusion of all other activity (or has a meditative focus on the task).

### **Visions in Flame**

*Score 15 (Hard)*

*Range: Close*

*Duration: Short*

*Target: Fire*

*Area: Region (Small)*

This spell allows the spell caster, while concentrating, to cause visions to appear in the dancing flames of the targeted fire. The level of detail increases with SL. At SL 1 there are only vague suggestions of shape or movement. At SL 5 there are discernable shapes and actions. At SL 10 there are comprehensible shapes and actions. At SL 15 it is like watching a rough and splotchy movie. At SL 20 the quality is good and at SL 30 the quality is very good.

## **Ignite List (Level 2)**

The spells in this list deal with starting fires.

### **Combust**

*Score 2 (Simple)*

*Range: Touch*

*Duration: Instant*

*Target: Object*

*Area: Weight (Size)*

*Resisted (Possession)*

This spell causes the target to spontaneously combust if SL overcomes fire resistance on the resolution table. The resulting fire takes 6 SR, less the level of success, to reach full intensity for the object's natural flame. On a miss the object fails to combust but emits a thin whisp of smoke or steam (as appropriate for the situation) for SL strike ranks. Note: the entire object must be affected. A piece of straw is one object—unless it is part of a thatch roof.

### **Singe**

*Score 4 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell singes the target such that external body hair is shortened by up to  $SL \times \frac{1}{4}$  inches accompanied by the stench of burning hair.

### **Ignite**

*Score 6 (Average)*

*Range: Medium*

*Duration: Instant*

*Target: Object*

*Area: Weight (Size)*

*Resisted (Possession)*

This spell is functionally the same as Combust except that it works at a distance.

### **Igniting Touch**

*Score 8 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell gives the target the ability to cause touched objects to combust as per the Combust

spell using an Area score equal to the target's POW.

### Match

*Score 10 (Average)*

*Range: Medium*

*Duration: Instant*

*Target: Object*

*Area: Number (Medium [SL])*

This spell has the effect of an SL 1 Ignite spell except applied to a number of objects simultaneously. As a rule of thumb anything that application of a lit match for one action would ignite does so.

### Igniting Gaze

*Score 12 (Hard)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell allows the caster to cause an object to ignite simply by looking at it intensely. To direct the attention that narrowly requires an action and a Target skill roll. Success applies the effect of an Ignite spell having an SL equal this spell's level.

### Burning Gaze

*Score 18 (Complex)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell causes the single focus of the target's gaze to erupt into flame if SL equals or exceeds the fire resistance. This gaze has no effect on living creatures, only on inanimate objects. To affect the immediate possessions of a creature requires a successful resistance roll. The effect can be stifled, but to do so requires active concentration on the part of the character, or a meditative focus on not igniting.

### Ignite

#### *Resist. Material*

0	tinder; paper; dry leaves
1	grass; hair; kerosene
3	light, dry wood; oil
5	dry wood; light cloth
8	dense, dry wood; coal; cloth
10	dry hardwood; canvas; dry peat
13	green softwood; wet cloth; raw coal
16	green wood; dry hides; soaked cloth
20	greed hardwood; hides; wet peat or wood
25	treated wood; fresh hides
35	soaked hides
50	wet treated lumber
75	most soft or light rocks
90	most hard or dense rocks

### Cool Flame List (Level 3)

The spells in this list all create cool flame, that is fire which does not burn, in one fashion or another.

#### Flame Tongue

*Score 1 (Simple)*

*Range: Self*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell causes the spell caster's tongue to change from one of flesh to one of flame. This fire neither burns nor illuminates. It feels hot and warms the breath, but there is no substantial effect. The tongue's length in inches is equal to SL and the target can extend and manipulate it freely and at will.

#### Flame Eyes

*Score 5 (Average)*

*Range: Self*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell causes the spell caster's eyes to change appearance into burning coals. The flame eyes neither burn nor illuminate though they feel warm to the touch. At SL 1 the eyes are mere coals with higher SL causing increasing signs of red lines of internal fire to show until at SL 10 they are completely red. Higher SL produces external flames of a quarter inch per SL. The color also shifts from red to yellow at SL 15 to white at SL 20—at which point there are 2½" flames as well.

#### Aura of Fire

*Score 9 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Creature or Object*

*Area: Number (Single)*

*Resisted (unless known and accepted)*

This spell causes the target to have a halo of fire surrounding it. The fire does not consume fuel or radiate heat, producing only wavering fire light with a fire intensity equal to SL.

### Create Cool Flame

*Score 13 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)*

This spell creates a flame that does not consume fuel or radiate heat, nor does it require oxygen, producing only wavering fire light with a fire intensity equal to SL. Such fire must be cast on a surface and is stationary. A rank 10 (Complex, Score 23, adjScore 13) variation of this spell can be cast in mid air.

#### Cool Candleflame

*Score 17 (Complex)*

*Range: Short*

*Duration: Long*

*Target: Location*

*Area: Number (Medium [SL])*

This spell creates a a number of fingers of cool flame at identified locations within the spell's range. Each flame has IP 1. The flames are stationary after casting, though they flicker with air movement.



**Resist Fire List (Level 4)**

The spells in this list protect from the effects of fire and heat.

**Resist Heat**

*Score 1 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Creature or Object*

*Area: Size (Medium)*

This spell protects the target from heat exhaustion and heat damage. Up to SL fatigue points due to heat are absorbed and heat damage is reduced by SL.

**Warm**

*Score 4 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell reduces the effect of environmental cold on the target by up to  $SL \times 5^\circ F$ .

**Reduce Fire**

*Score 6 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Creature or Object*

*Area: Size (Medium)*

This spell protects the target from the effects of fire, that is heat and damage, by reducing the effective intensity by SL. As such this only protects from things which do damage from their fire intensity.

**Prevent Fire**

*Score 10 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Medium)*

This spell increases the required SL or fire intensity required to ignite or otherwise start a fire by SL. If a fire of greater intensity is created it does burn at full intensity. For example, if an SL 6 Prevent Fire were cast on an area then any handfire spell would have to be SL 7 or greater to take effect—though attempting to cast an unsuccessful spell would still cost the spell caster magic points.

**Resist Fire**

*Score 12 (Hard)*

*Range: Touch*

*Duration: Medium*

*Target: Creature or Object*

*Area: Size (Medium)*

This spell protects the target from heat and fire damage, acting as adjSL armor points solely against fire and having a heat capacity of five times SL and losing heat at the rate of adjSL heat damage per round. Thus at SL 6 an attack doing five points of fire damage would only do two points of damage. If there was no exposure to fire the next round at the end of it there would only be two points of fire damage and two points of heat damage retained by this spell—which could absorb up to 30 points of accumulated fire damage.

**Dampen Fire**

*Score 16 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Medium)*

This spell reduces the effective fire intensity of any fire within its area by SL. Fires that are extinguished in this fashion (effective fire intensity is reduced to zero or less) come back when this spell terminates if the other fire was caused by a spell which has itself not expired yet, or if the suppressed fire (magical or natural) was burning fuel which is hot enough to autoignite.

**Fire Proof**

*Score 20 (Complex)*

*Range: Touch*

*Duration: Medium*

*Target: Creature or Object*

*Area: Weight (Size)*

This spell increases the target's WIL for purposes of resisting fire spells and further reduces any fire damage done by adjSL. No residual heat results and up to SL points of fire damage can be absorbed in a single strike rank.

## Heat List (Level 5)

The spells in this list only apply heat to the target.

### Heat

*Score 1 (Simple)*

*Range: Medium*

*Duration: Short*

*Target: Object*

*Area: Weight (Small)*

*Resisted (possession)*

This spell causes the targeted object to warm up to a painful level. Technically the target is not itself heated up (though it will have an appropriate visual appearance), instead it radiates heat sufficient to cause painful distraction equal to SL. Note that Resist Heat reduces the effective SL by its own SL.

### Melt

*Score 4 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Object*

*Area: Weight*

*(Size)*

*Resisted*

*(Possession)*

This spell causes the target to melt if SL overcomes the resistance to melting. The ambient temperature can have an effect if it is particularly hot or cold. For every full 45 degrees below 90 add one to

the difficulty. For every full 45 degrees above 90 add one to the effective SL. A critical results in immediate melting while a special in melting in 5 SR and a normal success in one round. On a miss the object softens to a degree—sufficient for example to dull the edge of a sword. This spell has no effect when cast on objects which do not melt.

		<b>Melt</b>
	<i>SL</i>	<i>Material</i>
	0	Ice
	1	Butter
	2	Wax
	4	Solder
	5	Pewter, Tin
	7	Lead
	8–13	Many rocks
	19–22	Metals
	19–21	• Bronze
	20	• Silver
	22	• Copper, Gold
	21	Glass
	24	Red Clay
	31	Iron
	33–36	Porcelain

## Over Heat

*Score 6 (Average)*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell causes the target to accumulate an additional FP, due to heat effects, equal to adjSL each time FP are accrued. Thus at SL 6 a lightly encumbered target would accrue 5 FP for one round of fighting and in two rounds would take 1 heat damage (for having accrued 5+ FP due to heat).

## Hot Foot

*Score 10 (Hard)*

*Range: Short*

*Duration: Brief*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell causes the target's feet to feel like they are on fire at any point they are in contact with a solid surface. The sensation causes a penalty to any action equal to SL. For creatures lacking feet this spell affects their underbelly. If there are no feet and there is no underbelly as such this spell has no effect.

## Burning Belly

*Score 12 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell causes the target's belly to feel like it is burning inside. A creature that has no belly, such as a giant amoeba, would feel a general burning sensation. Only a creature that has no digestion system is immune. If the spell is successful then the target must attempt an immediate CON / SL resistance roll. The level of success determines how many actions he can take before having to roll again, or conversely how long he is incapacitated before he can attempt the roll again.

**Burning Joints***Score 16 (Complex)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Medium)**Resisted*

This spell causes the target's joints to burn with fierce intensity such that all actions are attempted with a penalty to equal to SL from distraction of the pain. In addition this spell does heat damage for adjSTR equal to SL when it first takes effect and at the end of each round.

**Create Fire List (Level 6)**

The spells in this list create fire.

**Create Normal Fire***Score 2 (Average)**Range: Short**Duration: Medium**Target: Location**Area: Region (Small)*

This spell creates normal fire—that is the fire requires and consumes fuel and oxygen, radiates heat and light and does fire damage. If fuel runs out the fire goes out, but if fuel is re-introduced before the spell ends the fire will come back to life. The fire has intensity equal to SL, though if the fuel would produce a hotter flame it does. Such fire must be cast on a surface and is stationary. A rank 12 (Hard) variation of this spell can be cast in mid air (though it will promptly go out for lack of fuel).

**Create Fire***Score 8 (Hard)**Range: Short**Duration: Short**Target: Location**Area: Region (Small)*

This spell creates fire that consumes fuel and oxygen though it needs neither to burn. Such fire radiates heat and light and does fire damage. The fire has intensity equal to SL, though if the fuel it is burning would produce a hotter flame it does. Such fire must be cast on a surface and is stationary. It is ethereal and occupies the space above the surface with rising flames. It can only be moved by moving what it was cast on—scooping through the flames just passes through (taking fire damage, of course).

**Create Liquid Fire***Score 10 (Hard)**Range: Short**Duration: Short**Target: Location**Area: Region (Tiny)*

This spell creates fire much like that of the Create Fire spell, except that it is physical having the properties of liquid. Liquid fire weighs SL pounds per hex and has a density of about one pound per pint (SL is approximate hundredths of an inch thick-

**Burning Belly**

<i>Success</i>	<i>Result</i>
Critical <sup>3</sup>	The next minute
Critical <sup>2</sup>	The next five rounds
Critical	The next three rounds
Special	This round and the next
Normal	This action only
Miss	Lose this action
Failure	Lose this round and the next
Fumble	Lose the next three rounds
Fumble <sup>2</sup>	Lose the next five rounds
Fumble <sup>3</sup>	Lose the next minute

ness). Liquid fire is not very viscous and so flows readily. If it comes into contact with water then steam is generated with one pint of liquid fire vaporizing one pint of water for thirty cubic feet of steam.

### **Create Greek Fire**

*Score 14 (Complex)*

*Range: Close*

*Duration: Short*

*Target: Location*

*Area: Weight (Small)*

This spell creates viscous liquid fire having a weight equal to its area of effect. Such a fire burns and consumes both oxygen and fuel though it needs neither. It has half the density of water, two pints a pound. Liquid fire burns with an intensity equal to SL. Being lighter than water it will float on top of it and thanks to a rapidly formed vapor layer and the viscosity of the greek fire has minimal interaction with it.

### **Create Essential Fire**

*Score 16 (Complex)*

*Range: Close*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)*

This spell is the same as Create Fire except that the fire does magical fire damage and cannot be extinguished except by essential water or a dispel magic spell.

### **Create Essential Liquid Fire**

*Score 20 (Multiplex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Region (Tiny)*

This spell is the same as Create Liquid Fire except that the fire so created is essential liquid fire and as such does magical fire damage and cannot be extinguished except by essential water or a dispel magic spell. When in contact with water each pint of water vaporized results in sixteen cubic feet of steam.

## **Fireworks List (Level 7)**

The spells in this list are used to create fireworks displays.

### **Firecracker**

*Score 2 (Average)*

*Range: Close*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell creates a small flash-bang effect. There is no significant illumination but the sound intensity is equal to SL. SL 1 is a quiet pop, SL 6 is quite noticeable and SL 20 is loud. For more information consult the Perception chapter in book two.

### **Sparkler**

*Score 4 (Average)*

*Range: Self*

*Duration: Brief*

*Target: Dominant Hand*

*Area: Number (Single)*

This spell creates a brilliant point of light having IP equal to SL, though burning with such a cool flame is to no more than singe. Although created in the hand of the caster it can be placed in midair where it will remain undisturbed for the duration of the spell.

### **Spinner**

*Score 6 (Average)*

*Range: Close*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a sizzling, spinning, cluster of balls of fire, each ball about the size of a marble and having a color selected by the caster. The number of balls is equal to adjSL. The overall size of the cluster varies with the number of balls in it, but is generally from four to six inches across. The sizzling has a sound intensity, and the fire produces a combined illumination points, equal to the number of balls. So at SL 10 there are four balls spinning around each other, sizzling with sound intensity four and having IP 4. The fire itself is only hot enough to singe, not burn. The motion of a spinner is quite erratic as it shimmies back and forth across the ground. It has a maximal Mv equal to adjSL,

though it is so erratic it will normally not achieve more than a quarter of that. If the caster maintains a link and concentrates to the exclusion of all other activity (or has a meditative focus on the task) he can adjust the colors and even control the movement of a spinner sufficiently to reach its full Mv though it will still sidle back and forth and requires Target to control effectively. If instead of any other control for a full action the spinner can be made to “pop up” to a height of half adjSL feet.

### **Firecracker String**

*Score 8 (Hard)*

*Range: Short*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a series of flash-bangs and is the same as Firecracker except that one is generated every 1d10 strike ranks, counting from SR 12 to zero and starting with the first flash-bang occurring 1d10 strike ranks after the spell is cast. For example, if the spell is cast in SR 3 and a 5 is rolled the first flash-bang will occur in SR 11 of the following round.

### **Fire Rocket**

*Score 10 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a rocket of fire about six inches tall and one inch across within one hex of the caster. When cast it shoots up from the target location at no less than a 45 degree angle into the air with an effective Mv equal to SL. If it hits the range limit before the spell's duration ends it briefly flares to fire intensity equal to the number of strike ranks it has moved. This flare loses intensity at the rate of one per strike rank.

### **Star Burst**

*Score 12 (Hard)*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a rocket of fire about a foot tall and four inches across within one hex of the caster. When cast it shoots up from the target location at no less than a 45 degree angle into the air with an effective Mv equal to SL. If it hits the range limit before the spell ends, or if a linked caster triggers it through an action, it will expand in a flash of light. The flash of light sheds illumination for a fire intensity equal to twice SL, fading at the rate of one fire intensity per strike rank. The star formed by the burst is up to SL times five feet across.

### **Flare**

*Score 14 (Complex)*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a brilliant ball of flame a yard in diameter having IP equal to SL that is shot at the indicated target hex at the rate of WIT + TAL feet per SR and hanging there once the target hex is reached until the spell terminates. The color the flare is chosen when the spell is cast. Although the flare is normally directed up into the air it can be directed horizontally as well. In either case Target skill is used to hit. Though very bright a flare is not particularly hot. Fire intensity is found by using the Illumination and Damage table but reading SL as Fire Intensity and vice versa. For example, SL 10 would indicate fire intensity 6, which in turn indicates 1d3 fire damage.

### **Shell Burst**

*Score 16 (Complex)*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Star Burst except that it also creates a loud bang when it explodes and a linked caster can, through concentration, control the



pattern of the star burst itself. The sound intensity of the bang is equal to four times SL.

### **Multiburst**

*Score 18 (Complex)*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Star Burst except that when it explodes it creates a number of stars equal to adjSL, each having the characteristics described by the Star Burst.

### **Hanging Flare**

*Score 20 (Multiplex)*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Number (Single)*

This spell creates a flare the same as the Flare spell except that it has no motive force and is immediately created at a target location. It does drift with the wind and so is unlikely to remain motionless.

## **Control Fire Lists**

*[Basic Fire Lists 12]*

The spells on this list are concerned with the control of fire and its essence.

### **Handfire List (Level 1)**

The spells in this list create isolate flame that can be placed and manipulated.

#### **Finger Flame**

*Score 4 (Average)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Number (Single)*

This spell creates a finger of flame, rather like that of a candle, that floats in mid air and burns without fuel. The finger flame burns with an intensity equal to SL but is too small to be any more dangerous than a candle. The spell caster determines the placement of the finger flame when the spell is cast after which point it is stationary excepting a spell caster with skill score 12 or higher can move it by cupping the finger flame in one or both hands at which point it will move with the hands while the spell caster is either focused and concentrating, or has a meditative focus, on doing so. If the finger flame ever moves outside of the range of the spell caster then it terminates immediately.

#### **Handfire**

*Score 10 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Number (Single)*

This spell creates a small fire, shaped like a roiling ball about 4" in diameter, in the spell caster's dominant hand. This fire has an intensity equal to SL and can be carried by the spell caster to act as a kind of torch. It can also be set in mid air and will remain motionless (though guttering) even in a high wind. If the handfire is ever outside of the spell csater's range the spell ends immediately. A rank 8 (Complex) variant can be thrown as if it were a rock. Note that the fire created by this spell is otherwise exactly like that from the Create Fire spell.



**Handflame***Score 12 (Hard)**Range: Touch**Duration: Medium**Target: Dominant Hand**Area: Number (Single)*

This spell creates a finger flame in the hand of the caster rather like the Finger Flame spell except that it can be safely handled and transported by anyone with a focus on the action and using cupped hands.

**Essential Handfire***Score 16 (Complex)**Range: Medium**Duration: Medium**Target: Location**Area: Number (Single)*

This spell is the same as Handfire except that the fire created by this spell is essential fire. A rank 17 (Multiplex) variant can be thrown like a rock.

**Fire Cloud List (Level 2)**

The spells in this list create minute fire elements arranged in clusters that can then be further manipulated and controlled.

**Fireflies***Score 4 (Average)**Range: Medium**Duration: Medium**Target: Hand**Area: Number (Single)*

This spell creates a number of little sparks of fire that dart and whoosh around in a cloud. Initially they are in the spell caster's dominant hand, but they immediately expand and fill a hex. They can be moved with the Target skill with Mv equal to skill score. The number of sparks is equal to twice SL and the collective fire intensity of the swarm is equal to half SL. Given their dispersed nature the sparks are unable to do any damage, but they do provide a dancing, uncertain light.

**Illuminating Sparks***Score 8 (Hard)**Range: Medium**Duration: Medium**Target: Hand**Area: Number (Single)*

This spell is similar to Fireflies except that the sparks shed more illumination providing light as for fire intensity equal to SL, though fire intensity itself is still equal to half SL and unable to do any damage.

**Stinging Sparks***Score 10 (Hard)**Range: Medium**Duration: Medium**Target: Hand**Area: Number (Single)*

This spell is similar to Fireflies except that the sparks burn hotter. Though they shed no more illumination they do damage for fire intensity equal to half SL.

### **Illuminating Cloud**

*Score 14 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region: Small*

This spell creates a cloud of non-burning sparks throughout the affected region that move with brownian motion creating a net illumination in the area equal to the illumination shed by fire intensity equal to SL. The shed light falls off at the edge of the cloud per normal rules. The cloud can be directed as for Fireflies with Mv equal to skill level.

### **Fire Cloud**

*Score 16 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)*

This spell a cloud of burning sparks throughout the affected region that move with brownian motion doing damage for fire intensity equal to SL. The cloud can be directed as for Fireflies with Mv equal to skill level.

### **Fire Sight List (Level 4)**

The spells in this list deal with the effects of fire on vision.

#### **Fireblind**

*Score 8 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell penalizes any vision based skill or action attempted at night by SL.

#### **Fire Vision**

*Score 10 (Hard)*

*Range: Touch*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

*Resisted (unless accepted)*

This spell allows the target to see as if they were a firelight source having fire intensity equal to SL. If the target is penalized for firelight then the penalty is incurred by consequence of this spell.

#### **Fire Sight**

*Score 12 (Complex)*

*Range: Touch*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows the target to see as if they were a firelight source having fire intensity equal to SL. It has the additional property of making the target not suffer from any penalties due to firelight.

#### **Illuminating Sight**

*Score 18 (Multiplex)*

*Range: Self*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell causes whatever object or area the target looks at to be illuminated as if bathed in the flow of firelight having fire intensity equal to SL with IP adjusted for the distance to the target.

## Eye Flash

Score 20 (*Multiplex*)

Range: *Medium*

Duration: *Brief [SL]*

Target: *Creature*

Area: *Number (Single)*

Resisted

This spell causes the target to be blinded for the duration of the spell.

## Fire Flow List (Level 5)

The spells in this list create fire continuously for the duration of the spell.

### Pillar of Fire

Score 6 (*Hard*)

Range: *Medium*

Duration: *Brief*

Target: *Location*

Area: *Region (Tiny)*

This spell causes a pillar of fire having intensity equal to SL to erupt from the affected location to a height of TAL feet. If the area is less than a hex any occupant gets a Dodge roll to evade the attack having a difficulty equal to the area plus ten. That is, at score 5 it would be a difficulty 20.

### Trail of Fire

Score 8 (*Hard*)

Range: *Medium*

Duration: *Short*

Target: *Creature*

Area: *Size (Medium)*

Resisted (*unless accepted*)

This spell causes the target to leave a trail of fire behind him whenever moves. Fire left in such a manner starts at fire intensity equal to SL and loses 1 fire intensity per SR. All remaining trailed fire goes away when the spell ends.

### Ring of Fire

Score 12 (*Complex*)

Range: *Medium*

Duration: *Brief*

Target: *Location*

Area: *Diameter (Medium)*

This spell creates a disc of fire optionally having a donut hole in the center with a hex diameter less than that of the disc itself. Thus with a diameter of 4 hexes the non-fire interior could be 0, 1, 2 or 3 hexes across. The fire has an intensity equal to SL.

### **Fountain of Fire**

*Score 18 (Multiplex)*

*Range: Medium*

*Duration: Brief*

*Target: Location*

*Area: Diameter (Large)*

This spell causes the center of the targeted area to propel fire into the air and fall equally on the affected area doing damage for a fire intensity of SL. Anyone unfortunate enough to be standing in the center of this takes fire damage for a fire intensity equal to SL plus diameter.

### **River of Fire**

*Score 20 (Multiplex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell causes a liquid fire to well up from the targeted location and flow as dictated by gravity and terrain. The rate at which liquid fire is produced and its intensity is a trade off set when the spell is cast. The output in pints per SR is equal to SL with the effective fire intensity of any given hex being equal to the number of pints therein. One pint will cover one hex to one hundredth inch thickness so if this spell is cast with SL 12 in a pit of six hexes then in one minute there will be 150 gallons in the depression filling it to two inches. It would take half an hour to fill the depression to five feet.

### **Fire Drawing List (Level 6)**

The spells in this list focus on drawing with fire.

#### **Fire Trace**

*Score 2 (Average)*

*Range: Close*

*Duration: Medium [SL]*

*Target: Creature*

*Area: Number (Single)*

This spell allows the target to leave a trace of fire in the air by concentrating. This trace is about four inches in diameter and only capable of gradual twists and turns suitable for identifying a trail, not for drawing figures. Fire intensity is zero: the trace neither sheds light nor is harmful to the touch (though it does burn a little). When the spell ends the entire trace disappears.

#### **Draw with Fire**

*Score 5 (Hard)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell allows the thaumaturge to sketch lines of fire in the air with the forefinger of his dominant hand. The lines drawn last until the end of the following round unless the thaumaturge concentrates to the exclusion of any activity other than the drawing.

#### **Flaming Letters**

*Score 7 (Hard)*

*Range: Short*

*Duration: Brief*

*Target: Location*

*Area: Number (Large [SL])*

This spell creates flaming letters that float in the air. The letters are normally one inch tall (though they can be made arbitrarily smaller), each additional inch of height decreases the effective SL by one. For example at SL 10 the spell caster could write "I am" in 9" letters. The strokes of the three dimensional letters are appropriately proportioned. The letters have fire intensity 0 and thus are not injurious and shed no significant light, though being luminous they are visible without a light source. The quality of the writing depends on the spell

caster's literacy in the language used to write the message.

### **Brand**

*Score 9 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Number (Small [SL])*

*Resisted*

This spell brands the target where the spell caster touches it with a few letters or a simple design.

### **Sear Letters**

*Score 11 (Complex)*

*Range: Touch*

*Duration: Medium*

*Target: Object*

*Area: Number (Large [SL])*

This spell allows the spell caster to cause writing to appear where his dominant hand brushes over a flammable material, searing the letters permanently into it. The writing is normally 1" in height, though it can be made arbitrarily smaller. To make larger letters decreases the effective SL by one per additional inch of height. The quality of the writing depends on the spell caster's literacy in the language used to write the message.

### **Sear Flesh**

*Score 13 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Number (Large [SL])*

*Resisted*

This spell causes lettering to be seared into the flesh touched by the spell caster. It is otherwise the same as Sear Letters.

### **Sear Image**

*Score 18 (Multiplex)*

*Range: Close*

*Target: Creature or Object*

*Area: Number (Large [SL])*

*Resisted*

This spell is used to sear an image into the target, either flesh or flammable material. The image can be larger and more complex the higher the SL. As a

rule of thumb letters are one inch high and as many as the resulting area number indicates. A simple line drawing is four square inches per area number while a detailed image is one square inch per area number. A highly detailed image is one square inch per four area number. For example, with SL 10 a highly detailed image taking up nine square inches would be possible. To determine the level of quality of any artwork use the lesser of the skill used to cast this spell and a relevant artistic skill (Calligraphy, Draw).

## **Move Fire List (Level 7)**

The spells in this list focus on moving fire around.

### **Move Fire**

*Score 4 (Hard)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Region (Small)*

This spell allows the spell caster to move the targeted fire SL hexes each round by concentrating. Unless it is magically created fire it must have fuel to exist, but it can “leap” gaps no wider in feet than the fire’s intensity. Movement can only be along a surface or to make a pillar up into the air: not even essential flame can be moved through midair by this spell.

### **Transport Fire**

*Score 13 (Complex)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Region (Medium)*

This spell allows the spell caster to move fire freely in any direction without regard to its fuel or having a place to sit. A natural fire will be extinguished if it is transported away from fuel. The fuel will remain hot and will be consumed as if the fire were still burning, but there will be neither flames nor smoke. If the fuel is completely consumed and the fire is a natural fire it will die out. A fire being moved with this spell is immune to being extinguished via airflow, though the flames will still gutter. The most hexes that can be traversed in a round is equal to SL.

### **Throw Fire**

*Score 18 (Multiplex)*

*Range: Medium*

*Duration: Brief*

*Target: Location*

*Area: Region (Small)*

This spell allows the spell caster to throw fire anywhere within his range using Target skill to determine accuracy. If the destination is not visible to him it will impair his accuracy. The fire will do damage (if any) in accordance with normal fire rules for intensity and exposure. An Area score of 1

(0 hexes) is sufficient to affect small fires, such as that created by a Hand Fire. Even a natural flame can be thrown by this spell without extinguishing it (though it will go out if it is not able to ignite in the target hex).



**Fire Understanding List (Level 8)**

The spells in this list make use of a deep understanding of fire and its essence.

**Extinguish**

*Score 4 (Hard)*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Region (Medium)*

This spell puts out any fire in the target area. Natural fires are put out automatically regardless of SL while fires created by magic, including essential fires, are extinguished if SL exceeds the fire's intensity.

**Draw From Fire**

*Score 6 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Medium)*

This spell allows the caster to draw from the targeted fire such that any fire spell subsequently cast has its SL doubled as long as the resulting fire intensity and area do not exceed that of the fire being drawn from.

**Reduce to Essence**

*Score 10 (Complex)*

*Range: Short*

*Duration: Instant*

*Target: Fire*

*Area: Region (Medium)*

This spell reduces the targeted fire's area to one-fifth, but converts normal fire to fire (such as that created by the Create Fire spell) or fire such as is created by the Create Fire spell to essential fire (that is, it does magical fire damage).

**Increase Essence**

*Score 14 (Multiplex)*

*Range: Close*

*Duration: Instant*

*Target: Fire*

*Area: Region (Small)*

This spell converts the targeted fire into essential fire thus causing it to do magical fire damage and removing the need for fuel or oxygen (though it will

still consume both if available). Non-consuming fire, such as created by the Create Cool Fire spell, is not affected.

**Compress Fire**

*Score 16 (Multiplex)*

*Range: Close*

*Duration: Instant*

*Target: Fire*

*Area: Region (Small)*

This spell causes the targeted fire to be collapsed into a small space. Each SL above the fire intensity of the targeted fire halves the actual region occupied by the fire. This can be used to make a large fire take up a small space, such as for use with Crystalize Fire and Draw From Fire.

**Store Fire**

*Score 18 (Multiplex)*

*Range: Touch*

*Duration: Long*

*Target: Object*

*Area: Weight (Tiny)*

This spell causes the targeted object to become a storage container for fire with a capacity of one fire hex intensity per ounce. Any fire it comes into contact with is drawn inside it until it becomes full. It takes 1 SR to draw in one fire hex intensity.

**Crystalize Fire**

*Score 24 (Omniplex)*

*Range: Close*

*Duration: Extended*

*Target: Fire*

*Area: Region (Small)*

This spell causes a targeted fire whose intensity does not exceed SL to be frozen into stasis, no longer burning, exuding heat or consuming fuel. This frozen state is released when the spell terminates.

## **Fire Tricks List (Level 9)**

The spells in this list give fire substance in special ways.

### **Flame Tentacles**

*Score 2 (Hard)*

*Range: Medium*

*Duration: Short*

*Target: Fire*

*Area: Region (Small) [SL]*

This spell allows the caster to direct tentacles of flame to leap from the targeted fire out to a number of hexes equal to adjusted fire intensity. Such tentacles can wrap around the target doing damage, but doing so requires concentration and a successful Target skill roll. With a special success the tentacle is able to achieve a tangling grasp with a grapple hold of STR equal to SL plus fire intensity. Other manipulations can be attempted, but the tentacles are not particularly dextrous and the more intense a fire the more difficult to control. Such attempts should use the lesser of the caster's skill and Target with a base difficulty equal to fire intensity.

### **Flaming Lasso**

*Score 4 (Hard)*

*Range: Short*

*Duration: Short*

*Target: Self*

*Area: Size (Medium)*

This spell creates a lasso of flame that can be thrown with either the Lasso skill or targeted with Target. It is used to restrain the target and has an effective STR equal to SL. The fire itself only has fire intensity equal to adjSL and does damage for such to anyone other than the caster who comes into contact with it. The lasso can be used to attempt to rope anything within the spell's range that does not exceed the spell's area.

### **Flaming Bonds**

*Score 8 (Complex)*

*Range: Short*

*Duration: Short*

*Target: Creature or Object*

*Area: Size (Medium)*

This spell causes a spiral of flame to wrap around the target, restraining it with an effective STR equal

to SL. Any attempt to struggle causes damage for fire intensity equal to SL.

### **Backfire**

*Score 14 (Multiplex)*

*Range: Close*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's WIL by SL for purposes of resisting spells. Any spell which is resisted with a special success is caused to rebound against the respective spell caster. The repulsing has a visible effect of a sudden flexing of a fiery shield in the air just away from the target.

### **Shield of Fire**

*Score 20 (Omniplex)*

*Range: Close*

*Duration: Short*

*Target: Creature*

*Area: Size (Medium)*

This spell protects the target with a shimmering shield of flame which has the following properties. First, it reduces any damage from fire by SL. Second, SL adds to WIL for the purpose of resisting spells. Third, it acts as adjSL armor points.

**Healing Flame List (Level 10)**

The spells in this list use the cleansing properties of flame to heal.

**Cauterize**

*Score 2 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Wound*

*Area: Size (Medium)*

This spell stops the targeted wound from bleeding if adjSL exceeds the level of bleeding.

**Sterilize**

*Score 4 (Hard)*

*Range: Close*

*Duration: Instant*

*Target: Object*

*Area: Weight (Size)*

This spell sterilizes the target to an extent determined by SL. Any taint of disease or poison whose intensity is less than that of SL is removed.

**Purge Infection**

*Score 6 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Wound*

*Area: Size (Medium)*

This spell removes any infection from the targeted wound if SL is greater.

**Purge Illness**

*Score 8 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Size (Medium)*

This spell cures any illness inflicting the target whose severity is less than SL.

**Purge Poison**

*Score 10 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Size (Medium)*

This spell eliminates any poison inflicting the target whose severity is less than SL.

**Cleansing Flame**

*Score 13 (Multiplex)*

*Range: Touch*

*Duration: Short*

*Target: Creature or Object*

*Area: Size (Medium)*

This spell removes any diseases, infection or poison from the target whose intensity is less than SL and moreover prevents the introduction of any whose intensity is less than twice SL for the duration of the spell.

**Healing Fire**

*Score 15 (Multiplex)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Size (Medium)*

This spell heals SL damage.

**Fire of Regeneration**

*Score 20 (Omniplex)*

*Range: Touch*

*Duration: Short*

*Target: Creature*

*Area: Size (Medium)*

This spell heals SL damage each minute. The healing should be prorated across rounds so at SL 3 it will heal 1 point of damage every third, sixth and tenth round in a ten round cycle.

## Combat Fire Lists

[Basic Fire Lists 18]

All of the spells in these lists are concerned with martial applications of fire.

### Fire Weapons List (Level 1)

These spells either add fire to a weapon or create one of flame.

#### Flaming Arrow

Score 2 (Average)

Range: Touch

Duration: Medium

Target: Arrow or Quarrel

Area: Weight (Tiny)

This spell causes the targeted arrow or quarrel to burst into flame on release, as long as it is shot before the spell ends. The fire has fire intensity equal to SL. This spell can be cast on any dart-like weapon and will take effect when it is launched or hurled.

#### Flaming Blade

Score 4 (Average)

Range: Touch

Duration: Medium

Target: Bladed Weapon

Area: Weight (Small)

This spell causes the blade to be consumed in flame having fire intensity equal to SL. This works on any bladed weapon whether made of wood, stone or metal. The distinction between a wooden club and a wooden sword is one of intent in manufacture.

#### Flaming Armor

Score 6 (Average)

Range: Touch

Duration: Long

Target: Armor

Area: Weight (Large)

This spell causes the armor to burst into flame with fire intensity equal to SL which does damage to anyone coming into contact with it, e.g., through grapple.

#### Blade of Fire

Score 8 (Hard)

Range: Short

Duration: Short

Target: Creature

Area: Weight (Tiny)

This spell creates a bladed weapon made of fire burning with fire intensity equal to SL in the hands of the target. The size of the weapon being modeled cannot exceed the area of the spell. To wield the blade requires a skill appropriate for the weapon being modeled. Only bladed weapons such as knives and swords can be modeled.

#### Javelin of Fire

Score 10 (Hard)

Range: Short

Duration: Brief

Target: Creature

Area: Weight (Tiny)

This spell creates a dart-like throwing weapon made of fire burning with fire intensity equal to twice SL in the hands of the target. The size of the weapon being modeled cannot exceed the area of the spell. To use the created weapon requires a skill appropriate for the weapon being modeled. Only dart-like hurled weapons as such as darts, javelins and spears can be modeled.

#### Arrow of Fire

Score 12 (Hard)

Range: Close

Duration: Brief

Target: Bow

Area: Number (Single)

This spell creates an arrow of fire on the string of the targeted bow. This arrow does not burn the bow, but otherwise has a fire intensity equal to SL.

#### Fire Whip

Score 14 (Complex)

Range: Self

Duration: Short

Target: Creature

Area: Number (Single)

This spell creates a whip made entirely of fire that, while very hot, does not produce any significant illumination. It does damage using adjSTR equal to

SL and requires the Whip skill to use effectively. The maximum reach of the whip depends on the thaumaturge's skill as shown in the following table. Note the *actual* reach is set by the caster when the spell is cast. A long reach makes it clumsy to use for close work. When used to make an enchanted item the first degree of control allows the wielder to alter the length of the whip between rounds. The second degree of control allows the wielder to alter the length as an action and the third degree of control allows the wielder to alter the length on any SR. The fourth degree of control allows the wielder to continuously alter the reach.

<i>Score</i>	<i>Reach</i>
7–9	Medium
10–12	1 hex
13–15	2 hexes
16–18	3 hexes
19–21	4 hexes
22–24	5 hexes
25–27	6 hexes
28–30	7 hexes

### Project Fire List (Level 3)

These spells are used to project fire.

#### Burning Grasp

*Score 2 (Average)*

*Range: Self*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

This spell causes the target's hands to burn with fire such that any grip maintained for at least one full action (5 SR) does fire damage for a fire intensity equal to SL. If contact is maintained from the beginning of the round to the end then a second fire damage roll is made.

#### Fire Breath

*Score 4 (Average)*

*Range: Self*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

This spell is cast on the spell caster causing his exhalations to be fiery: their intensity being equal to SL and their reach up to Level feet. The spell caster can cause a jet of fire to the indicated distance by the simple expedient of blowing. To hit with the jet of fire requires Blowpipe skill.

#### Fire Stream

*Score 6 (Hard)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell causes flame to trickle from the target's dominant hand fore finger and project as a stream of flame an inch in diameter through concentration (that is, an action) to a distance of Level hexes. The target uses Target skill to hit with the stream. When projected the fire has fire intensity equal to SL. If the stream is projected continuously (which takes concentration precluding any defense or other action) then each consecutive attack is at a cumulative +1 to hit. This bonus is lost if there is any break in the fire stream.

### **Fire Lance**

*Score 8 (Hard)*

*Range: Self*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell creates a lance of fire that projects as far as the eye can see until it strikes a target. Hitting a target uses the Target skill and does fire damage for adjSTR equal to SL.

### **Project Fire**

*Score 12 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell causes yellow and orange flames to lick slightly from the palms and undersides of the fingers of the target. The target can, by using an action, project fire from his hands to a distance of POW feet and filling one hex with flame. Each blast of flame takes one action and has a fire intensity equal to SL. The only defense is a retreating dodge which is against a difficulty score of 25. Anyone succeeding in such a defense manages to escape the hex before becoming engulfed in flame—everyone else in the hex takes fire damage for initial exposure with continued fire damage as appropriate for continued exposure.

### **Branching Fire Lance**

*Score 14 (Complex)*

*Range: Extreme*

*Duration: Instant*

*Target: Creature or Object*

*Area: Number (Small)*

*Resisted*

This spell creates a lance of fire that projects to the indicated target, fizzling when it hits if resisted, otherwise doing fire damage for adjSTR equal to SL. If the target was successfully hit then the fire branches and continues with the caster indicating the next target who also gets a resistance roll, and so on until the caster runs out of targets, the number that can be affected is reached, or a target successfully resists the spell.

### **Fire Wave**

*Score 16 (Complex)*

*Range: Medium*

*Duration: One action*

*Target: Location*

*Area: Region (Small)*

This spell causes a wall of fire with an intensity of  $SL \times 2$  to spring into existence in front of the spell caster and move rapidly (for the span of a single Strike Rank) away from him. Although the region need not be in a straight line it will always move in a straight line away from him. The spell caster can control how far away the wall of fire will be created and can stop it at any point short of the full range, though his accuracy in this is predicated on him devoting the duration of the spell to its control and his ability to see the beginning and ending points. Everything in the Fire Wave's path takes fire damage.

### **Sample Magic Item**

*Fire Whip: a leather wrapped wood handle carved with magical patterns enchanting it with flame flicks (powered by the user) and fire whip (charges). When the whip is activated the fire thong appears, cracking the whip (combined with expending MP) causes flame flicks to shoot out against the designated target.*



**Delayed Fire List (Level 6)**

The spells in this list create fire in such a fashion that its manifestation need not be immediate.

**Fire Burst**

*Score 3 (Hard)*

*Range: Short*

*Duration: Enchant*

*Target: Location*

*Area: Region (Small)*

This spell has no visible effect when cast, but when triggered the entire region erupts into flame for one round having a fire intensity equal to SL. The trigger is set by the thaumaturge when the spell is cast. Either one or all of the hexes act as a trigger when entered by a living creature no smaller than the indicated size threshold. Note, a linked thaumaturge can trigger the fire at will.

**Delayed Normal Fire**

*Score 6 (Hard)*

*Range: Short*

*Duration: Long*

*Target: Location*

*Area: Region (Small)*

This spell lies dormant after casting until it is activated at which point a normal fire is created and follows the rules as for Create Normal Fire. Unless other magic allows the activation can be by trigger (if the spell caster is linked) or by timer (which can be set and unset by a linked spell caster up until either the spell is activated or it terminates). The timer has a resolution that depends on the lesser of the spell caster's skill and WIT, being 30 rounds minus that value. So a spell caster having WIT 14 and Magery 12 would be able to set the timer to within 18 rounds of the desired time. The referee should randomly determine when it actually activates.

**Delayed Fire**

*Score 10 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Fire*

*Area: Region (Small)*

This spell is identical to Delayed Normal Fire except that the fire created follows the rules of the

Create Fire spell. The fire so created will last for TAL rounds.

**Fire Trap**

*Score 16 (Multiplex)*

*Range: Short*

*Duration: Long*

*Target: Location*

*Area: Region (Medium)*

This spell is the same as Delayed Fire except that it lasts for TAL minutes and has an additional trigger: the area being entered by a creature or object. When this trigger is set (when the spell is cast or by the linked spell caster taking an action) the area is either the entire region or a single, specified hex and the entry is a creature, object or either of the specified size. The fineness of the trigger is determined by the lesser of skill and WIT. Triggers can be combined. For example, triggered one minute after being entered by a medium sized creature (or larger). A fire trap cannot fire prematurely, however, so if it is specified to go off as soon as triggered and the time accuracy is  $\pm 3$  rounds it will actually go off 0 to 6 rounds after being triggered (2d4-2 is a good roll in this case).

At skill 25 and WIT 18 the limitation is  $\pm 1$  round and 2 size categories. So it could be specified as medium-small or medium, or medium-small and larger, but not just medium-small.

**Fire Ward**

*Score 18 (Multiplex)*

*Range: Short*

*Duration: Extended*

*Target: Location*

*Area: Volume (Medium)*

This spell creates a latent fire that is released when triggered by the linked spell caster, or if the linked

Fire Trap		
WIT	Time (roll)	Size
1-4	$\pm 8$ rounds (1d8+1d10-10)	any
5-8	$\pm 5$ rounds (2d6-7)	8 categories
9-12	$\pm 3$ rounds (2d4-5)	5 categories
13-16	$\pm 2$ rounds (2d3-4)	3 categories
17-20	$\pm 1$ round (1d3-2)	2 categories
21-24	1 round (1d12-1 SR)	1 category
25+	instant	state size

spell caster has “activated” it and someone crosses the boundary. A linked spell caster can activate and deactivate this trigger by spending one action. A fire ward is unique in that it only burns at the perimeter and completely fails to burn or even heat up what is inside of it. The fire burns with intensity equal to  $SL \times 4$  until either the spell ends or the linked spell caster deactivates it.

### **Essential Fire Trap**

*Rank 20 (Omniplex)*

*Range: Short*

*Duration: Long*

*Target: Location*

*Area: Region (Small)*

This spell is the same as Fire Trap except that the fire so created is essential and so does magical fire damage.

### **Hurl Fire List (Level 8)**

These spells are used to hurl fire.

#### **Flame Flicks**

*Score 2 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell makes flame flicks fly from the spell caster’s dominant hand fingers toward the designated target. The number of flame flicks that can be thrown is equal to adjSL. The level of success with the resistance roll determines how much damage is done, one point per level of success up to one per flame flick. Each flame flick burns with white-hot intensity which burns through whatever armor or protection the target has, excepting only protection specifically against fire—and such protection only counts half normal.

#### **Fire Bolt**

*Score 4 (Hard)*

*Range: Medium*

*Duration: Instant*

*Target: Creature or Object*

*Area: Number (Single)*

This spell creates a bolt of fire and hurls it at an indicated target using Target skill to hit and doing fire damage for adjSTR equal to SL.

#### **Hurl Fire**

*Score 6 (Complex)*

*Range: Self*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

This spell causes a lump of fire about four to six inches in size to appear in the target’s dominant hand. The fire can be thrown using the Throw Rock skill and if successful engulfs the target in flame doing damage for fire intensity equal to SL and then disappears. In the span of one action the fire reappears in the target’s dominant hand and can be thrown again. This keeps up until the spell ends. Note that since each fire thrown is considered to be a separate flame it will do damage again even if thrown at the

same target, but the other consequence is that the damage is not cumulative against protection. A rank 9 (Omniplex, score 26, adjScore 17) variation of this spell reduces the “reload” time to the strike rank following the attack.

### **Catch Fire**

*Score 8 (Complex)*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Size (Medium)*

*Resisted*

This spell causes the target to catchfire with fire intensity equal to adjSL. This is a normal flame and can be put out with water, but otherwise it will cling to the target and burn him and his possessions constantly.

### **Firestrike**

*Score 10 (Complex)*

*Range: Medium [POW]*

*Duration: 1 round*

*Target: Creature or Object*

*Area: Number (Single)*

*Resisted*

This spell causes a ball of red-orange fire about 4" in diameter to shoot from the thaumaturge's hand toward his target. Unless the target's resistance roll is successful the fire will strike and engulf the target in flame long enough to earn three fire damage rolls.

### **Fireball**

*Score 12 (Multiplex)*

*Range: Medium [POW]*

*Duration: 1 round*

*Target: Location*

*Area: Volume (Huge [MaxSL + POW])*

This spell causes a ball of red-orange fire about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill and wherever the fireball is at that point it will expand to the given volume. Although normally the blast will be a sphere if it is contained it will conform to the shape of the container while expanding to its full volume. Everything inside the fireball is subject to fire damage with an intensity of SL.

### **Multi Firestrike**

*Score 14 (Multiplex)*

*Range: Medium [POW]*

*Duration: Instant*

*Target: Creature*

*Area: Number (Small)*

*Resisted*

This spell is the same as Firestrike except that it is cast on multiple opponents. Each opponent resists the spell separately.

### **Immolate**

*Score 20 (Omniplex)*

*Range: Long*

*Duration: Medium*

*Target: Creature or Object*

*Area: Size (Medium)*

*Resisted*

This spell causes the target to be enveloped in flames having fire intensity equal to SL<sup>2</sup>.

## **Area Fire List (Level 10)**

These spells are used to engulf large areas in fire.

### **Fire Pool**

*Score 2 (Hard)*

*Range: Long*

*Duration: Medium*

*Target: Location*

*Area: Region (Huge)*

This spell creates a pool of fire having intensity equal to adjSL.

### **Firey Rain**

*Score 5 (Complex)*

*Range: Long*

*Duration: Short*

*Target: Location*

*Area: Diameter (Huge)*

This spell causes fire to rain from the sky into the affected area. The liquid fire accumulates by SL fire intensity every fifteen minutes. So at SL 20 an inch of liquid fire (100 fire intensity) falls in an hour and fifteen minutes.

### **Napalm**

*Score 8 (Complex)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Diameter (Medium)*

This spell sticks fire onto everything in the target area. The napalm has fire intensity SL and does damage until dispelled or the spell ends. The napalm stays on what it has stuck to so leaving the area of the initial effect does nothing to alleviate the fire damage. If the location struck has flammable material it may ignite as well into a normal fire.

### **Fire Storm**

*Score 14 (Multiplex)*

*Range: Short*

*Duration: Brief*

*Target: Location*

*Area: Volume (Enormous)*

This spell creates a raging storm of fire in the affected area having a fire intensity equal to  $SL \times 2$ .

## **Nuclear Bomb**

*Score 20 (Omniplex)*

*Range: Long*

*Duration: Brief*

*Target: Location*

*Area: Volume (Enormous)*

This spell causes an enormous explosion doing crush damage for adjSTR equal to  $SL^2$  to everything within a sphere having diameter equal to SL and then filling the entire area with fire having an intensity of  $SL \times 10$ .

## **Apocalypse**

*Score 24 (Transcendent)*

*Range: Far*

*Duration: Short*

*Target: Location*

*Area: Sphere (Enormous)*

This spell creates a fire throughout its region that has an intensity of  $SL^2$ .

# HEAL Lists

## Basic Heal List (Average)

All of the spells on this list are concerned with the improving a sense of well-being.

### Feel Good

*Rank 1 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell makes the target feel good to an extent determined by the level of success in the resistance roll. A slightly euphoric character takes the edge off of life and them, mellowing them a little. A euphoric character has a penalty of 2 to any action due to removal of edge, but has the effective level of success of any moral check increased by one. A very euphoric character has all skills reduced to half chance, but has the effective level of success of any moral check increased by two.

<i>Success</i>	<i>Result</i>
Critical	Euphoric Coma
Critical	Euphoric Stupor, no skills
Critical	Very Euphoric, half skills
Special	Euphoric, 2 penalty
Normal	Slightly Euphoric

### Ease Pain

*Rank 6 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell reduces the target's perceived damage from each injury (for purposes of pain) by SL.

### Improve Well-Being

*Rank 10 (Average)*

*Range: Touch*

*Duration: Long*

*Target: Creature*

*Area: Number (Single)*

This spell increases the target's well-being, effectively increasing CON by SL for purposes of resist-

ing any disease.

### Numb

*Rank 14 (Average)*

*Range: Touch*

*Duration: Brief†*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell causes the affected location to experience a loss of feeling, effectively causing up to SL points of damage to a location to be ignored. If SL equals or exceeds the target's CON then the target loses all sense of feeling.

### Heal List (Hard)

*[Basic Heal List 9]*

All of the spells on this list are concerned with the physical condition of a body and repairing it.

### Recuperate

*Rank 1 (Simple)*

*Range: Touch*

*Duration: thirty minutes*

*Target: Creature*

*Area: Number (Single)*

This spell restores a number of FP equal to SL over a thirty minute period.

### Restore

*Rank 4 (Simple)*

*Range: Touch*

*Duration: thirty minutes*

*Target: Creature*

*Area: Number (Single)*

This spell restores a number of HP equal to SL over a thirty minute period.

### Rejuvenate

*Rank 8 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell restores SL points of fatigue immediately.

### Heal

*Rank 10 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell heals SL points of damage immediately.

**Regenerate**

*Rank 16 (Complex)*

*Range: Touch*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell heals SL points of damage every minute (10 rounds).

**Regrow Limb**

*Rank 20 (Complex)*

*Range: Touch*

*Duration: 6 months ÷ SL*

*Target: Creature*

*Area: Number (Single)*

This spell will regrow a severed or maimed limb over the period of 6 months divided by SL.

**Advanced Heal List (Very Hard)**

*[Heal List 18]*

All of these spells deal with healing.

**Revivify**

*Rank 1 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell will bring a dead character, whose spirit has not yet departed, back to life. SL must be greater than or equal to the number of hours since death.

**Resurrect**

*Rank 6 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell will bring a dead character back to life if

SL is greater than or equal to the number of days since the spirit departed. However, all physical skills are reduced by 1% for each day the character was dead (experience points in those skills are adjusted such that the character has exactly the amount needed for the new percentage) and for each 5% loss STR, CON, END, DEX and AGI are each reduced by one point (though not below one).

**Age List (Very Hard)**

*[Advanced Heal List 30]*

All of these spells deal with age.

**Slow Aging**

*Rank 12 (Complex)*

*Range: Touch*

*Duration: Extended*

*Target: Creature*

*Area: Size*

This spell reduces the rate of aging to one-quarter normal if SL exceeds the target's POW.

**Halt Aging**

*Rank 16 (Omniplex)*

*Range: Touch*

*Duration: Extended*

*Target: Creature*

*Area: Size*

This spell stops the target from advancing in age if SL exceeds the target's POW.

**Advanced Age List (Very Hard)**

*[Age List 30]*

All of these spells deal with age.

**Slow Aging**

*Rank 2 (Multiplex)*

*Range: Touch*

*Duration: Extended*

*Target: Creature*

*Area: Size*

This spell reduces the rate of aging to one-quarter normal if SL exceeds the target's POW.

**Halt Aging**

*Rank 4 (Omniplex)*

*Range: Touch*

*Duration: Extended*

*Target: Creature*



*Area: Size*

This spell stops the target from advancing in age if SL exceeds the target's POW.

**Reverse Aging**

*Rank 12 (Transcendant)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Size*

*Resisted*

This spell causes the target to regress in age by an amount determined by the target's species and SL. Specifically, each SL causes a regression of 5% of the maturity age for the species.

**Treatment List (Hard)**

*[Heal List 12]*

All of these spells deal with treating disease, infection or poison.

**Treat Gangrene**

*Rank 3 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Creature*

*Area: Size*

This spell cures one location (that touched by the thaumaturge) of gangrene.



# ILLUSION

## Basic Illusion List (Average)

The spells in this list are for creating minor illusions. This lays the groundwork for the more potent illusions in the advanced lists.

### Audible Murmur

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Location*

This spell creates an audible murmur at a distance from the thaumaturge. This effect only works while the thaumaturge mumbles—if he stops or is unable to mumble then the audible murmur ceases. With concentration the thaumaturge can move the point where the murmur manifests at the rate of one hex per SR, but only to spots where he could cast the spell. If precise targeting of this point is significant a Target skill roll is required.

### Visual Phantom

*Rank 2*

*Range: Short*

*Duration: Brief*

*Target: Location*

This spell creates a just-out-of-sight phantom that can only be glimpsed: looking full at it causes the phantom to disappear though the spell does not end. With concentration the thaumaturge can move the point where the phantom manifests at the rate of one hex per SR, but only to spots where he could cast the spell. If precise targeting of this point is significant a Target skill roll is required.

### Ethereal Smell

*Rank 3*

*Range: Short*

*Duration: Brief*

*Target: Location*

This spell creates an indefinable odor—it can be detected but not described emanating from the target point. With concentration the thaumaturge can move the point where the odor emanates from at the rate of one hex per SR, but only to spots where he could cast the spell. If precise targeting of this point is significant a Target skill roll is required.

### Mirror

*Rank 4*

*Range: Close*

*Duration: Medium*

*Target: Object*

This spell, cast on an object with a reasonably flat face, will cause that face to reflect as if it were a glass mirror.

## Illusion List (Hard)

*[Basic Illusion List 50%]*

These spells create illusions.

### Create Illusion

*Rank 1*

*Range: Medium*

*Duration: Medium*

*Target: —*

This spell creates an illusion of something. Perhaps the most important thing to remember about this spell is that all it does is to create the *sensation* of something. It *never* actually creates the thing itself. For example, an illusion of light would give the impression that there was illumination in the area, but it would not actually illuminate anything. There could be the illusion of blindingly bright light, but no one would actually be blinded. Creating an illusion of sound could be used to communicate something, but it would never cause air displacement, no matter what the illusory volume was. And consequently no tape recorder (or reasonable facsimile thereof, see the Record spell) would pick up, transmit or record the illusory sound.

The SL of the illusion determines how complete and convincing it is. Each of the five senses is considered separately with the number of SLs dedicated to that sense being considered on a scale from zero to ten. So a completely convincing illusion would have to be SL 50. Most wizards settle for a lot less.

The quality of the illusion revolves around flaws that dispel it. These flaws have four grades for how damaging to the overall effect they are. Superficial flaws are the kind of nit-picky details that only matter to purists. Minor flaws can generally be

overlooked, but do make the nature of the illusion apparent. Major flaws, however, once noticed ruin the effect. Critical flaws are almost certainly noticed and make the attempt look amateurish—at best.

A character who is actively looking or listening or whatever sense is appropriate at the illusion is “observing” it. A character who is doing so with suspicion is doing so “attentively.” A character who is closely examining the illusion over a period of time (about fifteen minutes) to make an evaluation or determination is “scrutinizing” it.

Just because a sense has no SLs assigned to it does not mean that the entire illusion is critically flawed, just that that aspect of it is. Most people don’t expect stone walls to have much taste and certainly don’t make a habit of going around licking them to find out. For the most part, people rely on their eyes to tell them what is around them, though smell adds a lot of verisimilitude in a subtle way. So a SL 20 illusion with 10 assigned to sight and 5 each assigned to hearing and smelling is quite satisfactory.

To put things in perspective, a movie audience is only being given two sensory “illusions”—vision and hearing. A really good movie always has the flaw that the image is flat (“minor” in the context of illusions) and the sound itself is not perfect (“superficial”). A bad movie will have “major” vision flaws (sloppy stunts or f/x) and a terrible one will have “critical” flaws (a cinder block building for a flying saucer).

If a character makes a perception roll against an illusion his level of success (or failure) adjusts the SL *for him*. Levels of success decrease the effective SL while a failure increases the effective SL by one and a fumble increases it by two. Additional SL can be assigned to an area to help offset this.

The illusion itself can be of anything that the caster can imagine. Unless he maintains a link and actively concentrates the illusion is static, but while concentrating he can make the illusion do whatever he wants it to do. The Script spell can be used to animate an illusion in fixed ways.

As most illusions can be readily picked out as being such one might wonder why bother. The answers are numerous and varied, but here are a few. Because illusions are not real they cannot be

picked up or recorded by normal magic; this means that a conversation held by illusory sound is immune to normal magic “bugging.” Illusions can be done as performance art to a much higher degree of realism than is possible even in our modern age. A simple meal of gruel can be transformed into a king’s repast. A simple visual illusion can mask a pit, especially if those encountering it are moving in a hurry. A small, confined room can be made to appear more spacious by a simple visual illusion of a higher ceiling. More visual illusions can be used to decorate.

In the determination of if an illusion has held (the observer is fooled into thinking it is real) consideration should only be made for the senses being brought to bear. Normally this is sight with sound only secondarily. Especially in long term exposure attention to smell should not be forgotten. Taste is rarely involved. Touch only if the illusion is in physical contact with the observer.

As no illusion has any physical reality they can always be walked through—but an effective touch illusion would give feedback to the observer of pressure and texture and so on. If the visual illusion held as well the observer would not likely try to walk through the illusion, though he might be tempted to move an illusory cup or sit on an illusory bench.

Finally, animals are subject to illusions just like sentients. They tend to rely on different senses, however, and may respond to the same illusion differently. Most animals will only observe unless there is something about the object that draws their

Illusion Flaws			
SL	Observing	Attentive	Scrutinizing
0	Critical	Critical	Critical
1	Critical	Critical	Critical
2	Major	Critical	Critical
3	Major	Major	Critical
4	Minor	Major	Major
5	Minor	Minor	Major
6	Superficial	Minor	Minor
7	Superficial	Superficial	Minor
8	None	Superficial	Superficial
9	None	None	Superficial
10	None	None	None

attention in a special way. Rarely would an animal ever scrutinize an object. And in general animals lack the ability to distinguish between what is real and what only appears. Consequently they will usually respond to an illusion having only minor or superficial flaws as if it were real.

**Color Clash**

*Rank: ?*

*Range: ?*

*Duration: ?*

*Target: Area*

*Area: Cone*

*Resisted*

This spell projects shifting, pulsing, vivid, vibrantly clashing colors with such intensity that they dazzle, daze and even stun those struck by them. The colors only affect sighted creatures, but it doesn't matter if they are ethereal or not.

The colors seek and overwhelm the eyes of those in the area of effect, but the intensity lessens with each creature so affected, effectively lowering SL by the levels of success in the resistance rolls as they are made. The effective SL is not increased by failure to overcome a target's resistance.

The caster designates the first target with the effect spreading by proximity. The spread is not a chain of effect, but rather proximity to the initially designated target. However, those downrange from the designated target are affected before those closer to the caster in the event of ties in distance. Further, the effective SL is halved against those nearer to the caster than the designated target. This represents the overall lessened effect of "backwash" from the scintillating colors.

The result from the spell lasts for one round, then degrades to the next lower level of success for two rounds, followed by the next for four rounds and so on. So a character overcome with a critical won't be able to act for one round, will be blind but otherwise able to act for two rounds, then able to see but -6 penalty for four rounds ending with a -1 penalty for eight rounds. In all it will take fifteen rounds for them to recover.

*Success    Results*

Critical<sup>3</sup>    Comatose, cannot be awakened

Critical<sup>2</sup>    Unconscious, can be awakened but will

	be unable to act
Critical	Stunned into inaction
Special	Blind, no vision based skills, others at -15 penalty
Normal	Dazed, -6 penalty
Miss	-1 penalty
Failure	No effect





# LIGHT LISTS

## Basic Light List (Average)

All of these spells deal with illumination, the creation of light. Specifically *færie* light which, as detailed in Book 2 in the Perception chapter, can cause phantoms to appear and conceal things that are really there. They also can only produce relatively low levels of illumination, the IP being equal to the square root of SL, rounded down. This is summarized on the Light Illumination table.

Note that ambient light radiates from its boundary as a normal light source providing additional illumination and being otherwise visible.

## Carried Light

*Rank 2 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Object*

*Area: Number (Single)*

This spell causes the targeted object to glow with *færie* light having an IP equal to or less than the square root of SL, but only while the caster holds it (either hand will do). The light goes out if it leaves the thaumaturge's hand, though it will re-illuminate if picked up within the spell's duration.

## Glowing Walls

*Rank 4 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)†*

This spell causes the targeted surface to glow with *færie* light having an IP equal to or less than the square root of level. This illumination is ambient and extends to SL feet from the surface. This means that something within that distance of the surface is equally illuminated on all sides and casts no shadow.

## Cast Light

*Rank 6 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Object*

*Area: Number (Single)*

This spell causes the targeted object to glow with

## Light Illumination

IP	Basic Light	Light	Advanced Light
1	1–3	1, 2	1
2	4–8	3, 4	2
3	9–15	5–7	3
4	16–24	8–10	4
5	25–35	11–14	5
6	36–48	15–18	6
7	49–63	19–23	7
8	64–80	24–28	8
+1	+2×IP-1	+½(IP+1)	+1

*færie* light having an IP equal to or less than the square root of SL.

## Carried Beam

*Rank 8 (Simple)*

*Range: Touch*

*Duration: Medium*

*Target: Object*

*Area: Number (Single)*

This spell causes the targeted object to project a beam of *færie* light having an IP equal to or less than the square root of SL plus 6 (the increase in illumination is due to the containment of the light to the beam), but only while the caster holds it (either hand will do). The light goes out if it leaves the thaumaturge's hand, though it will re-illuminate if picked up within the spell's duration. The beam extends in a 30° cone from the object (the diameter illuminated is approximately half the distance from the source of the beam).

## Cast Beam

*Rank 12 (Average)*

*Range: Touch*

*Duration: Medium*

*Target: Object*

*Area: Number (Single)*

This spell causes the targeted object to project a beam of *færie* light having an IP equal to or less than the square root of SL, plus 6 (the increase in illumination is due to the containment of light to the beam). The beam extends in a 30° cone from the object (the diameter illuminated is approximately

half the distance from the source of the beam).

### **Light List (Hard)**

*[Basic Light List 15]*

These spells are very similar to the Basic Light List, but are not necessarily færie light and can achieve better illumination more efficiently. The IP is found by a summation series summarized on the Light Illumination table.

#### **Cast Light**

*Rank 2 (Simple)*

*Range: Short*

*Duration: Medium*

*Target: Object*

*Area: Number (Single)*

This spell causes the the targeted object to glow with færie or fire light.

#### **Ambient Light**

*Rank 4 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)†*

This spell causes the affected area to be filled with an ambient færie or fire light. Anything within the affected area is equally illuminated on all sides and thus casts no shadow. At level 4 and higher the ambient light can be moved one hex in each SR which the thaumaturge concentrates on this action. Note that it cannot be moved to a spot where the thaumaturge could not cast the spell.

#### **Hand Light**

*Rank 6 (Average)*

*Range: Self*

*Duration: Medium*

*Target: Location*

*Area: Number (Single)*

This spell creates a four-inch ball of færie light. The ball is initially in the hand of the thaumaturge and he can move it with his hand. Left alone it will stay wherever it is without support. Handlight is not affected by wind, gravity or any other physical force. At level 5 and higher the hand light can be thrown using range and to hit of Throw Rock for an “average” rock.

#### **Cast Beam**

*Rank 8 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Object*

*Area: Number (Single)*

This spell causes the targeted object to project a beam of færie or fire light with an IP as indicated for SL, plus 6. The beam extends in a 30° cone from the object. The diameter illuminated is approximately half the distance from the source of the beam.

#### **Dazzle**

*Rank 10 (Average)*

*Range: Medium*

*Duration: Brief‡*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell dazzles the targeted creature such that it cannot see for a number of rounds equal to SL. For normal, sighted creatures this causes an immediate morale check. This spell only affects sighted creatures that perceive fire light.

#### **Flash**

*Rank 14 (Complex)*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Region (Medium)*

This spell causes a brilliant flash of færie or fire light in the targeted area such that all sighted beings in the area must make a saving throw of CON/SL or be blinded. A normal success means that the creature is momentarily stunned by the flash and loses his next action. A miss means that the creature is temporarily blinded till the end of the next round. A failure means that the creature is blinded for one minute (10 rounds). A fumble means that the blinding is permanent.

#### **Daylight List (Average)**

*[Light List 15]*

All of the spells in this list are identical with the Light List except that the illumination is daylight. However, this is not the same as light emanating from the Sun and thus does not affect vampires.

### **Moonlight List (Average)**

*[Light List 15]*

All of the spells in this list are identical with the Light List except that the illumination is moonlight.

### **Plant Light List (Average)**

*[Light List 15]*

All of the spells in this list are identical with the Light List except that the illumination is plant light.

### **Starlight List (Average)**

*[Light List 15]*

All of the spells in this list are identical with the Light List except that the illumination is starlight.

### **Advanced Light List (Hard)**

*[Light List 15]*

All of the spells in this list are identical with the Light List except that they are more efficient in producing illumination.

### **Advanced Daylight List (Hard)**

*[Daylight List 15]*

All of the spells in this list are identical with the Daylight List except that they are more efficient in producing illumination.

### **Advanced Moonlight List (Hard)**

*[Moonlight List 15]*

All of the spells in this list are identical with the Moonlight List except that they are more efficient in producing illumination.

### **Advanced Plant Light List (Hard)**

*[Plant Light List 15]*

All of the spells in this list are identical with the Plant Light List except that they are more efficient in producing illumination.

### **Advanced Starlight List (Hard)**

*[Starlight List 15]*

All of the spells in this list are identical with the Starlight List except that they are more efficient in producing illumination.

### **Natural Light List (Hard)**

*[Daylight List 30]*

All of the spells in this list are identical with the Light List except that the illumination is daylight as

if from the Sun itself. Vampires detest this form of magic and will destroy any grimoire containing its lore at the first available opportunity.

### **Advanced Natural Light List (Very Hard)**

*[Natural Light List 30]*

All of the spells in this list are identical with the Natural Light List except that they are more efficient in producing illumination.

### **Combat Light List (Hard)**

*[Light List 18]*

These spells use light as a weapon.

#### **Flash**

*Rank 14 (Multiplex)*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Region (Medium)*

This spell causes a brilliant flash of faerie or fire light in the targeted area such that all sighted beings in the area must make a saving throw of CON/SL or be blinded. A normal success means that the creature is momentarily stunned by the flash and loses his next action. A miss means that the creature is temporarily blinded till the end of the next round. A failure means that the creature is blinded for one minute (10 rounds). A fumble means that the blinding is permanent.

#### **Flash**

*Rank 12 (Complex)*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Diameter (Medium)*

This spell causes a brilliant flash of light (the type, if relevant, is determined at the time of casting) in the targeted area such that all sighted beings in the area must make a saving throw of CON/SL or be blinded. A normal success means that the creature is momentarily stunned by the flash and loses his next action. A miss means that the creature is temporarily blinded till the end of the next round. A failure means that the creature is blinded for one minute (10 rounds). A fumble means that the blinding is permanent.

### **Laser Pulse**

*Rank 14 (Multiplex)*

*Range: Long*

*Duration: Instant*

*Target: Location*

*Area: Number (Single)*

This spell creates an intense beam of coherent light having an adjSTR equal to SL (and a color determined at casting time). It requires a Target skill roll to hit something with the laser. 1 AP stops one point of damage, there are no bonuses for special or critical successes. The attack can be blocked, but is not subject to deflection, except by reflection. That is, parry defenses never reduce the damage *per se* they simply impose something that must be penetrated. Use the AP/HP of the weapon for that purpose.

### **Directed Flash**

*Rank 16 (Multiplex)*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Region (Medium)*

This spell causes a brilliant flash of light (the type, if relevant, is determined at the time of casting) in the targeted area such that all designated sighted beings in the area must make a saving throw of CON/SL or be blinded. A normal success means that the creature is momentarily stunned by the flash and loses his next action. A miss means that the creature is temporarily blinded till the end of the next round. A failure means that the creature is blinded for one minute (10 rounds). A fumble means that the blinding is permanent.

### **Dazzling Wall**

*Rank 18 (Multiplex)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: SL hex-sides*

This spell creates a wall of dazzling light (the type is determined at the time of casting). Any sighted creature facing it suffers a penalty of  $10\% \times \text{SL}$  to any skill which requires seeing past it. There is a penalty of  $5\% \times \text{SL}$  to any vision-based skill which is conducted facing it. The wall is five feet tall. For each additional foot it is one hex-side narrow. If it

matters the wall is considered to have no thickness.

### **Laser Beam**

*Rank 20 (Multiplex)*

*Range: Long*

*Duration: Momentary†*

*Target: Location*

*Area: Number (Single)*

This spell creates an intense beam of light doing damage for an adjSTR equal to SL each SR from 10 to 1 (the damage for SR 10 is applied at the greater of SR 10 and the first SR in which an action is taken). It requires a Target skill roll to hit something with the laser. There is a 10% consecutive shot “tracer” bonus (maximum 25% cumulative bonus). Aiming bonuses accrue normally.

### **Manipulate Light List (Hard)**

*[Light List 15]*

All of these spells use light in varied ways.

### **Tracer**

*Rank 2 (Average)*

*Range: Touch*

*Duration: Short*

*Target: Object*

*Area: Number (Single)*

This spell causes the target to leave a tracer of light (the color determined at the time of casting) with an IP no greater than the square-root of the thaumaturge’s POW and lasting for the duration of the spell. This can be used at night, for example, to see exactly where shots go and adjust fire accordingly (this would give a bonus of 10% to subsequent shots as long as the target did not move significantly, cumulative to 25%).

Note that an arrow affected by this spell carried in a quiver leaves no visible tracer. The quiver insides “pickup” the tracer effect and will end up glowing, however.

### **Light Pen**

*Rank 6 (Average)*

*Range: Self*

*Duration: Medium*

*Target: Forefinger*

*Area: Number (Single)*

This spell allows the thaumaturge to write with the tip of his casting hand’s forefinger. The color of the

light is specified at the time the spell is cast. The drawing is in lines either flat or round (determined at the time of casting) with a total line length limit of  $SL^2$  feet. Enough to get about  $SL^2$  four-inch high letters. The IP of the light is limited to the square root of the thaumaturge's POW.

**Tracery**

*Rank 8 (Complex)*

*Range: Self*

*Duration: Short*

*Target: Forefinger*

*Area: Number (Single)*

This spell causes a tracery of light to follow from any or all of the thaumaturge's fingertips. The color and line-style are determined when the spell is cast. The tracery fades rapidly, lasting no more than one round. The IP of the light is limited to the square root of the thaumaturge's POW.





# META LISTS

**M**eta magic is magic that affects magic. In the basic lists there are spells that are cast on other spells to alter them. In the enchantment lists there are spells that have other spells cast on them. And in the advanced enchantment lists there are stand alone enchantments of unique and unusual nature.

To cast a spell on another spell the caster must be able to target it. With other magic this requirement is satisfied by being able to see the target, but spells are inherently invisible. True, many have a visible side effect, but that is not to be confused with the spell itself.

Some spells allow the caster to see magic and that certainly suffices, but in the case of the basic spells it also works to cast the spell on the other spell's target and specify which spell on that target is to be affected. In such a case the normal targeting rules must be satisfied with the additional requirement of specifying the spell on the target which is itself to be targeted.

There are two ways the final requirement can be satisfied: if the caster knows the spell because he cast it, or because he has identified it with the Isolate Magic spell. Hence the corner stone of practical meta magic is the Isolate Magic spell. Without it the metamagician is all theoretician.

## Meta Lists

These lists all deal with altering a target spell in some fashion.

### Aid List (Rank 1)

These spells are used to enhance the target spell in some fashion. Spells having the same effect are not cumulative, only the one with the largest bonus being applied. Only high magic can be altered, though it does not matter what form of high magic was used to cast it.

#### Boost Duration

*Rank 1 (Simple)*

*Score: 3 (adj 2)*

*Range: Medium*

*Duration: Instant*

*Target: Spell*

*Area: One*

This spell increases the duration of the target spell by adjSL points. That is, if the spell had 5 points of duration and this spell were cast at SL 6 then it would be increased to 8 points of duration. This spell only works on spells that have a dynamic duration. It has no effect if the target spell is of a fixed duration or is instant.

#### Boost Area of Effect

*Rank 2 (Simple)*

*Score: 5 (adj 3)*

*Range: Medium*

*Duration: Instant*

*Target: Spell*

*Area: One*

This spell increases the area of effect of the target spell by adjSL points. This only works on spells that have a dynamic area of effect. If the area of effect is a fixed value then it cannot be altered by this spell.

#### Boost Power

*Rank 3 (Simple)*

*Score: 7 (adj 4)*

*Range: Medium*

*Duration: Instant*

*Target: Spell*

*Area: One*

This spell increase the SL of the target spell by adjSL points.

#### Enhance Duration

*Rank 7 (Hard)*

*Score: 15 (adj 8)*

*Range: Medium*

*Duration: Instnat*

*Target: Spell*

*Area: One*

This spell increases the duration of the target spell by SL points. This spell only works on spells that have a dynamic duration. It has no effect if the target spell is of a fixed duration or is instant.

#### Enhance Area of Effect

*Rank 8 (Hard)*

*Score: 17 (adj 9)*

*Range: Medium*  
*Duration: Instant*  
*Target: Spell*  
*Area: One*

This spell increases the area of effect of the target spell by SL points. If the area of effect is a fixed value then this spell has no effect.

### **Enhance Power**

*Rank 9 (Hard)*  
*Score: 19 (adj 10)*  
*Range: Medium*  
*Duration: Instant*  
*Target: Spell*  
*Area: One*

This spell increases the target spell's SL by SL.

### **Increase Duration**

*Rank 7 (Hard)*

### **Link**

*Rank 1 (Simple)*  
*Score: 3 (adj 2)*  
*Range: Medium*  
*Duration: Instant*  
*Target: spell*  
*Area: One*

This spell is cast on another spell to establish a link between the caster and the target spell. SL must equal or exceed that of the target spell and if the spell is currently linked its effect is resisted by the linked character's WIL in a normal resistance roll. That is, WIL + SL / WIL.

### **Link Spell**

*Rank 4 (Average)*  
*Score: 9 (adj 5)*  
*Range: Medium*  
*Duration: Instant*  
*Target: spell*  
*Area: Two*

This spell is cast on two spells with which the caster is linked, designating one as the sender and the other as the receiver. Any notification he would receive from the sender goes to the receiver as well. Normally the wizard will then give up his links with the spells. This is commonly done to link a detection spell as a sender to a Hold Spell as a receiver

with the effect that the spell contained by the Hold Spell will be released whenever the detection spell would send a message.

For example, wizard guilds around the world use several Say spells held by a Hold Spell with a link to Detect Life spell as a door-greeter. These spells are usually maintained by the apprentices.

### **Locate Caster**

*Rank 2 (Simple)*  
*Score: 5 (adj 3)*  
*Range: Medium*  
*Duration: Instant*  
*Target: spell*  
*Area: One*

This spell reveals the location of the caster of the spell on which it is cast with an accuracy as determined by SL.

### **Trigger**

*Rank 4 (Average)*  
*Score : 9 (adj 5)*  
*Range: Medium*  
*Duration: Instant*  
*Target: Spell*  
*Area: One*

This spell immediately triggers the targeted Hold Spell.

### **Freeze Spell**

*Rank 5 (Average)*  
*Score: 11 (adj 6)*  
*Range: Medium*  
*Duration: Instant*  
*Target: Spell*  
*Area: One*

This spell suspends the target spell of the duration if SL exceeds that of the target spell. If the caster maintains a link with this spell he can release the frozen spell at any time by simply concentrating for one action. More commonly, the freeze is then linked to some sort of detection spell.

### **Dispel Magic**

*Rank 6 (Average)*  
*Score: 13 (adj 7)*  
*Range: Medium*  
*Duration: Instant*

*Target: Spell*

*Area: One*

This spell immediately terminates the other spell if its SL equals or exceeds that of the target spell.

### **Inhibit Magic**

*Meta (Average)*

*Score: (adj )*

*Range: Medium*

*Duration: Medium*

*Target: Diameter*

*Area: Small*

This spell lowers the effective spell level of any spell within the affected area by SL. Thus a SL 6 Heal cast inside an SL 2 Inhibit Magic would only heal 4 points of damage. This has no effect on rune masters—although they have an effective SL this can be neither inhibited nor dispelled.

### **Hold Spell**

*Meta (Average)*

*Range, Duration*

This spell can act as a repository for other spells. First this spell is cast, then at any time before it expires another spell is cast into it. The Hold Spell is not cast on an object so it is considered to be cast on a target hex. Only a spell caster aware that a Hold Spell exists in the specific hex can cast a spell into it. The Hold Spell will retain a spell cast into it whose SL is equal to or less than that of the Hold Spell less the SL of all other spells already held.

The contained spells are released at any time by the wizard who cast the Hold Spell by simply concentrating (essentially, one combat action). This requires, of course, that the wizard maintain a link to the Hold Spell. A work around is to use a Trigger spell, or to Link to some sort of detection spell. If more than one spell is held they are released, by separate actions, in the same order in which they were cast into the Hold Spell. A variant of the Hold Spell (known as the “floodgate” option and having the same difficulty) releases all held spells at the same time.

A common military usage is the “fire trap” in which Hold Spells with massive Create Fire spells cast into them are triggered by linked detection

spells. The detection spells tend to be of the Detect Life or Detect Action variety—the later so that a sentry can trigger the firey holocaust. Because the Hold Spell SL must be at least equal to that of the Create Fire the tendency is for relatively low SL and large areas. Walking around old fortifications or other entrenched battle lines can be dangerous if a Hold Spell finally decays and releases its fire trap.

Enchantment spells differ from other magic in that they can be made permanent, although by default they operate per the normal rules with the listed durations. For even an enchantment spell to be permanent, however, requires craftsmanship. Either magical patterns must be worked into the item, or the entire item crafted, by the thaumaturge as he casts the spell. The level of success with the spell casting cannot exceed that achieved for the Craft skill. The main effect of this is that the Craft skill must be a success for the spell casting to be a success as well. Which Craft skill is used depends on the item being made or having patterns worked in it.

Even when casting a spell into a crafting the spell may be powered by magic points like a normal spell in which case it is only of temporary effect. Normally, however, the thaumaturge will put a bit of himself into the item being crafted which makes the enchantment permanent. There are three variations.

*Temporary* enchantments are those in which the

#### **Example: Temporary Shadow Spell**

*Being new to enchantments Grímgróth is trying a simple one for his first attempt: he is going to shadow a spell. Because this is an experiment he is only going to do this as a temporary enchantment. To keep things simple he is only going to do an SL 4 Shadow Spell. He uses Craft Wood to carve the necessary patterns in a wooden disk. With Craft Wood 15 against a difficulty of 4 he has a 96% chance of success. Rolling a 51% gets a special success: the patterns are carved successfully and the spell is cast.*

*Grímgróth, having 21 POW and Enchantment List 8, now has 23 minutes for a spell to be cast into the item. He has a friend, Lorraine, cast Stun 4 into it. If Grímgróth knew the Cantrip skill he could now use the item to cast Stun 4 a single time by attuning the item. If no one uses it the enchantment will go away all on its own, but that will take almost ten years to happen.*

thaumaturge expends only magic points. These have a duration after which the spell ends and the item becomes completely normal. The thaumaturge decides at the time the item is made whether it will use “charges” or draw magic points from the user. This decision is irrevocable and cannot later be changed. Each time a “charge” is expended or magic points used the magic item is energized for the indicated duration. Any remaining unused charges when the enchantment ends simply dissipate. Only someone who has attuned the item can use a charge or energize it with magic points. The maximum number of charges an item can hold is equal to the skill score of the thaumaturge who made it, less the rank of the enchantment. A new magic item starts with half this number of charges. A character who has achieved first degree mastery of an item knows the number of charges remaining and at the third degree of mastery knows the maximum number of charges.

*Permanent* enchantments are those in which the thaumaturge expends temporary POW points. This expenditure is recovered at the rate of one point per day (subject to referee modification to suit his campaign). Such an enchantment is permanently magical, but only has an effect when powered. The thaumaturge decides at the time the item is made whether it will use “charges” or draw magic points from the user exactly as for temporary enchantments. These items cannot be dispelled, nor can their powers be altered as by rune mages. Note that if POW is reduced to zero the thaumaturge is comatose until POW returns to one. A character who has achieved first degree mastery of an item knows the number of charges remaining and at the third degree of mastery knows the maximum number of charges.

*Powered* enchantments are those in which the thaumaturge expends permanent points of POW. Such items are permanently enchanted and always energized. If the enchantment’s effect ends, such as with a Shadow Spell, then the enchantment “resets” itself. In the given case a new spell could be shadowed. These enchantments cannot be dispelled, nor can their powers be altered: their state is as fixed and natural as the oceans and mountains, the

sun and the stars. The item's powers can only be enabled or disabled by someone who has attuned and is in possession of the item. The thaumaturge can specify when the item is enchanted that the power is always enabled—such a decision is irrevocable. Such an item need not be attuned to be of use and is typical of items such as magic armor. Note that if POW is reduced to zero the thaumaturge is reduced to a vegetative state.

### Added HP

Some enchantments increase an item's HP. In such cases damage is first done to the enchantment's HP, then to the item. Damage to added HP vanishes if the added HP disappear, for example at the end of a temporary enchantment or when the current charge of a permanent enchantment expires. Although powered enchantments do not have this advantage they are never without the added HP and in fact “heal” damage at the rate of SL per week. A powered enchanted item with added HP won't break unless it is heavily abused.

### Diminishing Return

Several of the enchantment spells use a spell level that has been adjusted for “diminishing return.” The required SL to achieve a given adjSL is equal to the summation series for the adjSL,  $(SL^2 + SL) \div 2$ , which is summarized in the table of that name.

### Basic Enchantment List (Average)

The enchant spells have to do with making magical items. The most elementary form is to imbue an item with magic but no magical property. Further spells allow magical properties to be given to the item in question.

### Make Magical

Rank 2 (Simple)

Range: Touch

Duration: Medium

Target: Object

Area: Number (Single)

This spell imbues the target with magic that imparts no special ability. It has no effect other than being magical. The damage done by a weapon affected by this spell is not magical.

### Align

Rank 5 (Simple)

### Example: Permanent Catch Spell

*Grimgróth decides to make a fireball wand using Catch Spell. He wants to make it last a long time, but he doesn't want to lose any POW, so he decides to make it permanent by expending only temporary POW. Because this will be a permanent magic item he must decide if it will use charges or the wielder's magic points. Grimgróth decides on magic points. Although he has 21 POW he doesn't want to use all of it and settles on 12 (temporary) POW. He uses Craft Wood to carve the necessary patterns on a wand. He has Craft Wood 15 which gives him 68% chance of success. He rolls a 58%—a normal success. He carves the patterns and casts the enchantment successfully.*

*He now realizes he hasn't thought this through: the temporary POW loss has reduced him to 9 MP and it will take nearly two weeks to recover completely. Because his friend Torg needs the wand now he goes ahead and energizes the Catch Spell—this takes 12 MP to do because it is SL 12. Fortunately Grimgróth can channel 6 of the MP which leaves him with 3 MP. He then has 14 minutes to cast the fireball spell; he does so, casting a 9 MP fireball into the Catch Spell enchantment. The fireball will stay caught for 225 hours, or about 9 days.*

*Torg takes the wand and attunes it. About a week later he discharges the fireball and brings the wand back to Grimgróth who is up to 16 POW at that time. Grimgróth energizes the Catch Spell again, which takes 12 MP, and casts a 12 MP fireball into it. Again, the fireball will stay caught for 225 hours.*

*Fast forward a hundred years when Grimgróth and Torg are long dead and Nejm now has possession of the wand. Nejm is casting Bind Spirit into the wand—there's no requirement to use the same spell each time and he doesn't even know the original use to which the wand was put. However, it still takes 12 magic points to energize the wand, the spell still cannot exceed SL 12, must be cast within 14 minutes of energizing the wand and will only stay caught for 225 hours before dissipating.*



*Range: Short*

*Duration: Long*

*Target: Object*

*Area: Number (Small)*

This spell is cast on the tools and materials which a thaumaturge is going to use to make something. If the item is completed before the duration of this spell ends then the resultant item has the crafting thaumaturge's alignment. Having an alignment means that only someone of the same alignment can attune it. A thaumaturge who does much in the way of aligned magic items will most likely make or purchase crafting tools that have this enchantment.

### **Alignment Boost**

*Rank 8 (Average)*

*Range: Short*

*Duration: Long*

*Target: Objects*

*Area: Number (Small)*

This spell is identical to the Align spell except for three things: its SL adds to the SL of any enchantment an item crafted by the tools receives, its SL cannot exceed the alignment score of the thaumaturge nor can it exceed the maximum SL the thaumaturge has with *this* spell and any enchantment is only active if in the possession of someone having the same alignment. If the enchantment is permanent or powered the added SL is one-fifth SL, rounded down. Note, the bonus to SL from this spell can increase the targeted enchantment's SL past what the thaumaturge could actually do. This is the only way for a non-rune mage thaumaturge to make an Ego Sword.

For example, Grímgróth is a Chaotic Good thaumaturge with the traits Kindness and Impatience. He can make a Chaotic item with no more than SL 10, a Good item with no more than SL 10, or a Chaotic Good item with no more than SL 20. If he made a Chaotic Good sword enchanted with Superior Crafting SL 10 the total SL could be 30 (giving it +6 damage, +6 to skill, 60 HP and 12 AP. If the Chaotic Good sword were to be a permanent enchantment it would be limited to SL 4.

If an enchantment increases an attribute of the item that can be diminished, such as HP, then diminishment comes from the enchantment before

the item itself. For example, Torg the warrior (chaotic good) is pretty hard on Grímgróth's sword and it now only has 25 HP. Gruumsh, an evil orc, kills Torg and picks up the sword. The sword has 20 HP when used by Gruumsh, not 5 HP.

### **Transfer Trait**

*Rank 10 (Average)*

*Range: Short*

*Duration: Long*

*Target: Objects*

*Area: Number (Small)*

This spell is identical to and cumulative with Alignment Boost except that it allows the thaumaturge to transfer one or more of his alignment traits. Each trait transferred increases the SL of this spell by 5 though not past the thaumaturge's maximum SL for *this* spell. Permanent items still get one-fifth SL, rounded down. For example, Grímgróth can make a permanent, powered Good item having the Kindness trait with SL 1 and not expending any POW. However, to attune or use such an item requires not only that the owner be Good, but that they possess the Kindness trait. This is especially useful when making Ego Swords as the SL can be increased beyond that which the thaumaturge can actually do for that enchantment.

### **Alignment Trap**

*Rank 14 (Hard)*

*Range: Short*

*Duration: Long*

*Target: Objects*

*Area: Number (Small)*

This spell is identical to Alignment Boost except that a second enchantment can be worked into the item which takes effect if someone having an opposing alignment tries to attune or use the item. A chaotic good item would have its trap invoked by a lawful evil user.

For example, Grímgróth uses this spell on the tools and materials for a sword and makes it



Chaotic Good SL 10. He puts Superior Crafting SL 10 on it for those who are chaotic good and Catch Spell Multiplier SL 10 for Dazzle SL 10 (in Grímgróth's case this will have 8 charges). Any lawful evil character trying to attune or even picking up the sword will be hit with the Dazzle. (Normally attunement is required to release a spell, but in this case the nature of the Alignment Trap spell serves to release it.)

### Restore Charge

Rank 16 (Hard)

Range: Touch

Duration: Instant

Target: Magic item

Area: Number (Single)

This spell restores one charge for each full multiple of the original enchantment's SL this spell's SL. For example, if the original enchantment was SL 3 then casting this spell at SL 10 would restore up to 3 charges. Note, the number of charges cannot be restored past the maximum capacity. To do that use Increase Charge.

### Increase Charge

Rank 20 (Complex)

Range: Touch

Duration: Instant

Target: Magic item

Area: Number (Single)

This spell increases the number of maximum charges the target can store by SL, less the rank of the targeted enchantment and number of times the charge has been increased. Note that this does not provide any charges at all, it only increases the maximum capacity. To restore charges use the Restore Charge spell.

### Enchantment List (Hard)

[Basic Enchantment List 8]

All spells on this list require that the thaumaturge use a Craft skill to either make or mark the item with patterns simultaneous with the casting of the spell. The Hardity of the patterns to be created varies with the intended SL and the difficulty of crafting these marks is the intended SL.

### Enchant

Rank 1 (Simple)

### Example: Powered Adamantium

*Grímgróth has expanded his enchantment repertoire and even picked up tailoring so that he can make himself a robe of protection. With Armor Enchantment List 15 he can enchant up to thirty pounds of armor—more than enough for his robes. Although POW is the life blood of a magic user Grímgróth has decided to make this enchantment powered by 6 POW, the most he can put into the spell. This lowers his POW 21 to POW 15 and he tailors his robe: an easy difficulty for his Tailor 15 gives him 94% chance of success. He rolls 100%, a failure! As he failed to make robes they aren't magical and he is still reduced to POW 15. If he had succeeded the robes would have had durability  $\times 6$ , weighed  $2\frac{1}{4}$  pounds (down from 3) and provided 3 magical AP.*

Range: Extended

Duration: Long

Target: Object

Area: Number (Single)

This spell simply imbues the target with magic that imparts no special ability. It has no effect other than being magical. The damage done by a weapon crafted in this manner is not magical.

### Shadow Spell

Rank 2 (Simple)

Range: Touch

Duration: Extended

Target: Item

Area: Number (Single)

The first spell to be cast on this one within POW + Level minutes and having an SL no higher than this spell's SL will have its spell knowledge magically shadowed in the pattern crafted on the item. This allows anyone in physical possession of, and attuned to, the item to have knowledge of the spell so shadowed and thus to cast the spell as if it were prepared and ready in memory. This property is lost when the spell knowledge is utilized to cast the shadowed spell, whether or not the utilization was successful.

The person must still satisfy the other casting requirements and the spell is cast with that character's attributes. For example, a cantrip would

require the character to expend MP, a skill roll against his Cantrip skill, take an amount of time to cast determined by SL and his TAL, and have range and duration for his POW. Note that the spell can only be cast exactly as shadowed and so must have the same SL as the shadowed spell.

### Catch Spell

Rank 3 (Average)

Range: Touch

Duration: Long

Target: Item

Area: Number (Single)

This spell “catches” the first spell to be cast on the item within POW + Level minutes and having an SL no higher than that of this spell. A caught spell can be released at any time by someone in physical possession of, and attuned to, the item targeted by this spell. The released spell has its characteristics determined by the caster at the time of casting. For example, a resisted spell would use the WIL of the original caster at the time of the casting. A spell that is unreleased when the Catch Spell terminates simply dissipates. Once the released spell ends the Catch Spell terminates immediately, even if permanently powered.

The targeting of the caught spell is determined at the time of its original casting. There are three choices: item, bearer and other. If the original caster stipulated item, then the caught spell can only effect the item. If the original caster stipulated bearer, then the caught spell can only effect the bearer. If the original caster stipulated other, then the caught spell will affect the target designated by the bearer with the range being limited as for the original caster at the time of casting. In other words, a caught spell with range touch designated as other would require that the item be touching the intended target (as well as being in the physical possession of the bearer, of course). The released spell is linked to the magic item, not to the owner or the original caster.

### Example: Permanent Super Adamantium

*A much humbled and more experienced Grímgróth decided to try again to create robes of protection. Not only is he a better tailor, but he reasons that it will be sufficient to make the enchantment permanent and use charges. With Armor Enchantment List 24 he is able to enchant up to thirty pounds of armor with Super Adamantium which is still more than enough for three pound robes. He is again going for SL 6 which, as a permanent enchantment, will temporarily lower him to POW 9. With Tailor 24 he has a 98% chance of success and rolls an 83, a special success.*

*When energized the robes will provide 6 magical AP, be 36 × more durable and weigh a mere 2 pounds for 9 hours 36 minutes. Initially, however, the robes are magical without any special property other than having the potential to hold 6 charges.*

This is an important enchantment spells as it allows making a wide array of disposable magic items. The flexibility of the spell release means it could be used to create a ring of invisibility or a fireball wand or a belt of strength or a cord that releases flaming bonds.

### Imprint Spell

Rank 4 (Average)

Range: Touch

Duration: Medium

Target: Item

Area: Number (Single)

This spell is the same as Shadow Spell except that the spell’s knowledge remains imprinted for the duration of this spell no matter how many times the imprinted spell is utilized. This could be used to make, for example, a spell card a collection of which would form a spell deck.

### Catch Spell

#### Multiplier

Rank 6 (Average)

Range: Touch

Duration: Medium

Target: Item

Area: Number

### Ego Sword

Success	Intelligence
Critical <sup>2</sup>	Sentient
Critical	Semi-Sentient
Special	Quasi-Sentient
Normal	Non-Sentient

*(Single)*

This spell is the same as Catch Spell except that the caught spell can be released a number of times equal to Level. Thaumaturges refer to this as “uses”. The person attuned to the item can tell how many uses are remaining. This information will also be revealed by magic giving details of the Catch Spell Multiplier.

### **Craft Magic Item**

*Rank 9 (Hard)*

*Range: Tools*

*Duration: Long*

*Target: Materials*

*Area: Weight (Small)*

This spell is cast while crafting an item and has the effect that it embeds a spell known to the caster into the item for the duration of this enchantment and using the same SL as this enchantment. Note that if the maximum SL for the spell to embed is less than the SL of the enchantment the maximum SL of the embedded spell is used instead. If the embedded spell requires mastery then its rank is used to determine the difficulty for Operate Artifact.

### **Restore Uses**

*Rank 10 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Item*

*Area: Number (Single)*

This spell is cast on an item with a Catch Spell Multiplier spell and restores it to the original number of uses if SL equals or exceeds the SL of the Catch Spell Multiplier spell. This does nothing to extend the duration of the spell catching, however.

### **Embed Spell**

*Rank 11 (Hard)*

*Range: Touch*

*Duration: Extended*

*Target: Item*

*Area: Number (Single)*

This spell is the same as Catch Spell except that an embedded spell having a duration lasts as long as the Embed Spell lasts and others can be activated

once per day.

### **Increase Uses**

*Rank 12 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Item*

*Area: Number (Single)*

This spell is cast on an item with a Catch Spell Multiplier and increases the number of uses by Level if SL equals or exceeds the SL + number of uses of the targeted Catch Spell Multiplier. If these uses are used they can be restored normally for the Catch Spell Multiplier. This does nothing to extend the duration of the spell catching, however.

### **Armor Enchantment**

*Rank 14 (Hard)*

*Range: Touch*

*Duration: Extended*

*Target: Item*

*Area: Weight (Large)*

This spell is the same as Craft Magic Item except that it can take any number of Combat List spells whose target is armor. The total SL of the spells cannot exceed this enchantment's SL.

### **Wood Knife**

*Rank 20 (Complex)*

*Range: Touch*

*Duration: Short*

*Target: Putty Knife*

*Area: Number (Single)*

The putty knife has the property that it is perfectly dull but will slice through bark without any resistance and through wood with hardly any, varying somewhat with the hardness of the wood. With some practice it can be used to strip bark much like peeling a potato or to cut smooth planks. It is generally useful for planing wood though care must still be taken to not cut fingers on slivers of wood.

### **Advanced Armor Enchantment**

*Rank 24 (Multiplex)*

*Range: Touch*

*Duration: Extended*

*Target: Item*

#### **Wand Size**

*Pounds adjSL*

$\frac{1}{8}$  0

$\frac{1}{4}$  -1

$\frac{1}{2}$  -2

1 -3

2 -4

*Area: Number (Single)*

This spell is the same as Embed Spell except that it can take up to Score – this spell's Rank of Combat List spells whose target is armor and each of whose SL does not exceed the SL of the enchantment.

### **Puzzle Cube**

*Rank 24 (Multiplex)*

*Range: Touch*

*Duration: Extended*

*Target: Wood cube*

*Area: Number (Single)*

The puzzle cube is a wooden puzzle whose colored pieces are shifted and rotated to form patterns. The enchantment is that anyone attempting to use this magic item becomes obsessed with it. While obsessed the character will spend all his time working the puzzle. Setting it down requires a WIL roll whose difficulty is equal to SL. Anyone obsessed by the puzzle will protect it with their life, though the enchantment makes the puzzle virtually indestructible (its AP is equal to  $2^{\text{SL}}$  and HP is equal to  $10^{\text{SL}}$ —at SL 6 that is 64 AP and 1,000,000 HP). The only way to break the obsession is to solve the puzzle by reaching the fifth degree of mastery.

**Weapon Enchantment List (Hard)***[Enchant List 10]*

All spells on this list Twice the weight of the weapon to be enchanted, plus the spell's rank, cannot exceed the character's skill score with the list. Thus, to use a Keen Edge enchantment on a shortsword requires that the thaumaturge have this list at skill score 5 or higher. Only one enchantment can be applied at a time (with the exception of a rune mage Complexing or splitting the skill).

Note that all bonuses are magical and will thus injure creatures only affected by magic.

**Soul Sucker***Rank 10 (Complex)**Range: Touch**Duration: Short**Target: Knife*

The knife gains the ability drain the soul of the target if it draws blood. Each point of damage done temporarily lowers the victim's POW by a point (regained at one point per week, although every fifth point is permanent) and heals one point of damage taken by the wielder. If the wielder has no wounds then it instead increases his STR by one point (lost at one point per week).

**Spirit Dagger***Rank 10 (Complex)**Range: Touch**Duration: Short**Target: Wood Dagger*

The wood dagger has the property that it affects spirits. Merely encountering it is uncomfortable though not harmful to them. If the dagger is drawn and held menacingly then it causes pain though again it does not damage the spirit. However, if swung in a deliberate attack that connects (that is, the wielder succeeded in an attack roll) then damage using adjSTR of SL is done to the spirit. This property is retained if taken to the spirit world.

**Vorpal Blade***Rank 10 (Complex)**Range: Touch**Duration: Short**Target: Edged Weapon*

The weapon always strikes the head (or most vital

location in the absence of a head, or a random location in the absence of a vital location). In addition it increases damage by SL.

**Ego Sword***Rank 16 (Multiplex)**Range: Touch**Duration: Short**Target: Sword*

The sword is given an intelligence of sorts. The level of sentience is determined by the level of success in the casting (which for thaumaturgy means it is always non-sentient). As all memory and thus skills are lost if the spell ends this enchantment makes little sense except as a powered, permanent enchantment. The sword has a telepathic link with its attuned wielder. The level of communication possible depends on the sentience of the sword—language does not enter into it. The sword has WIT, WIL and Weapon Aptitude equal to SL. The sword can have skill in sword fighting and, if it is cooperating, its skill is added to the wielder's. However, if it is not cooperating the sword's skill becomes a penalty. The sword will develop an alignment and personality that is greatly influenced by its owner as it only experiences the world through the senses of its owner.

**Multi Weapon***Rank 21 (Multiplex)**Range: Touch**Duration: Short**Target: Weapon*

This enchantment is made by combining the construction of a variety of weapons, the number of which cannot exceed SL. The finished product will be only one weapon at a time. There are two controls, one for switching the weapon it currently is and the other for switching the weapon characteristics it currently has. With no mastery this weapon is not particularly useful being a simple weapon of the last type set.

To switch the weapon with zero degree of mastery requires a meditative focus and an uninterrupted round of action. At the first degree of mastery the switch can be done between rounds. At the second degree of mastery the switch can be done with a 5 SR action and at the third degree of mas-



tery the switch can be done in any SR.

Normally the weapon characteristics change with the weapon, but this can be affected with the second control. At the first degree of mastery the characteristics can be set between rounds to the current weapon, or if the weapon is switched the characteristics can be prevented from changing. At the second degree of mastery one characteristic can be set between rounds to the current weapon, or if the weapon is switched a single characteristic can be prevented from or allowed to change. At the third degree of mastery characteristics can be set as desired between rounds or when the weapon is changed.

The skill used in wielding the weapon depends on the weapon selected. However, skill adjustment, adjSTR, damage type, reach, weight, Parry, AP and HP are all characteristics of a weapon. If a spear, sword, knife and maul were combined then, with sufficient control, the adjSTR of the maul could be combined with the impale damage type and polearm reach of the spear and the weight of a knife—all in the form of a sword and using the appropriate sword skill.

### **Wand Enchantment List (Hard)**

*[Enchantment List 10]*

These spells are all used to make enchanted wands. Most require Craft Wood to make though some require Craft Stone. To use a wand requires that it first be attuned. Many wands are more effective with greater mastery. Note that a wand can be of any size ranging from 2 ounce hazel wands to four pound oak staves, however, the effective SL is reduced by the weight of the wand.

#### **Create Wand**

*Rank 1 (Average)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This makes a blank wand whose sole property is that it is magical.

#### **Energy Wand**

*Rank 3 (Average)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This makes a wand capable of storing up to SL magic points. To charge the wand requires the wand be attuned and a meditative focus.

### **[List Group] Wand**

*Rank 6 (Hard)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This makes a wand that gives the wielder a bonus equal to SL for casting spells of the given type. Note, this wand differs between thaumaturgy and wizardry.

### **[List Group] Magic Wand**

*Rank 10 (Complex)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This makes a wand having an energy store equal to SL and giving a bonus to spell castings of the given type equal to SL.

#### **Spell Wand**

*Rank 12 (Complex)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This makes a wand capable of holding a spell. The spell to be embedded is cast into the wand as the final step and that spell's level cannot exceed SL. The number of uses equal the thaumaturge's Level. Each use releases the spell with the same range and duration it had when originally cast though the wielder specifies the target.

### **Advanced Wand Enchantment List (Hard)**

*[Wand Enchantment List 24]*

These spells are more advanced creations of wands but follow the same basic rules as for the Wand Enchantment List. These wands all have special powers and are in some sense unique. However, all of these wands require special materials and construction.

#### **Wand of Light**

*Rank 2 (Complex)*

*Range: Tools*



*Duration: Permanent*

*Target: Wand*

This wand projects light from its tip with the intensity of light, tightness of the beam and nature of the light being separate powers to master. When fully mastered the wand can be used to project a laser beam having a range of 1,000 yards doing damage for an adjSTR of up to SL using Handgun skill to hit.

*Intensity: At*

### **Spell Catcher Wand**

*Rank 8 (Multiplex)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This makes a wand that can catch a spell if the wand is successfully interposed between the caster and the target. Interposition need not be exact: intent and occupying a hex in the spell's path is sufficient. The maximum SL spell that can be caught in such a fashion is equal to the enchantment's SL with the maximum number of spell's that can be caught at any one time being equal to Level. There are three controls: catching, release and selection.

To work the wand must be "set" which requires the catching control. Once a spell has been caught it must be "reset" to catch another spell. If one or more spells have been caught then one of them can be released. A released spell has its original SL, range, duration, target type and area of effect, but the releasing character selects a new target. Note the spell is being released, not re-cast, so any spells to locate or identify the caster will locate and identify the original caster.

The spell being released is determined based on the selection control. At zero degrees of mastery in this control the released spell is chosen randomly from the currently caught spells. At the first degree of mastery a spell can be preferentially selected (twice as likely) or suppressed (half as likely). At the second degree of mastery a spell can be selected (50% chance, with random selection from remaining) or suppressed (random from remaining). At the third degree of mastery the spell can be selected at will.

### **Wand of Many Wonders**

*Rank 20 (Transcendent)*

*Range: Tools*

*Duration: Permanent*

*Target: Wand*

This wand is a combination of all the other wands with the additional power to be mastered of controlling which type of wand it is currently behaving as. With no mastery the type of wand is randomly selected each time it is used.

Control 1: the power to be exercised. At the zeroeth degree of control the power is randomly selected. At the first degree of control a power can be preferentially selected (twice as likely) or suppressed (half as likely). At the second degree of control a power can be selected (50% chance, with random selection from remaining) or suppressed (random from remaining). At the third degree of control a power can be selected at will?

Control 2: insect swarm. At the zeroeth degree of control a stream of butterflies is projected. Though pretty, they do not last past the round and have no effect on the game. At the first degree of control they become flies and can be directed with Target skill (Hard). At the second degree of control they become bees and can be directed with Target skill (Average). At the third degree of control they become wasps and can be directed with Target skill (Easy).

Control 3: light. At the zeroeth degree of control a rainbow is projected for a single SR. No significant illumination is produced. At the first degree of control the wand acts like a flashlight having IP equal to SL. At the second degree of control the wand emits a flash that blinds all those in front of the wielder who miss a CON/SL roll. At the third degree of control the wand acts as a laser doing adjSTR for SL and using Handgun to hit.

Control 4: fire. At the zeroeth degree of control a jet of fire is projected for a single SR (doing partial fire damage based on?). At the first degree of control a jet of fire is projected ? At the third degree of control a (huge?) fireball is projected?

Control 5: ...



# MOVEMENT Lists

**S**pells in the movement lists do more than the obvious speed up, slow down, flight and levitation, but encompass using force at a distance, such as for telekinesis, slamming doors shut and the like. In the more rarefied heights of movement magic the very flow of time can be affected. The basic group of lists all deal with straightforward movement issues while the force group of lists extend the concepts into generalized force issues. The final set of lists leads into the magical manipulation of time and space.

Magical research into movement spells and effects requires space for the experiments to play out.

## Movement Lists

These lists all deal with the basic magic of motion, whether imparting it, engendering it, or preventing it from occurring.

### Basic Movement List (1)

These spells introduce the concepts that are explored more thoroughly in later lists

#### Speed

*Rank 4 (Average)*

*Score: 9*

*adjScore: 5*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

*Area: Single*

This spell increases the target's Mv by adjSL.

#### Slow

*Rank 5 (Average)*

*Score: 11*

*adjScore: 6*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

*Area: Single*

This spell reduces the target's Mv by adjSL, but not below one half.

#### Haste

*Rank 1 (Simple)*

*Score: 3*

*adjScore: 2*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

*Area: Single*

*Resisted (if specified)*

This spell increases the target's SR by adjSL, but at the expense of the FP equal to adjSL. This spell allows the character to start moving in SR 10 + adjSL and to make a wild swing as early SR 11 + adjSL regardless of SR.

#### Sluggish

*Rank 3 (Simple)*

*Score: 7*

*adjScore: 4*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

*Area: Single*

*Resisted*

This spell forces the target to work harder to do the same things, as if moving through a thick, viscous medium. The net effect is to reduce SR by adjSL, which can be offset by expending extra FP equal to the amount of SR penalty being offset. For example, SL 8 will reduce SR by 3. If the target expends an extra 3 FP then the penalty is offset for the round.

#### Slow Field

*Rank 2 (Simple)*

*Score: 5*

*adjScore: 3*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

*Area: Single*

*Resisted*

This spell forces the target to work harder to do the same things to an extent determined by SL. If SL is at least  $\frac{1}{3}$  STR then the target must expend an extra FP to avoid a 1 SR penalty for the round. If SL is at least STR then the target must expend an extra 2 FP to avoid a 2 SR penalty for the round. If SL is at

least  $3 \times \text{STR}$  then the SR penalty is 3, less the number of extra FP expended.

### **Slow Time**

*Rank 7*

*Score: 30*

*adjScore: 23*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Single*

This spell gives the target the ability to invoke “slow time” a number of times in a round equal to adjSL and having up to adjSL extra SR each time. Each round there is a pool of extra SR equal to SL that is reduced each time “slow time” is invoked. At SL 55 a character can invoke “slow time” up to ten times in a round and get up to 10 extra SR each time, but not totalling more than 55 extra SR in any given round. When invoked the extra SR are placed in that SR, but occur before the normal SR is resolved. In melee each extra SR against an opponent who is not in slow time counts as an opportunity to attack.

### **Time Advantage**

*Rank 4*

*Score: 24*

*adjScore: 20*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Single*

This spell gives the target the ability to invoke “slow time” once each round for extra SR equal to adjSL. The maximum extra SR that can be obtained from this spell is SL.

### **Group Slow Time**

*Rank 10*

*Score: 36*

*adjScore: 26*

*Range: Short*

*Duration: Medium*

*Target: Area*

*Area: Region*

This spell is the same as Slow Time except that it affects everyone in the affected area.

### **Movement List (Hard)**

All spells on this list have to do with motion.

#### **Haste**

*Rank 1*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

This spell allows the target to take up to SL extra actions in a round, however the target must pay the appropriate FP for doing so. Generally, this is equal to Enc.

#### **Speed Up**

*Rank 2*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

This spell increases the target's Mv by SL.

#### **Feather Fall**

*Rank 4*

*Range: Short*

*Duration: time of fall*

*Target: Creature or Object*

This spell reduces the effective height of a falling target by SL + Level + POW feet.

#### **Super Haste**

*Rank 6*

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

This spell allows the target to take more actions in a round, the number being determined by SL. Unlike the normal Haste spell no fatigue is incurred for taking these actions.

#### **Fly**

*Rank 8*

*Range: Self*

*Duration: Short*

*Target: Self*

This spell allows the thaumaturge to fly with a Mv equal to SL.

### **Anti-Movement List (Hard)**

[Movement List 6]

The spells on this list all have to do with limiting or stopping movement.

### **Hinder**

Rank 2

*Range: Short†*

*Duration: Short*

*Target: Creature (Size)*

*Resisted*

This spell reduces the number of actions that the target can take in a round by SL, though not below 1. Each point of excess SL reduces the SR by one. This last reduction will prevent an action from occurring if SR is reduced below 0.

### **Slow Down**

Rank 4

*Range: Short†*

*Duration: Short*

*Target: Creature (Size)*

*Resisted*

This spell reduces the target's Mv by SL, though not below 1.

### **Hold Person**

Rank 6

*Range: Short*

*Duration: Brief*

*Target: Creature*

*Resisted*

This spell reduces the target's Mv to 0 if SL<sup>2</sup> is greater than the target's STR.

### **Paralysis**

Rank 8

*Range: Short*

*Duration: Brief*

*Target: Creature (Size)*

*Resisted*

This spell affects a random hit location (determined as if by a ranged attack) as if it had taken a serious wound. There is no actual damage and the effect only lasts for the duration of the spell.

### **Immobilize**

Rank 10

*Range: Close*

*Duration: Short*

*Target: Creature*

### *Resisted*

This spell prevents the target from moving at all if SL<sup>2</sup> is greater than the target's STR. No drawing of breath, no twitch of an eyelash. Note that the target's need for these actions is temporarily suspended (e.g., the target won't pass out from lack of oxygen) though the target is not in a state of suspended animation.

### **Basic Force List (Average)**

All of the spells on this list are concerned with application of a force.

### **Lift**

Rank 1

*Range: Short*

*Duration: Brief*

*Target: Region (Skill)*

This spell creates an upward lifting force starting from the ground or an equivalent surface in the affected area. The force moves slowly but forcefully. It can lift up to SL × Level × 10 pounds, but only at the rate of five feet per round.

### **Knock**

Rank 2

*Range: Close†*

*Duration: Brief*

*Target: Door or Window*

SL is reduced by the total complexity of all locks engaged and securing the target. Any remaining SL reduced the SL of Lock spells cast on the target. If there is at least 1 SL in excess the door will swing open.

### **Lock**

Rank 2

*Range: Close†*

*Duration: Medium*

*Target: Door or Window*

This spell causes the target to swing closed and any locks to engage. In addition the target is held closed for the duration of the spell with a STR equal to SL × 5.

### **Move**

Rank 3

*Range: Medium*

*Duration: Short*

*Target: Object*

This spell allows the thaumaturge to move the target at will along the surface on which it is resting. In other words, the object cannot move unsupported through the air. The Mv is equal to SL, but is reduced by 2 for every five feet of elevation when moving up-slope at an angle of 10–30° and by 3 for every five feet of elevation when moving up-slope at an angle of 30–45°. No steeper slope can be negotiated and there is no acceleration for going down-slope. The weight of the target reduces effective SL by one for every POW pounds in excess of  $\text{POW} \times \text{Level}$ .

**Levitate**

*Rank 4*

*Range: Medium*

*Duration: Medium*

*Target: Object*

This spell causes the targeted object to be moved at the direction of the thaumaturge with a Mv equal to SL. The weight of the target reduces effective SL by one for every Level pounds in excess of  $\text{POW} + \text{Level}$ .

**Force List (Hard)**

*[Basic Force List 40%]*

All of the spells on this list are concerned with application of a force.

**Telekinesis**

*Rank 2*

*Range: Medium*

*Duration: Medium*

*Target: Object*

This spell allows the thaumaturge to move the affected object freely as if with a STR equal to Level and a DEX equal to  $\text{SL} + \text{Level}$ .

**Advanced Force List (Hard)**

*[Force List 50%]*

All of the spells on this list are concerned with application of a force.

**Combat Force List (Hard)**

*[Force List 50%]*

All of the spells on this list are concerned with application of a force in an offensive manner.

**Phantom Punch**

*Rank 1*

*Range: Medium*

*Duration: 1 SR*

*Target: Location?*

*Targeted*

This spell launches a burst of force at the designated target doing Stun damage for an  $\text{adjSTR} \times \text{SL} \times 5$ .

**Phantom Wielder**

*Rank 2*

*Range: Medium*

*Duration: Medium*

*Target: Weapon (Weight)*

This spell causes the targeted weapon to lift into the air as if wielded by a medium-sized creature. By concentrating through his link to the spell the thaumaturge can roughly control the altitude of the weapon and designate a target. Once a target is designated the weapon will attack every round. The effective skill of the weapon is  $\text{SL} \times 5\%$ , the effective STR of the phantom wielder is equal to the minimum STR for the weapon.

**Fly**

*Movement (Average)*

*Range, Duration, Size*

This spell allows the target to fly with a movement rate equal to SL. A variant (with a difficulty of complex) is more efficient and allows the target to fly with a movement rate of  $\text{SL} \times 2 + 10$ . A super fast variant (with a difficulty of multiplex) gives a flying movement rate of  $\text{SL}^2$ —although less efficient at low SL (it has to be at least SL 5 to be worthwhile) it allows *much* faster movement rates. These are base movement rates and can be improved upon through greater exertion ( $\times 2$  for 1 action fatigue,  $\times 3$  for 2 action fatigue). 10 hexes a turn is about 5.7 miles per hour. 10 mph is about 17.6 hexes a turn. The turn rate is one hex facing per hex of movement for normal movement rates, one hex facing per two hexes of movement for  $\times 2$  movement rates and one hex facing per three hexes of movement for  $\times 3$  movement rates.

**Lock**

*Movement (Simple)*

*Range, Brief, Weight*



This spell causes the targeted door to swing shut (and lock, if it has one). Additionally, the door is held shut with a strength of  $SL \times 5$ . To close both sides of a double door this spell must be cast twice. A common variation (average complexity) has normal duration.

### **Knock**

*Movement (Simple)*

*Range, Instant, Weight*

This spell causes the targeted door to unlock (and swing open if the wizard so specifies at the time of casting). Only locks having a complexity no higher than SL are affected. If the targeted door is being held shut with a Lock spell the Lock spell will be temporarily suspended unless it has a higher SL. A suspended Lock spell will take effect again once the door is closed. To open both sides of a double door this spell must be cast twice.

### **Levitate**

*Movement (Simple)*

*Range, Duration, Object*

This spell can only be cast on inanimate objects. If the wizard maintains a link with the spell then he can move the target by concentrating, otherwise the object hovers in place. The maximum weight object that can be affected is  $SL^2 \times 1$  pound; if the object weighs more than this the spell has no effect. The object can be moved at the rate of one hex per round. This rate can be increased if there are SL in excess of that necessary to affect the object: the actual movement rate is  $(\text{excess } SL + 1)^2$  hexes per round. For example, an SL 6 could affect up to 36 pounds and move it at 1 hex per round, or as little as 1 pound and move it at 36 hexes per round. Or it could affect up to 9 pounds and move it at 9 hexes per round.

The coordination with which the wizard can move the levitated object is equal to his TAL if he concentrates to the exclusion of all else (no walking, talking or spell casting, much less dodging). Otherwise it is  $\frac{1}{4}$  TAL. Keep in mind that this is coordination, not skill. If an activity requires a skill then the wizard uses his own skill's experience points with a skill base of either TAL or  $\frac{1}{4}$  TAL as appropriate. If the wizard wishes to wield a weapon

then he must have at least 3 SL for movement. To use a three pound sword within the base range of 20 feet would require SL 5. If the wizard had 300 experience points in 1-H Sword, TAL 15 he could use the sword at 58% (an improvement from his personal 47%). But if he was unable to give the matter his *complete* attention he would be reduced to 29%.

### **Immobilize**

*Movement (Complex)*

*Range, Brief Duration, Size, Resisted*

This spell freezes the target into complete inactivity if  $SL^2$  is equal to or greater than the target's STR. It does not prevent autonomous functions, such as breathing or the heart beating, but the target cannot so much as twitch a finger or mutter a curse.

Haste

Movement (Average)

Range, Duration, Size

This spell gives the target extra actions in a round. However, any additional actions used cost fatigue. At SL 1 one extra action is gained, at SL 4 two extra actions are gained, at SL 9 three extra actions are gained, and so on.

Hold Person

Movement (Average)

Range, Brief Duration, Size, Resisted

This spell reduces the target's movement rate to zero if  $SL^2$  is equal to or greater than the target's STR. This spell only prevents the target from walking, crawling, slithering or flying. It does not prevent them from performing other actions, such as spell casting, archery or melee (though the latter is hampered by them being immobile).

### **Teleport**

*Movement (Complex)*

*Short Range, Instant, Weight, Resisted*

This spell teleports the targeted inanimate object to somewhere else in the wizard's field of vision while observing the target. If the object is in the immediate possession of a creature then that creature's WIL resists the spell. Only whole objects can be affected. This spell can be used to embarrass the target by de-pantsing them, or more seriously to take the axe out of the berserk dwarf's hands.

## **Speed Up**

*Movement (Simple)*

*Range, Duration, Size*

This spell increases the movement rate of the target by SL. A variant (with a difficulty of average) works more efficiently and increases the movement rate by  $SL^2$ . It is important to note that moving with magically enhanced speed has no effect on momentum. A lance will do no extra damage, but on the other hand the sped up mount would be able to turn with its normal precision.

## **Slow Down**

*Movement (Simple)*

*Range, Duration, Size, Resist*

This spell decreases the movement rate of the target by SL, but not below 1.

## **Paralysis**

*Movement (Average)*

*Range, Duration, Size, Resisted*

This spell completely disables a random hit location. Essentially, the effect of a serious wound is invoked though no damage is done. Higher SL's can be used to make it more difficult to dispel this spell, though doing so has no other effect.

## **Lift**

*Movement (Simple)*

*Range, Duration, Diameter*

This spell lifts, from ground level, everything in the affected area as if it were a stable platform. The maximum weight which can be lifted (and if there is more weight in the area than this the spell cannot lift anything) is  $SL^2 \times 10$  pounds. The maximum height to which this spell can lift is one foot, plus one per SL in excess of that needed to lift. Thus an SL 6 could lift up to 360 pounds one foot off the ground, or up to 160 pounds three feet off the ground. If the wizard maintains a link with this spell he can move the platform (and thus the contents with it) at 1 hex per round (about  $\frac{1}{2}$  mph) by concentrating. He can increase the movement by one hex for each SL not needed for lifting weight or height. From the preceding example, the Lift could lift up to 160 pounds one foot off the ground and move 3 hexes per round.

This spell is a favorite on construction sites where incredibly heavy loads can be effortlessly raised to great heights by Lifting them up ramps. Because the lift height is relative to the current ground level the minimum of one foot elevation and one hex per round is quit reasonable to enable the lifting of heavy loads. Because the elevation changes are affected in a single round it also makes for entertainment by lifting a would-be wizard-slayer high into the air and then terminating the spell (SL 15 could lift a loaded warrior ten or eleven feet into the air and armor doesn't protect against falling damage). This becomes particularly effective on or near cliffs.

# PERCEPTION

## Basic Perception List (Average)

The spells on this list all have to do with enhancing perception

### Enhance Touch

*Rank 1*

*Range: Close*

*Duration: Brief*

*Target: Creature*

This spell enhances the target's tactile perception. If the target does not have tactile perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the tactile acuity such that the target can better distinguish between similar feels. In effect this gives a bonus of  $SL \times 3\%$  to any attempt to discern or identify through touch.

### Enhance Taste

*Rank 2*

*Range: Close*

*Duration: Brief*

*Target: Creature*

This spell enhances the target's flavor perception. If the target does not have flavor perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the flavor acuity of the target such that the target can better distinguish between similar tastes. In effect this gives a bonus of  $SL \times 3\%$  to any attempt to discern or identify flavor.

### Enhance Smell

*Rank 3*

*Range: Close*

*Duration: Brief*

*Target: Creature*

This spell enhances the target's olfactory perception. If the target does not have olfactory perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the olfactory acuity of the target such that the distance a smell is observed is increased by  $SL$  feet.

### Enhance Hearing

*Rank 4*

*Range: Close*

*Duration: Brief*

Accuracy				
<i>Very Low</i>	<i>Low</i>	<i>Normal</i>	<i>High</i>	<i>Very High</i>
1-3	1	1	1	1
4-15	2, 3	2	2	2
16-63	4-7	3	3	3
64-255	8-15	4, 5	4	4
256-1023	16-31	6, 7	5	5
	32-63	8-11	6	6
	64-127	12-15	7	7
	128-255	16-23	8, 9	8
	256-511	24-31	10, 11	9
	512-1023	32-47	12, 13	10
		48-63	14, 15	11
		64-95	16-19	12
		96-127	20-23	13
		128-191	24-27	14
		192-255	28-31	15
		256-383	32-39	16, 17
		348-511	40-47	18, 19
		512-767	48-55	20, 21
		768-1023	56-63	22, 23
			64-79	24, 25
			80-95	26, 27
			96-111	28, 29
			112-127	30, 31
			128-159	32-35
			160-191	36-39
			192-223	40-43
			224-255	44-47
			256-319	48-51
			320-383	52-55
			384-447	56-59
			448-511	60-63
			512-639	64-71
			640-767	72-79
			768-895	80-87
			896-1023	88-95
				96-103
				104-111
				112-119

*Target: Creature*

This spell enhances the target's aural perception. If the target does not have aural perception (such as a

spirit) then this spell has no effect. The effect of this spell is to increase the aural acuity such that the target's base Hearing range is increased by SL.

### Enhance Vision

Rank 5

Range: Close

Duration: Brief

Target: Creature

This spell enhances the target's visual perception. If the target does not have visual perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase visual acuity such that the target's Detail range is increased by SL, the Normal range is increased by  $SL \times 3$ , the Identify range is increased by  $SL \times 10$  and the Spot range is increased by  $SL \times 30$ .

### Enhance Aura Perception

Rank 6

Range: Close

Duration: Brief

Target: Creature

This spell increases the target's sensitivity to auras. Most creatures have a sensitivity of zero and cannot use this sense to locate or place things, only identify their presence. The ability and accuracy of location is determined by the target's sensitivity, which is increased by SL. Use the apparent presence on the following table to determine the maximum effective percentage.

*Presence    Maximum Effective Percentage*

Very Weak     $SL \times 1\%$

Weak     $SL \times 2\%$

Normal     $SL \times 3\%$

Strong     $SL \times 4\%$

Very Strong     $SL \times 5\%$

Massive     $SL \times 6\%$

Overwhelming     $SL \times 8\%$

God-like     $SL \times 10\%$

### Detect Action

Rank 8

Range: Medium

Duration: Medium

Target: Location

Area: Diameter (Enormous)

This spell alerts the spell caster if an action, speci-

### Describe Magic

SL	Area, Distance or SL	Direction
1	none	180° arc
2	Very Low Accuracy	90° arc
4	Low Accuracy	45° arc
8	Normal Accuracy	22° arc
12	High Accuracy	11° arc
16	Very High Accuracy	6° arc
20	Exact Accuracy	Exact direction

fied at the time the spell was prepared, occurs within the spell's area of effect. The more specific, subtle and complicated the action to be detected the higher the SL must be for accuracy. This is often used to act as a signaling mechanism without requiring the spell caster to actually see the signal.

The required SL can be considered a composite of the three aforementioned attributes. If the action is incredibly general (any kind of waving motion) use SL 1. If the action is mildly specific (a hand wave) use SL 2. If the action is specific (left hand wave) use SL 3. If the action is very specific (only hand wave rotating from left wrist) use SL 5. If the action is general use the given SL. If it is mildly complicated (three oscillations of the wave) increase SL by 1. If it is complicated (one short followed by two long waves) increase SL by 2. If it is silly (a short wave from elbow followed by a long wave with the pinkie while blinking the left eye and tapping toes) increase SL by 3 or more.

Then adjust this SL for the visibility of the action. If the action is one which the spell caster

### Magical Duration

SL	1+ rounds	1+ minutes	1+ hours
1	1 minute	1 hour	1 day
2, 3	5 rounds	15 minutes	9 hours
4-7	3 rounds	4 minutes	3 hours
8-15	2 rounds	1 minute	1 hour
16+	1 round	5 rounds	30 minutes
SL	1+ days	1+ months	10+ years
1	1 month	10 years	100 years
2, 3	10 days	1 year	50 years
4-7	3 days	4 months	25 years
8-15	1 day	1 month	10 years
16+	12 hours	2 weeks	5 years

would probably see anyway just use the SL. If it is something that he would have to be watching for double the SL. If seeing the action would require a perception roll triple the SL. If the action is, for all intents and purposes, undetectable, use four or five times the SL.

### Perception List (Hard)

[Basic Perception List 60%]

The spells on this list all have to do with improving perception

#### Increase Touch

Rank 1

Range: Medium

Duration: Short

Target: Creature

This spell enhances the target's tactile perception. If the target does not have tactile perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the tactile acuity such that the target can better distinguish between similar feels. In effect this gives a bonus of  $SL \times 5\%$  to any attempt to discern or identify through touch.

#### Increase Taste

Rank 2

Range: Medium

Duration: Short

Target: Creature

This spell enhances the target's flavor perception. If the target does not have flavor perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the flavor acuity of the target such that the target can better distinguish between similar tastes. In effect this gives a bonus of  $SL \times 5\%$  to any attempt to discern or identify flavor.

#### Increase Smell

Rank 3

Range: Medium

Duration: Short

Target: Creature

This spell enhances the target's olfactory perception. If the target does not have olfactory perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the olfactory acuity of the target such that the distance a smell is observed is increased by  $SL \times 5\%$  and Smell rolls

### Identify Magic

SL	Result
1	Type: divine, elemental, hedge wizardry, natural, rune, sorcery, spirit, summoner thaumaturgy, witchcraft, wizardry
2	Category: black, white or grey; alignment; name of rune; divine pantheon; thaumaturgic group; area of wizardry; type of spirit
4	Identity: name of cantrip, charm, spell, summoner ritual, rune power, divine power invoked or thaumaturgic list
8	Details: Low accuracy for SL, range, duration and area (based on TAL points distribution for wizardry, POW for hedge wizardry, skill score for thaumaturgy, etc.); name of divine ritual; name of thaumaturgic or wizardric spell
12	Improved Details: Normal accuracy for SL, range, duration and area
16	Improved Details: High accuracy for SL, range, duration and area
20	Improved Details: Very high accuracy for SL, range, duration and area
24	Exact Details: SL, range, duration, target type and area



have a bonus of  $SL \times 5\%$ .

### Clairaudience

Rank 4 (Average)

Range: Medium

Duration: Medium

Target: Self

Area: Number (Single)

This spell allows the wizard to move his locus for listening out to the spell's range. The quality of his "perception" varies with SL. Basically, all sound is in mono with a sampling quality of 4 kbps at SL 1, doubled for each additional 2 SL. SL 1 (4 kbps) is just static, SL 5 (16 kbps) is about like a static-filled radio broadcast, SL 9 (64 kbps) is about like a clear radio broadcast or a cassette tape, SL 13 (256 kbps) is practically perfect. The locus can be moved instantly to places that the wizard can see, but only at one hex per round through areas that he cannot. It is important to note that the wizard cannot hear his own surroundings while listening through the spell. It is a complete replacement of his own hearing.

### Increase Hearing

Rank 4

Range: Medium

Duration: Short

Target: Creature

This spell enhances the target's aural perception. If the target does not have aural perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the aural acuity such that the target's Hearing ranges are increased by  $SL \times 5\%$  and Listen rolls have a bonus of  $SL \times 5\%$ .

### Increase Vision

Rank 5

Range: Medium

Duration: Short

Target: Creature

This spell enhances the target's visual perception. If the target does not have visual perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase visual acuity such that the target's visual ranges are increased by  $SL \times 5\%$  and Scan, Search and Track rolls have a bonus of  $SL \times 5\%$ .

### Clairvoyance

### Reveal Identity

SL Description

- |    |   |
|----|---|
| 1  | Thing (mindless), Animal (non-sentient), Predator (quasi-sentient), Primate (semi-sentient), Monster (sentient)   |
| 2  | General racial group (e.g., human, elder race [elf, dwarf], younger race [kobold, gnome, goblin, orc], lizard race [drakkonian, lizardman, reptileman]) |
| 3  | Major racial group (e.g., human, elf, dwarf, kobold, gnome, goblin, orc, drakkonian, lizardman, reptileman)   |
| 4  | Race (e.g., an elf is a wood elf or a sea elf, a pixie is Iklthior or Parway, a gnome is forest or earth, etc.)   |
| 5  | Gender  |
| 6  | Approximate height and weight (within $\pm 10\%$ )  |
| 8  | Major features (approximate skin, eye and hair color)   |
| 10 | Physical description (height and weight within $\pm 5\%$ ; skin, eye and hair color; prominent features)  |
| 12 | Good physical description (includes a sense of bearing and dress)   |
| 14 | Complete physical description (includes bearing and dress)  |
| 16 | Common name (nickname or first name)  |
| 18 | Full name   |
| 20 | Mystical knowledge sufficient to target with magic—effect only lasts TAL rounds   |

Rank 6 (Average)

Range: Medium:

Duration: Medium

Target: Self

Area: Number (Single)

This spell allows the spell caster to move his locus for vision out to the spell's range. The quality of his "perception" varies with SL. SL 1 is just visual snow, SL 5 is about like a static-filled TV broadcast, SL 9 is about like a clear TV broadcast or a video tape recording, SL 13 is practically perfect (like satellite or DVD). The locus can be moved at TAL hexes per round to places the wizard can see, but only at one hex per round through areas that he cannot. It is im-



portant to note that the wizard cannot see his own surroundings while seeing through the spell. It is a complete replacement for his own vision.

Attempting to take action if he is viewing himself is awkward at best. Any action is penalized by 30, though the penalty is reduced by the square root of the number of hours of experience the spell caster has with doing so.

### **Increase Aura Perception**

*Rank 6*

*Range: Medium*

*Duration: Short*

*Target: Creature*

This spell increases the target's sensitivity to auras. Most creatures have a sensitivity of zero and cannot use this sense to locate or place things, only identify their presence. The ability and accuracy of location is determined by the target's sensitivity, which is increased by SL. Use the apparent presence on the following table to determine the maximum effective percentage.

*Presence    Maximum Effective Percentage*

Very Weak     $SL \times 1\%$

Weak     $SL \times 3\%$

Normal     $SL \times 5\%$

Strong     $SL \times 7\%$

Very Strong     $SL \times 10\%$

Massive     $SL \times 15\%$

Overwhelming     $SL \times 20\%$

God-like     $SL \times 25\%$

### **Advanced Perception List (Hard)**

*[Perception List 60%]*

The spells on this list all have to do with improving perception

#### **Super Touch**

*Rank 1*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

This spell enhances the target's tactile perception. If the target does not have tactile perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the tactile acuity such that the target can better distinguish between similar feels. In effect this gives a bonus of  $SL \times 5\%$  to any at-

tempt to discern or identify through touch.

#### **Super Taste**

*Rank 2*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

This spell enhances the target's flavor perception. If the target does not have flavor perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the flavor acuity of the target such that the target can better distinguish between similar tastes. In effect this gives a bonus of  $SL \times 5\%$  to any attempt to discern or identify flavor.

#### **Super Smell**

*Rank 3*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

This spell enhances the target's olfactory perception. If the target does not have olfactory perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the olfactory acuity of the target such that the distance a smell is observed is increased by  $SL \times 5\%$  and Smell rolls have a bonus of  $SL \times 5\%$ .

#### **Super Hearing**

*Rank 4*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

This spell enhances the target's aural perception. If the target does not have aural perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase the aural acuity such that the target's Hearing ranges are increased by  $SL \times 5\%$  and Listen rolls have a bonus of  $SL \times 5\%$ .

#### **Super Vision**

*Rank 5*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

This spell enhances the target's visual perception. If the target does not have visual perception (such as a spirit) then this spell has no effect. The effect of this spell is to increase visual acuity such that the

target's visual ranges are increased by  $SL \times 5\%$  and Scan, Search and Track rolls have a bonus of  $SL \times 5\%$ .

### Super Aura Perception

Rank 6

Range: Medium

Duration: Medium

Target: Creature

This spell increases the target's sensitivity to auras. Most creatures have a sensitivity of zero and cannot use this sense to locate or place things, only identify their presence. The ability and accuracy of location is determined by the target's sensitivity, which is increased by SL. Use the apparent presence on the following table to determine the maximum effective percentage.

Presence    Maximum Effective Percentage

Very Weak     $SL \times 3\%$

Weak     $SL \times 5\%$

Normal     $SL \times 10\%$

Strong     $SL \times 15\%$

Very Strong     $SL \times 20\%$

Massive     $SL \times 25\%$

Overwhelming     $SL \times 40\%$

God-like     $SL \times 50\%$

### Danger Sense

Rank 8 (Complex)

Range: Medium

Duration: Medium

Target: Creature

Area: Number (Single)

This spell gives the target sixth-sense for danger. The SL is the approximate number of rounds that the target is alerted before nascent physical danger erupts. There is no sense of where or what kind of danger, just a bad feeling. The feeling will get stronger as the time of danger nears. Because an alerted character might shy away from the source of danger the spell's warning may well fade instead of coming to fruition.

### Altered Perception List (Average)

[Basic Perception List 50%]

The spells on this list all have to do with perception gimmicks

### Microscope

Rank 1

Range: Close

Duration: Short

Target: Creature

This spell allows the target to toggle between normal and microscopic vision. The microscoping increases the apparent size of what is being looked at while foreshortening the field of vision so that less can be seen. The effective magnification is equal to  $2^{SL}$ . Because this is a near-sighted effect the target's visual ranges are divided by the magnification. While this allows much more detail to be discerned the restricted field of vision makes it difficult to locate things so that, from a Search perspective, there is no net modifier.

### Telescope

Rank 2

Range: Close

Duration: Short

Target: Creature

This spell allows the target to toggle between normal and telescoped vision. The telescoping increases the apparent size of what is being looked at while foreshortening the field of vision so that less can be seen. The effective magnification is equal to  $2^{SL}$ . Because this is a far-sighted effect anything closer than  $\frac{1}{30}$  the Detail range times magnification is blurred and cannot be made out. While this allows much more detail to be discerned the restricted field of vision makes it difficult to locate things so that, from a Scan perspective, there is no net modifier.

### Improve Night Vision

Rank 3

Range: Close

Duration: Short

Target: Creature

This spell increases the character's visual acuity in low-light conditions such that, as long as there is some light, any penalty for darkness is reduced by  $SL \times 3\%$ .

### Magnifier

Rank 4

Range: Close

*Duration: Short*

*Target: Creature*

This spell allows the target to toggle between normal and magnified vision. When using magnified vision the subject of the target's vision is, for the target, greatly magnified and detailed. While this has the effect of obstructing some of what is just around the subject there is a slight fish-bowl lense effect as well. Note that the "fish-bowl" is limited to the subject of vision and does not apply to the subject's surroundings. The net effect of this is to give a bonus of  $SL \times 5\%$  to any Scan, Search or Track rolls.

### Basic Darkness (Average)

The spells in this list all have to do with darkness or shadow.

#### Intensify Shadow

*Rank 1*

*Range: Short*

*Duration: Medium*

*Target: Creature*

This spell makes the shadow cast by the target darker than it would otherwise be. SL 20 is sufficient to make an imperceptibly faint shadow ink-black.

#### Scale Shadow

*Rank 2*

*Range: Short*

*Duration: Medium*

*Target: Creature*

This spell allows the thaumaturge to make the shadow cast by the target either larger or small by a factor not to exceed SL plus one. The scaling factor can be changed by taking one action and concentrating, though the target must still be within the spell's range.

#### Alter Shadow

*Rank 5*

*Range: Short*

*Duration: Medium*

*Target: Creature*

This spell allows the thaumaturge to alter the shadow cast by the target. Each alteration requires 1 SL. The thaumaturge can keep altering the shadow after the spell is cast (though never more alterations

at a time than SL), but each alteration requires one action to accomplish during which he must concentrate.

### "Shadow Snap" (Shadow Trap?)

*Rank ?*

*Range: ?*

*Duration: ?*

*Target: Creature*

This spell freezes the shadow of the targeted creature and, due to the magical relation between shadows and their casters freezes the target as well. Naturally, this spell only works on creatures that cast shadows and only in circumstances when there is a shadow cast.

### Basic Information List (Average)

All of these spells deal with finding and gathering information about magic, whether it is natural or cast. A magical creature is noted as such in its description. A spell noted as "Automatic Target" selects its target based on the spell description and is not subject to the normal limitations for targeting a spell.

A basic principle of information magic is that the higher the SL the more accurate the information provided. A common way of representing the accuracy is to use the Accuracy table to determine the range of values representing the uncertainty.

To use the Accuracy table the referee uses the accuracy achieved by the spell and cross-referencing with the score being discovered. The intersection is the range of values provided to the spell caster. For example, if the spell is highly accurate and the score being detected is 10 then the referee informs the spell caster that the value is ten or eleven.

This can be used for most anything represented by a score. Hedge wizardry cantrips vary with the POW of the caster so that is used as the score and the spell caster is informed of the calculated value. For example, if the information spell has normal accuracy and the range of a cantrip cast by a POW 12 hedge wizard is being determined the referee informs the spell caster that the range is 120 to 150 feet.

Similarly thaumaturgy range, duration and area of effect are normally determined by the thaumaturge's skill score with the list. Wizardry

range duration and area of effect are determined by the points of the wizard's TAL allocated for those purposes.

### **Detect Magic**

*Rank 1 (Simple)*

*Range: Close†*

*Duration: Instant*

*Target: Object or Creature*

This spell detects if the targeted object or creature is magical or has a magic spell cast on it. It gives no information beyond the existence of magic or the lack thereof. This spell would identify as magical a rune master, a zombie, a demon, a demon-possessed person, someone who has a spell cast on them and so on.

### **Isolate Magic**

*Rank 3 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Object or Creature*

*Area: Single*

This spell is used to determine how many spells are on the target. If there are more spells on the target than SL that is all the thaumaturge discovers. It does not reveal any information regarding the spells, merely allows them to be numbered and isolated for targeting—this last usually for use with removal or identification.

### **Locate Magic**

*Rank 5 (Simple)*

*Range: Short*

*Duration: Brief*

*Target: Magic Source*

*Area: Single*

*Automatic Target*

This spell indicates the approximate direction and distance to the nearest source of magic within the spell's range. The thaumaturge can exclude, at the time the spell is cast, as many spells whose existence and location are already known to him as the SL of this spell. If the magic located by this spell is visible to the thaumaturge he can identify it as such simply by looking at it. Otherwise, his estimate as to the location is accurate for distance and direction as determined by SL using the Describe

Magic table. The distance accuracy is measured in feet so at SL 5 a magic source 500 feet away would be given as 256 to 511 feet narrowed down to a 45° arc. The information is conveyed to the thaumaturge as an awareness.

### **Magical Area**

*Rank 6 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

This spell reveals the target magic's area of effect to the thaumaturge as an awareness. Although primarily useful with spells affecting an area it can also be used to determine how many creatures or objects are affected by a spell. In neither case does it identify the area of effect. Note that one hex equals 20 square feet. This spell is never more accurate than an increment of 20 square feet. For spells whose area of effect is a volume consider the increments to be in five-foot tall hexes, or 100 cubic feet. The accuracy is determined by SL as found on the Describe Magic table.

### **Magical Duration**

*Rank 7 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

*Area: Single*

This spell reveals the target magic's remaining duration. Use the column representing how much duration is left. This spell is never more accurate than an increment of one round (six seconds). For example, a spell which has a 5 minute duration would use the *1+ minutes* column and, at SL 4, would be identified as having a duration of 5 to 8 minutes. A permanent spell or magical effect is identified as such with SL 1.

### **Magical Potency**

*Rank 8 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

*Area: Single*

This spell is used to determine the power (SL) of the targeted magic, revealing it as an awareness to

the thaumaturge. The accuracy is determined by this spell's SL using the Describe Magic table.

### Identify Magic

*Rank 15 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

*Area: Single*

This spell is used to determine the identify the target magic. The higher the SL the more information the thaumaturge gets as outlined on the following table.

<i>SL</i>	<i>Result</i>
1, 2	Type: hedge wizardry, natural, rune, sorcery, spirit, thaumaturgy, witchcraft or wizardry
3–6	Category: black, white or grey; alignment; name of rune; thaumaturgic group; area of wizardry; type of spirit.
7–14	Identity: name of cantrip, charm, spell, rune power or thaumaturgic list
15+	Details: exact wizardry variation; thaumaturgic spell name

### Property List (Hard)

*[Basic Information List 6]*

All of these spells deal with revealing the properties of the target.

#### Type

*Rank 1 (Simple)*

*Range: Touch*

*Duration: Instant*

*Target: Object or Creature*

This spell simply reveals the type of the object in question: mineral, plant, animal, spell or spirit. While this might seem trivial, and it normally is, there are times that things are not what they seem. For example, this would reveal a human simulacra made of magic and snow as not, in fact, being of the animal kingdom. In cases, like that, where the target is a composite then a kingdom is revealed per SL. Kingdoms are revealed in the order listed. Thus at SL 1 this would merely reveal that the simulacra was of the 'mineral' kingdom.

#### Size

*Rank 3 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Object or Creature*

*Area: Single*

This spell reveals the weight and dimensions of the target with a precision appropriate to SL. The margin of error is  $50\% - SL \times 2\%$ . When reporting the target's weight, height, etc., a number within the margin of error of the actual value is selected and then reported with the margin of error. For example, if the weight was 1,056 pounds and SL 5 then the margin of error is 40%, placing the reported weight as being from  $(1,056 \div 1.4 =) 754$  to  $(1,056 \times 1.4 =) 1,478$  pounds. The referee arbitrarily selects 1,234 pounds. This gives the reported weight range as being 881 to 1727 pounds.

A simple way (though involving some math) to arbitrarily select a value is to determine the minimum and maximum, find the difference, multiple the result by the roll of  $1d100 \div 100$  and add the minimum. The method doesn't really matter so long as a value is selected.

### Composition

*Rank 8 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Object or Creature*

This spell reveals more information the higher the SL. The amount of information revealed is really up to the referee but the following can serve as an example.

SL 3: most animals are composed of flesh, blood and bones.

SL 6: the proportion or percentage of the major components—blood 6%, flesh 44% and bone 50%. It is up to the referee whether the breakdown is by weight or volume.

SL 9: the major components—flesh is comprised of various organs such as the heart, lungs, liver, kidneys, brain, intestines and so on.

SL 12: the arrangement or structure of the major components—basic anatomy with major muscle groups, the chain of the digestive tract, etc.

SL 15: the structure or composition of the major components—the four chambers of the heart, the



major centers of the brain, the composition of the bones.

SL 18: the arrangement or structure of the minor components—detailed anatomy with most muscles included, minor centers or specializations of the brain, the workings and joinings of the bones.

SL 21: detailed structure, composition and interworkings of the body.

### **Durability**

*Rank 12 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Object or Creature*

This spell reveals the AP and HP of the object or the HP of the creature with an accuracy as outlined for Size.

### **Determine [Attribute]**

*Rank 16 (Complex)*

*Range: Short*

*Duration: Instant*

*Target: Object or Creature*

This spell reveals the specified attribute score of the object or creature with an accuracy as outlined for Size.

### **History List (Hard)**

*[Property List 12]*

All of these spells deal with the revealing of the targets past. The percent error is  $50\% - \text{SL} \times 2\%$  unless the spell specifies otherwise. The referee selects a value to report that lies within this range of the true value. Thus if the actual value were 100 and the percent error was 20 the referee would choose a value from 83 to 120 and report that.

### **Age**

*Rank 1 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell gives the age of the object or creature. For an object this is the passage of time from when it was created, for creatures this is the passage of time from birth. Some things, like mountains, are generally created by upheavals of the earth and the entire process may take a thousand years. In such cases it is up to the referee to determine an appro-

priate age to report.

### **Birthplace**

*Rank 3 (Average)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell gives the location where the target was created. Note that this is a geographic location. The details reported are direction and distance with the margin of error being the same for each.

### **Creator**

*Rank 5 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell answers the metaphysical question as to who the creator of the target is (or was). At SL 1 only the race of the creator is known progressing up to the mystical knowledge of who the creator was at SL 10. That degree of knowledge is sufficient to allow the targeting of spells capable of being cast in such a fashion.

### **Last Contact**

*Rank 8 (Hard)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell reveals the last time the target was touched prior to being handled by the caster. A succession of distinct contacts can be made, with each successive contact being treated as of one SL less. For example, an artifact that had lain untouched for 500 years and was handled by four people before reaching the thaumaturge would, at SL 5, reveal the approximate times that the artifact had changed hands on its way to the thaumaturge as well as revealing that it had last been handled somewhere in the range of 333 to 750 years. This spell reveals nothing of where or who touched it.

### **Where Handled**

*Rank 10 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell reveals the approximate direction and dis-



tance to where the target last changed hands. Each successive change of hands is revealed but at one SL less than the last.

### Who Handled

*Rank 12 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell reveals the identity of who last handled the object from the most general of type of creature at SL 1 to mystical knowledge of the individual at SL 20. Each successive owner is revealed but at one SL less than the last. The information revealed is pertinent to the last moment of handling. If ownership alternated then SL is still reduced for each alternation with correspondingly less information about the owner.

### When Happened

*Rank 14 (Complex)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell reveals the timing of major events. Each successive event is revealed with an effective SL one less than the last.

### Where Happened

*Rank 16 (Multiplex)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell reveals the approximate direction and distance of major events. The location of each successive event is identified with an effective SL one less than the last.

### What Happened

*Rank 18 (Multiplex)*

*Range: Touch*

*Duration: Instant*

*Target: Area, Object or Creature*

This spell reveals the nature of major events that have occurred to the target. Each successive is identified with an effective SL one less than the last. Examples of major events include being broken, repaired and enchanted. Detail about the event increases with SL. SL 1 should reveal just the type of

event with SL 10 providing complete details, but only as they pertain directly to the target.

### Vision History

*Rank 20 (Multiplex)*

*Range: Touch*

*Duration: Short*

*Target: Area, Object or Creature*

This spell reveals to the thaumaturge the target's history in a vision, the level of detail varies with SL. Each successive event is revealed with an effective SL of one less than the last. Events are revealed in either chronological or reverse chronological order—this is a choice made by the thaumaturge when he casts the spell. Each event is revealed in real time though an event can be skipped (though it will still take one round).

<i>SL</i>	<i>Effect</i>
0	Shifting, breaking image with hazy, partial glimpses of the target.
2	Reveals the target, though focus slips periodically. Additional details are occasionally hazily glimpsed.
4	Reveals the target with cloudy surroundings, additional details slipping in and out of focus, no more than one at a time.
6	Reveals the target with reasonable details and a "halo" of the surroundings. The rest is hazy, swimming and shifting in and out of focus.
8	Reveals the target and immediate surroundings though they sometimes slip in and out of focus.
10	Reveals the target and immediate surroundings with good clarity. Further detail of the area is hazy, swimming and shifting in and out of focus.

### Information List (Hard)

*[Basic Information List 12]*

All of these spells deal with finding and gathering information about magic.

### Detect Magic

*Rank 1 (Average)*

*Range: Long*

*Duration: Instant*

*Target: Object or Creature*

This spell detects if the targeted object or creature is magical or has a magic spell cast on it. It gives no information beyond the existence of magic or the lack thereof.

### Locate Magic

*Rank 3 (Average)*

*Range: Medium*

*Duration: Short*

*Target: —*

This spell works identically to the Basic Information List's Locate Magic except that it has better range and duration.

### Describe Magic

*Rank 4 (Average)*

*Range: Medium*

*Duration: Instant*

*Target: Spell*

This spell is used to determine the power and affect of the targeted magic. It functions as Magical Area, Magical Duration and Magical Potency all rolled into one.

### Identify Magic

*Rank 6 (Average)*

*Range: Medium*

*Duration: Instant*

*Target: Spell*

This spell is used to identify the target magic. The higher the SL the more information the thaumaturge gets as outlined on the following table.

<i>SL</i>	<i>Result</i>
1	Type: elemental, hedge wizardry, magery, natural, rune, sorcery, spirit, summoner, thaumaturgy, witchcraft or wizardry
2	Category: black, white or grey; alignment; name of rune; thaumaturgic group; area of wizardry; type of spirit.
4	Identity: name of cantrip, charm, spell, rune power or thaumaturgic list
8	Details: binary progression range 0 for SL, wizardry TAL points (POW for hedge wizardry, effective score for thaumaturgy, etc.) dedicated to range, duration and area; name of thaumaturgic or wizardric spell

- |    |   |
|----|---|
| 12 | Improved Details: approximate SL, range and duration (binary progression range 1) |
| 16 | Improved Details: approximate SL, range and duration (binary progression range 2) |
| 20 | Improved Details: approximate SL, range duration (binary progression range 3)     |
| 24 | Exact Details: SL, range, duration, target and area                               |

### Advanced Information List (Hard)

*[Information List 15]*

All of these spells deal with finding and gathering information about magic.

### Detect Magic

*Rank 1 (Hard)*

*Range: Long*

*Duration: Instant*

*Target: Object or Creature*

This spell detects if the targeted object or creature is magical or has a magic spell cast on it. If there is only one spell or magical effect it also identifies it (as per the Information List's Identify Magic spell), otherwise it informs the thaumaturge of the number of spells and magical effects and (if SL equals or exceeds the number of spells and magical effects) it "isolates" the spells and magical effects for individual targeting (as per the Basic Information List's Isolate Magic spell).

### Locate Magic

*Rank 3 (Hard)*

*Range: Long*

*Duration: Medium*

*Target: —*

This spell works identically to the Basic Information List's Locate Magic except that it has better range, duration and the accuracy is  $20 \div \text{SL}$  percent.

### Analyze Magic

*Rank 8 (Complex)*

*Range: Medium*

*Duration: Instant*

*Target: Spell*

This spell combines the functionality of Describe Magic and Identify magic. In addition, it will give an estimate of when the magic was cast or other-

wise came into being. This age estimate uses the same table as Magical Duration.

### **Locate Caster**

*Rank 10 (Complex)*

*Range: Short*

*Duration: Brief*

*Target: Spell*

This spell indicates the approximate direction and distance to the originator of the targeted spell. In some cases, e.g., a Held spell, the originator may seem ambiguous. The originator is the agent who originally cast the spell. This will be whoever made a roll to cast the spell. If no roll was required to cast the spell then it may really be ambiguous and it is up to the referee to interpret the results of this spell.

Even with an unambiguous originator, there may be an ambiguity about the location of the caster. For example, if the caster is dead. The identity of the caster is considered to be the motivating spirit and if that no longer resides on the mundane plane (or on the plane of existence where this spell is cast) then only the plane where the caster now resides is revealed.

### **Reveal Caster**

*Rank 16 (Multiplex)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

This spell reveals the visage of the caster of the targeted spell along with his approximate location as for Locate Caster.

### **Detect List (Hard)**

*[Information List 9]*

All of the spells on this list are concerned with detecting things.

### **Detect [Element]**

*Rank 1 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Creature or object*

This spell detects the presence of the element designated by the spell in the target. It is primarily useful in ascertaining the true nature of an object in dubious circumstances.

### **Detect Life**

*Rank 2 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Creature*

This spell detects the presence of life in the target. A principle use of this is to determine if the target is dead.

### **Detect Unlife**

*Rank 3 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Creature*

This spell detects the presence of unlife in the target. A principle use of this is to determine if a corpse is a vampire or some other undead creature.

### **Locate [Element]**

*Rank 4 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell locates the nearest object or creature representative of the element designated by the spell, indicating the approximate direction and distance to the thaumaturge. The thaumaturge can exclude from consideration up to SL examples of potential targets whose locations are known to him when the spell is cast. The accuracy is plus or minus (20 - SL)% of the closest that the thaumaturge gets to the target. If the thaumaturge is able to see the detected object or creature he can tell that it is such simply by looking.

### **Locate Life**

*Rank 5 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell functions identically to Locate [Element] except that it detects living creatures.

### **Locate Unlife**

*Rank 6 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell functions identically to Locate [Element]

except that it detects undead creatures.

**Detect [Substance]**

*Rank 8 (Complex)*

*Range: Short*

*Duration: Instant*

*Target: Object or Creature*

This spell detects the presence of the substance specified by the spell in the targeted object or creature. This can be used, for example, to determine if a gold coin is alloyed, or if dice contain lead weights.

**Locate [Substance]**

*Rank 10 (Complex)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell functions identically to Locate [Element] except that it works on the substance specified by the spell.

**Detect Detection**

*Rank 12 (Complex)*

*Range: Short*

*Duration: Short*

*Target: —*

This spell indicates the presence of any other Detection List (or detect/locate/scry type spells of any sort of magic) within range. It does not reveal the caster, type of spell or anything else.

**Locate Detection**

*Rank 14 (Multiplex)*

*Range: Medium*

*Duration: Medium*

*Target: —*

This spell functions identically to Locate [Element] except that it works on any sort of detection spell, picks up new spells as they take effect or come within range, and reveals the source (though not necessarily the original caster). E.g., it would locate the caster of any other spell in this list if the target of the spell were within *this* spell's range. This spell will also pick up on detection, divination or scrying type spells of any sort of magic.

**Alignment List (Hard)**

*[Basic Information List 15]*

All of these spells deal with detecting, locating and identifying alignments. For aligned magic the alignment strength is equal to the magic's SL. White magic is Nature Good, grey magic is Nature and black magic is Nature Evil. Unless specified otherwise magic does not have alignment traits.

**Detect [Alignment]**

*Rank 1 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Creature, Object or Spell*

This spell detects if the alignment of the target is that specified by the spell. The chance of success is equal to the strength of the alignment, plus SL, times 5%. This spell does not reveal anything beyond the presence of the alignment. Thus a Vengeful, Murderer character (Evil 10) would have a 70% chance of being detected as such by an SL 4 Detect Evil. Note that the referee must make the roll to avoid giving attentive players too much information. Note that true neutral cannot be specified as the alignment to detect.

**Locate [Alignment]**

*Rank 3 (Average)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell locates the nearest object, creature or spell having the alignment designated by the spell, indicating the approximate direction and distance to the thaumaturge. The thaumaturge can exclude from consideration up to SL examples of potential targets whose locations are known to him when the spell is cast. The accuracy is plus or minus (20 - SL)% of the closest that the thaumaturge gets to the target. If the thaumaturge is able to see the detected object or creature he can tell that it is such simply by looking. Note that true neutral cannot be specified as the alignment to detect.

**Detect [Trait]**

*Rank 6 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Creature, Object or Spell*

This spell detects if the target has the alignment trait

specified by the spell. Mild traits are not detected by this spell until Level 5. The chance of success is equal to  $SL \times 5\%$ .

### **Locate [Trait]**

*Rank 8 (Hard)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell locates the nearest object, creature or spell having the alignment trait designated by the spell, indicating the approximate direction and distance to the thaumaturge. The thaumaturge can exclude from consideration up to SL examples of potential targets whose locations are known to him when the spell is cast. The accuracy is plus or minus  $(20 - SL)\%$  of the closest that the thaumaturge gets to the target. If the thaumaturge is able to see the detected object or creature he can tell that it is such simply by looking.

### **Identify [Alignment]**

*Rank 10 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Creature, Object or Spell*

This spell identifies the alignment traits of the target, but only if the target has the specified alignment. The chance of success is equal to  $SL \times 5\%$ . For example, an Identify Evil SL 4 would have a 20% chance of detecting a Vengeful Murderer as being such. Note that true neutral cannot be specified as the alignment to identify.

### **Advanced Alignment List (Hard)**

*[Alignment List 15]*

All of these spells are more advanced versions of the Alignment List spells.

### **Detect Alignment**

*Rank 1 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Creature, Object or Spell*

This spell detects the alignment of the target. If the target has no alignment (which is the case with most objects and spells) then it is detected as true neutral. The chance of success is equal to the alignment strength of the target, plus SL, times 5%. For ex-

ample, a Detect Alignment SL 4 would have a 20% chance of detecting an unaligned target as being true neutral, but a 70% chance of detecting a Vengeful Murderer as being evil.

### **Locate Alignment**

*Rank 3 (Complex)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell locates the nearest object, creature or spell having an alignment, indicating the approximate direction and distance to the thaumaturge. The thaumaturge can exclude from consideration up to SL examples of potential targets whose locations are known to him when the spell is cast. The accuracy is plus or minus  $(20 - SL)\%$  of the closest that the thaumaturge gets to the target. If the thaumaturge is able to see the detected object or creature he can tell that it is such simply by looking. This is probably the easiest way (by negative proof) to detect something as having no alignment.

### **Detect Trait**

*Rank 6 (Complex)*

*Range: Short*

*Duration: Instant*

*Target: Creature, Object or Spell*

This spell detects the alignment traits of the target. Mild traits are not detected by this spell until Level 5. The chance of success is equal to  $SL \times 5\%$ , each level of success reveals one trait (in whatever order desired by the referee). Note that a target without traits is undetectable by this spell—this includes most magic.

### **Locate Trait**

*Rank 8 (Complex)*

*Range: Medium*

*Duration: Brief*

*Target: —*

This spell locates the nearest object, creature or spell having an alignment trait, indicating the approximate direction and distance to the thaumaturge. The thaumaturge can exclude from consideration up to SL examples of potential targets whose locations are known to him when the spell is cast. The accuracy is plus or minus  $(20 - SL)\%$  of

the closest that the thaumaturge gets to the target. If the thaumaturge is able to see the detected object or creature he can tell that it is such simply by looking.

**Identify Alignment**

*Rank 10 (Multiplex)*

*Range: Short*

*Duration: Instant*

*Target: Creature, Object or Spell*

This spell identifies the alignment traits of the target.

If the target has no alignment (which is the case with most objects and spells) then it is detected as true neutral. The chance of success is equal to  $SL \times 5\%$ . This spell will also identify any mild traits.





Accuracy						Accuracy				
Score	Very Low	Low	Normal	High	Very High	Score	Very Low	Low	Normal	High
1	1-3	1	1	1	1	1	1-3	1	1	1
2	1-3	2, 3	2	2	2	2	1-3	2, 3	2	2
3	1-3	2, 3	3	3	3	3	1-3	2, 3	3	3
4	4-15	4-7	4, 5	4	4	4	4-15	4-7	4, 5	4
5	4-15	4-7	4, 5	5	5	5	4-15	4-7	4, 5	5
6	4-15	4-7	6, 7	6	6	6	4-15	4-7	6, 7	6
7	4-15	4-7	6, 7	7	7	7	4-15	4-7	6, 7	7
8	4-15	8-15	8-11	8, 9	8	8	4-15	8-15	8-11	8, 9
9	4-15	8-15	8-11	8, 9	9	9	4-15	8-15	8-11	8, 9
10	4-15	8-15	8-11	10, 11	10	10	4-15	8-15	8-11	10, 11
11	4-15	8-15	8-11	10, 11	11	11	4-15	8-15	8-11	10, 11
12	4-15	8-15	12-15	12, 13	12	12	4-15	8-15	12-15	12, 13
13	4-15	8-15	12-15	12, 13	13	13	4-15	8-15	12-15	12, 13
14	4-15	8-15	12-15	14, 15	14	14	4-15	8-15	12-15	14, 15
15	4-15	8-15	12-15	14, 15	15	15	4-15	8-15	12-15	14, 15
16, 17	16-63	16-31	16-23	16-19	16, 17	16	16-63	16-31	16-23	16-19
18, 19	16-63	16-31	16-23	16-19	18, 19	17	16-63	16-31	16-23	16-19
20, 21	16-63	16-31	16-23	20-23	20, 21	18	16-63	16-31	16-23	16-19
22, 23	16-63	16-31	16-23	20-23	22, 23	19	16-63	16-31	16-23	16-19
24, 25	16-63	16-31	24-31	24-27	24, 25	20	16-63	16-31	16-23	20-23
26, 27	16-63	16-31	24-31	24-27	26, 27	21	16-63	16-31	16-23	20-23
28, 29	16-63	16-31	24-31	28-31	28, 29	22	16-63	16-31	16-23	20-23
30, 31	16-63	16-31	24-31	28-31	30, 31	23	16-63	16-31	16-23	20-23
32-35	16-63	32-63	32-47	32-39	32-35	24	16-63	16-31	24-31	24-27
36-39	16-63	32-63	32-47	32-39	36-39	25	16-63	16-31	24-31	24-27
40-43	16-63	32-63	32-47	40-47	40-43	26	16-63	16-31	24-31	24-27
44-47	16-63	32-63	32-47	40-47	44-47	27	16-63	16-31	24-31	24-27
48-51	16-63	32-63	48-63	48-55	48-51	28	16-63	16-31	24-31	28-31
52-55	16-63	32-63	48-63	48-55	52-55	29	16-63	16-31	24-31	28-31
56-59	16-63	32-63	48-63	56-63	56-59	30	16-63	16-31	24-31	28-31
60-63	16-63	32-63	48-63	56-63	60-63	31	16-63	16-31	24-31	28-31
64-71	64-255	64-127	64-95	64-79	64-71	32	16-63	32-63	32-47	32-39
72-79	64-255	64-127	64-95	64-79	72-79	33	16-63	32-63	32-47	32-39
80-87	64-255	64-127	64-95	80-95	80-87	34	16-63	32-63	32-47	32-39
88-95	64-255	64-127	64-95	80-95	88-95	35	16-63	32-63	32-47	32-39
96-103	64-255	64-127	96-127	96-111	96-103	36	16-63	32-63	32-47	32-39
104-111	64-255	64-127	96-127	96-111	104-111	37	16-63	32-63	32-47	32-39
112-119	64-255	64-127	96-127	112-127	112-119	38	16-63	32-63	32-47	32-39
120-127	64-255	64-127	96-127	112-127	120-127	39	16-63	32-63	32-47	32-39
128-143	64-255	128-255	128-191	128-159	128-143	40	16-63	32-63	32-47	40-47
144-159	64-255	128-255	128-191	128-159	144-159	41	16-63	32-63	32-47	40-47
160-175	64-255	128-255	128-191	160-191	160-175	42	16-63	32-63	32-47	40-47
176-191	64-255	128-255	128-191	160-191	176-191	43	16-63	32-63	32-47	40-47
192-207	64-255	128-255	192-255	192-223	192-207	44	16-63	32-63	32-47	40-47

# PLANT Lists

grow vine

take on attributes (cactus: hold water, spines)

grow (big, small, thick/dense)

animate (entangle; tree walk around; whomping tree,  
tree attacks)

poison

grow out of season

self-germinating seeds



# PROTECTION Lists

## General Rules

Many of the following spells work on two general principles: method of defense and type of attack.

There are four general categories of attacks—systemic, weapon, magic and mental. These are discussed in more detail below, particularly as pertains to the five general categories of defense—penalty, resistance, armor, avoidance and reflection.

## Systemic

There are two types of systemic “attacks”—poison and disease. Both of these tend to act slowly and have a diverse array of effects not being limited to merely causing damage.

### Penalty

Acts as a penalty to the poison’s initial roll or the disease’s infection roll having the net effect of being a bonus to the character’s HP in the case of poison and CON in the case of disease. Such spells have a yellow-green coloration when visible.

### Resistance

Acts as a bonus to the character’s initial roll against poison or a disease’s infection roll having the net effect of being a bonus to the character’s HP in the case of poison and CON in the case of disease. Such spells have a bright green coloration when visible.

### Armor

Reduces the virulence of a disease or the potency of a poison, though in neither case below zero. Such spells have a dark green coloration when visible.

### Avoidance

Reduces the Level of Effect (LOE) of a poison or the severity of a disease. Such spells have a pale green coloration when visible.

### Reflection

Acts as an “avoidance” type spell—reflection has no meaning or effect with disease or poison. Such spells have a dull green coloration when visible.

## Weapon

Weapons are the vast majority of devices used to make attacks. Protection against this implies a penalty to a to hit roll, bonus to a defense roll, armor points against damage, reduction of the level of success of the attack.

### Penalty

Acts as a penalty to the attacker’s roll to hit. Such spells have a straw coloration when visible.

### Resistance

Acts as a bonus to any defense roll made by the character. Such spells have a yellow coloration when visible.

### Armor

Reduces the damage as for armor having the equivalent AP rating. Such spells have a red coloration when visible.

### Avoidance

Reduces the effective level of success of the attack, though not below a miss unless the attacker is still in contact with the weapon. Such spells have an orange coloration when visible.

### Reflection

Reduces the effective level of success of the attack with negative levels of success being interpreted as the attack being reflected against the attacker for the indicated level of success. For example, a special success attack that has its level of success reduced by three becomes  $-1$ , which is interpreted as a normal success against the attacker (with the character protected by this spell being untouched of course). Such spells have a dark orange coloration when visible.

## Magic

All types of magic, whether direct spell casting or elemental powers or a witch’s potions—anything having a spell level—is affected by this type of protection magic. Penalties applies to resistance rolls, to hit rolls or casting rolls in that order, but only once. For example, a resisted spell would have a penalty applied to the resistance roll only if the spell casting did not involve a roll, such as with thaumaturgy.

### Penalty

If the spell requires a roll to cast then it is penalized as indicated. Such spells have a light blue coloration when visible.

#### Resistance

If the spell is resisted the character's resisting score, usually WIL, receives the indicated bonus. Such spells have a blue coloration when visible.

#### Armor

Reduces the effective SL of the affected spell by the indicated amount, though not below zero. For spells that have no partial effect for a lesser SL they are completely blocked. Such spells have a dark blue coloration when visible.

#### Avoidance

If the spell is resisted the level of success is adjusted as indicated. If the spell is not resisted and a roll is required to cast it then that roll's level of success is adjusted instead. Other spells are unaffected. Such spells have a lavender coloration when visible.

#### Reflection

This works the same as "avoidance" with the exception that resisted spells which do not succeed in overcoming the protected target are reflected against the spell caster with an automatically successful resistance roll to the level indicated by the negative value. For example, if the level of success is reduced to -3 then the spell is reflected on the attacker with the result of a fumbled resistance roll. Such spells have a bright blue coloration when visible.

### **Mental**

There are two types of mental "attacks"—spirits and psychic powers.

#### Penalty

Spirit attacks are penalized as indicated. Such spells have a grey coloration when visible.

#### Resistance

Any defense against a spirit attack gains the indicated bonus. Such spells have a charcoal grey coloration when visible.

#### Armor

Damage, such as temporary POW loss, resulting from a spirit attack is reduced by the amount indicated. Such spells have a black coloration when visible.

#### Avoidance

The level of success of a spirit attack is reduced as indicated, though not less than a miss. Such spells have a light grey coloration when visible.

#### Reflection

The level of success of a spirit attack is reduced as indicated with negative levels of success being interpreted as actual levels of success against the attacker using his damage method. Such spells have a green-grey coloration when visible.

### **Fire and Ice**

Spells that protect against thermal extremes have two ways in which they do so. Lesser protections do nothing to protect against damage from direct exposure to flame or an ice effect but do mitigate the chilling or heating effects of temperature extremes. Greater protections confer this lesser protection in addition to stopping damage. Lesser fire protection spells have a deep orange coloration and greater fire protection spells have a deep red coloration when visible. Lesser ice protection spells have a pale blue coloration when visible and greater ice protection spells have a blue-grey coloration when visible.



### Basic Protection List (Average)

These spells provide elementary protection only and are not particularly effective. They do, however, form the basis for more powerful spells. It is worth noting that reflex casting is possible, but reduces the thaumaturge's effective skill score and consequently his range, duration, target and maximum SL as well as possible affecting prerequisites.

A normal action made in response follows 5 SR after the instigating action—which for a ranged attack means it has travelled at least half of its maximum range. For more information consult the main Thaumaturgy chapter and the Combat.

#### Ward Blow

*Rank 1 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Weapon*

*Area: Number (Single)*

*Resisted (Possession)*

This spell has the effect of causing an attack to deflected away from the thaumaturge. As the effect is instantaneous it must be cast on the attacking weapon in the same SR as the attack is made for it to have any effect. The net result is the attack attempt is penalized by SL.

#### Resist Fire

*Rank 2 (Simple)*

*Range: Self*

*Duration: 1 SR*

*Target: Creature*

*Area: Number (Single)*

This spell provides immunity to fire for a single SR for up to fire intensity equal to SL. If the exposure to the fire is for a full round and it is completely mitigated by this spell for a single SR then the exposure becomes brief instead of full. If the SL is insufficient to completely mitigate the fire intensity then there is no effect for full round exposures.

### Deflect Missile

*Rank 3 (Simple)*

*Range: Short*

*Duration: Instant*

*Target: Missile weapon*

*Area: Number (Single)*

*Resisted (Possession)*

This spell reduces the effective level of success by SL adjusted for deflection. If used against the weapon once it is no longer in the attacker's grasp it is not resisted though in such a case it cannot reduce the level of success below a failure. At lower spell levels it only provides "glancing deflection" such that the damage roll of the first level of success (if any) is halved though any armor is considered to have double AP. For example, a special success with a spear doing 5 points of damage against a ringmail armored target that was affected as "glancing" would have the damage halved and reduced by three. The ringmail's normal 6 AP is doubled for the glancing, then quartered for a special success impale attack results in  $6 \times 2 \div 4 = 3$ . As damage is also halved in this case the spear would be completely deflected. If the attack had received a second damage roll, either from a powerful blow or critical, that roll would not be halved.

#### Deflection

SL	Level of Success
1	glancing*
2, 3	up to -1
4-7	up to -2
8-13	up to -3
14-21	up to -4
22-31	up to -5
32-43	up to -6

\* first damage roll is halved, armor is doubled

### Simple Shield

*Rank 4 (Simple)*

*Range: Self*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

This spell produces a shimmering disk about a foot in diameter having a block value equal SL adjusted for diminishing return. The disk rotates around the thaumaturge at approximately the hex boundary and, with Target skill, can be used like a shield against attacks originating from outside the thaumaturge's hex.

### **Block Damage**

*Rank 5 (Simple)*

*Range: Self*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell provides AP equal to SL against a single attack.

### **Resist Spirit**

*Rank 6 (Simple)*

*Range: Self*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell increases WIL by SL against a single spirit attack. Because the thaumaturge will not normally know before hand to be able to time the casting of this spell with an attack it must normally be cast as a reflex. A thaumaturge prepared to cast this spell and able to do so as a reflex *acti ca* cast it simultaneously with a spirit attack targeted against him.

### **Resist Cold**

*Rank 7 (Average)*

*Range: Self*

*Duration: 1 SR*

*Target: Creature*

*Area: Number (Single)*

This spell provides immunity to cold for a single SR for up to cold intensity equal to SL. If the exposure to the cold is for a full round and it is completely mitigated by this spell for a single SR then the exposure becomes brief instead of full. If the SL is insufficient to completely mitigate the cold intensity then there is no effect for full round exposures.

### **Resist Spell**

*Rank 8 (Average)*

*Range: Self*

*Duration: Instant*

*Target: Creature*

*Area: Number (Single)*

This spell increases WIL by SL when resisting a single spell. As the spell is instant it must be cast simultaneous with the other spell—in otherwords it must be a reflex casting. To make matters more dif-

ficult a thaumaturge cannot normally see or sense magic, however a thaumaturge prepared to cast this spell and able to do so as a reflex action *can* cast it simultaneously with a spell targeted against him.

### **Armored Hand**

*Rank 9 (Average)*

*Range: Self*

*Duration: Momentary*

*Target: Creature*

*Area: Size (Medium)*

This spell casues the thaumaturge's dominant hand and arm to shimmer with blue flecks of light and protects that location from damage with AP equal to SL if the damage resulted from an action initiated by the thaumaturge, such as an attack or defense.

### **Bounce Missile**

*Rank 10 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Missile weapon*

*Area: Number (Single)*

*Resisted (Possession)*

This spell reduces the effective level of success by SL adjusted for deflection and causes incoming missiles to bounce back and hit the attacker if the level of success is reduced below a miss. The level of success in this reflected attack is equal to the amount it is negative. For example, if the original missile attack was a special success and this spell was cast with SL 14 then the effective level of success is -2, or a special success against the attacker.

### **Reduce Spell**

*Rank 12 (Average)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

*Area: Number (Single)*

This spell can only be cast on spells targeting the thaumaturge, and then usually only as a reflex action as once the other spell has taken affect this spell has no effect. To make matters more difficult a thaumaturge cannot normally see or sense magic: however, a thaumaturge prepared to cast this spell and able to do so as a reflex action *can* cast it

against spell's targeted against himself. The effect of this spell is to lower the targeted spell's level by SL.

### **Bounce Spell**

*Rank 18 (Hard)*

*Range: Short*

*Duration: Instant*

*Target: Spell*

*Area: Number (Single)*

This spell operates in the same manner as Reduce Spell, except that it causes the targeted spell to rebound on the caster if SL exceeds the targeted spell's level and the caster is within this spell's range, otherwise this spell has no effect.

### **Protection List (Hard)**

*[Basic Protection List 12]*

These spells are more developed protection concepts, primarily in the sense that they do not rely on reflex response to attacks. Any spell described as an aura is visible as a shimmering net of light occupying the space just slightly outside the target's clothes or armor. Such spells are invoked when an attack crosses this boundary—in other words, when the target would be hit.

#### **Armor**

*Rank 1 (Simple)*

*Range: Short*

*Duration: Short*

*Target: Creature*

*Area: Size (Medium)*

This spell creates a shimmering armor around the target. This effect acts exactly like real armor with an AP value equal to SL. The armor only protects the target, the target's clothing and things wholly under the clothing. It does not protect possessions.

#### **Aura of Warding (Blur)**

*Rank 1 (Simple)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell causes the target's appearance to blur, shimmer and distort to such an extent that any attack or attempt to recognize the target is penalized by SL.

#### **Energy Shield**

*Rank 1 (Simple)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Number (Single)*

This spell produces a shimmering shield of energy with a size indicated by SL. The block value of the created shield is equal to SL. The shield is worn and used just like any normal shield; if the target is suitably prepared the spell creates the shield already strapped and ready for use. SL 1 or 2 produces a small buckler, SL 3–5 produces a buckler, SL 6–9 produces a large buckler or small round shield, SL

10–14 produces a large round shield or scutum or heater, SL 15–20 produces a kite shield, SL 21–26 produces a door shield and SL 27+ produces a hill giant shield. The shield has no weight.

### **Aura of Defense**

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that any parry or dodge attempted by the target gains a bonus equal to SL.

### **Energy Cloak**

*Rank 2 (Simple)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell cloaks the thaumaturge in a shimmering field of energy providing AP equal to SL adjusted for diminishing return.

### **Aura of Deflection**

*Rank 3 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that the effective level of success of any attack made against the target is reduced by half SL rounded down, then adjusted for deflection, with the provision that they cannot be reduced below failure. For example, at SL 4 through 7 it only lowers the level of success by one.

### **Stand Back**

*Rank 4 (Average)*

*Range: Short*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell prevents the target from approaching within a number of hexes of the thaumaturge equal to SL adjusted for diminishing return. For example,

at SL 1 the target could not move into an adjacent hex.

### **Aura of Shielding**

*Rank 5 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that the target gains the benefit of AP equal to SL against the first attack in the round.

### **Energy Armor**

*Rank 6 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell covers the target in shimmering overlapping plates that provide AP equal SL. Although vision is unrestricted by this spell its protection effectively prevents many normal activities, such as eating or drinking. It is not air tight and breathing is not an issue. The armor has no weight.

### **Aura of Fire Resistance**

*Rank 8 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that the target has AP against fire damage, against which fire damage is not cumulative, equal to SL.

### **Aura of Cold Resistance**

*Rank 8 (Hard)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that the target has AP against cold damage, against which cold damage is not cumulative, equal to SL.

**Aura of Poison Resistance***Rank 9 (Hard)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target has CON, or the appropriate attribute, increased by SL for purpose of any poison resistance rolls.

**Aura of Disease Resistance***Rank 10 (Hard)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target has CON, or the appropriate attribute, increased by SL for purpose of any disease resistance rolls.

**Aura of Magic Resistance***Rank 11 (Hard)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target has WIL, or the appropriate attribute, increased by SL for purpose of any magic resistance rolls.

**Keep Distance***Rank 12 (Hard)**Range: Short**Duration: Brief**Target: Creature**Area: Number (Medium [SL])**Resisted*

This spell prevents the targets from moving closer to the thaumaturge in any movement. If the target is forced closer by some external force then the target loses any action excepting those that immediately and directly would increase the distance between him and the thaumaturge.

**Aura of Spirit Resistance***Rank 14 (Hard)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target's WIL, or the appropriate attribute, is increased by SL for the purpose of any spirit resistance rolls.

**Aura of Armor***Rank 15 (Complex)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target gains the benefit of AP equal to SL.

**Aura of Thermal Armor***Rank 16 (Complex)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target gains the benefit of AP equal to SL against fire or cold damage against which such damage is not cumulative. That is, each attack or other instance of such damage is reduced for the effective AP.

**Aura of Poison Armor***Rank 17 (Complex)**Range: Medium**Duration: Medium**Target: Creature**Area: Size (Large)*

This spell provides protection such that the target gains the benefit of AP equal to SL against poison damage.

**Aura of Disease Armor**

*Rank 18 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that the target gains the benefit of AP equal to SL against disease damage.

**Protection**

*Rank 19 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell cloaks the target in a shimmering field of energy providing AP equal to SL. This effect acts exactly like real armor protecting only the target, the target's clothing and things wholly under the clothing. It does not protect possessions.

**Aura of Magic Armor**

*Rank 20 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that all spells directed at the target have their SL reduced by this spell's SL.

**Get Back**

*Rank 21 (Multiplex)*

*Range: Short*

*Duration: Brief*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell prevents the target from moving closer to the thaumaturge in any movement and at the end of each round must be at least SL (adjusted for diminishing return) hexes farther away. This movement away is not optional: the target will use any means necessary to complete it by the end of the round. If for some reason the movement cannot be completed, such as being backed into a corner, any action attempted by the target in the following

round is penalized by the number of unfulfilled hexes of movement.

**Aura of Spirit Armor**

*Rank 22 (Multiplex)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Size (Large)*

This spell provides protection such that all spirit damage is reduced by SL.



**Offensive Protection List (Hard)***[Protection List 18]*

These spells put an offensive twist on the defensive magic.

**Armor of Thorns***Rank 2 (Average)**Range: Short**Duration: Short**Target: Armor**Area: Weight (Medium)*

This spell causes the targeted armor to sprout sharp spines ranging from four to six inches in length. This causes any barehanded attack made against someone wearing the armor to take impaling damage for an adjSTR equal to SL adjusted for diminishing return. In addition punches or kicks made by someone wearing such armor have their damage increased by a similar amount. Brawling attacks made by someone wearing such armor have their damage increased by adjSTR equal to SL.

**Riposte Strike***Rank 4 (Hard)**Range: Self**Duration: Medium**Target: Creature**Area: Number (Single)*

This spell causes any melee attack directed against the thaumaturge to result in an equivalent attack against the attacker in the following SR. The maximum range to which a riposte strike can take place is SL hexes, adjusted for diminishing return. Here “equivalent attack” means an attack using an attack Score of SL and the normal damage of the weapon used to make the attack triggering the riposte. For example, if the attacking weapon were a long sword then the damage would be for a long sword wielded for the STR of the attacker. However, any bonuses due to magic or enchantment are not replicated by the riposte strike. Properly interpreting this can get tricky at times—for example with a multiweapon. In that case use the normal damage for the form of weapon being used. The riposte itself is done by a magical “image” of the weapon which made the strike. This weapon image appears in mid-air near the thaumaturge and wields itself for the single SR it manifests.

**Close Defense***Rank 6 (Hard)**Range: Self**Duration: Medium**Target: Creature**Area: Number (Single)*

This spell is highly effective at eliminating incoming missiles and is also hazardous for others. Up to SL missiles weighing no more than a pound each or composed entirely of magic can be demolished upon reaching a hex adjacent to the thaumaturge. Heavier missiles can be eliminated as well, but are all or nothing and require a number of SL points equal to their weight in pounds. Magic can complicate this spell, such as spells which increase the number of missiles in a strike. A good rule of thumb is to keep with equivalencies; in the given example each missile past the first would require an additional point of SL to eliminate as it would have been made from magic. The obvious exception would be a spell which created literal, physical missiles. A missile strike can, at the thaumaturge’s option and as an action, be expended on a foe one hex away doing 1d6 Crush damage. While under the protection of this spell the thaumaturge is covered by a shimmering net of yellow-blue electricity with each strike being an arcing bolt of blue-white energy.

**Don’t Touch Me***Rank 9 (Complex)**Range: Self**Duration: Medium**Target: Creature**Area: Number (Single)*

This spell creates a charged field around the thaumaturge protecting him from injury (adjSL as AP) and magic (adjSL reduces SL of all incoming spells) while blasting anyone who touches him (even indirectly as long as there is a physical connection) with Crush damage for adjSTR equal to adjSL. The attacker gets no defense roll against this damage as it flows back through the connection made by the attack, but armor and other protection is applied normally.

### **Absorb Spell**

*Rank 10 (Complex)*

*Range: Short*

*Duration: Short*

*Target: Object*

*Area: Weight*

This spell absorbs a spell cast at or on the object, or at or on the person in physical possession of the object if the incoming spell's SL, plus the total SL of currently absorbed spells, is less than or equal to this spell's SL. The caster of this spell can choose with any action to release an absorbed spell as if he had just cast it with the skill score of the original caster at the time of casting. A locate caster spell will identify the original caster.

### **Reflect Missile**

*Rank 15 (Complex)*

*Range: Self*

*Duration: Short*

*Target: Creature*

*Area: Number (Single)*

This spell causes incoming missiles to bounce back and hit the attacker with the same level of success as was achieved against the thaumaturge. Up to SL missiles weighing no more than a pound each or composed entirely of magic can be reflected upon reaching a hex adjacent to the thaumaturge. Heavier missiles can be reflected as well, but are all or nothing and require a number of SL points equal to their weight in pounds.

### **Protection Barrier List (Hard)**

*[Protection List 12]*

These spells create defensive barriers. In all cases these barriers only effect the perimeter of the spell's area of effect. This means that if area of effect is a circle then only attacks crossing the wall from the outside to the inside are affected. Attacks originating from inside the area of effect, regardless of where the target is, are unaffected by this spell. Also, attacks which come over the wall are unaffected.

Normally all these spells only affect incoming objects, spells, whatever. However, when preparing any given spell in this list the thaumaturge can specify that it will affect outgoing things instead of or in addition to incoming things.

#### **Protection Barrier**

*Rank 1 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell makes a shimmering wall around the protected area that increases the difficulty of incoming attacks by SL.

#### **Deflection Barrier**

*Rank 3 (Average)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Diameter (Small)*

This spell makes a shimmering wall around the protected area that decreases the level of success of incoming attacks by half SL, rounded down, adjusted for diminishing return, though it cannot reduce them below a failure.

#### **Thermal Barrier**

*Rank 4 (Average)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents the ingress of fire or cold to an extent determined by SL. A natural fire will not cross the boundary unless its fire intensity

exceeds SL, and then only by the difference. This will prevent, for example, a grass fire from spreading to burn the protected hexes. The fire intensity of any unnatural fire projected into the protected area has its fire intensity reduced by SL if it penetrates the shimmering wall.

### **Poison Barrier**

*Rank 5 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents the ingress of poison. Any poison brought through the wall has its potency permanently lowered by SL.

### **Disease Barrier**

*Rank 6 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents the ingress of disease. Any disease brought through the wall has its potency permanently lowered by SL.

### **Spirit Barrier**

*Rank 7 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents the ingress of any spirit whose SPI does not exceed SL adjusted for diminishing return. Stronger spirits may penetrate the barrier, but will take spirit damage equal to SL adjusted for diminishing return unless they win a WIL/SL resistance roll.

### **Magic Barrier**

*Rank 8 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents the ingress of any magic whose SL does not exceed that of this spell.

### **Force Barrier**

*Rank 9 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents ingress by physical means to an extent determined by SL. In practice this acts as armor having AP equal to SL against incoming attacks and reduces movement by up to SL, though not less than the square root of Mv unless SL exceeds STR. If Mv is reduced to zero or less then the protected region cannot be entered. For example, a character with STR 18 and Mv 10 attempts to enter an area protected by a Force Barrier with SL 10. Although the Mv is not sufficient on its own to enter the region as SL does not exceed the character's STR 18 Mv is not reduced below 3.

### **Psychic Barrier**

*Rank 10 (Hard)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Diameter (Small)*

This spell creates a shimmering wall around the protected area that prevents the ingress of psychic powers or projections. The net effect is to decrease the effective pPOW by SL if the wall is crossed.

### **Orb of Protection**

*Rank 11 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that increases the difficulty of in-

coming attacks by SL. As long as the thaumaturge is linked to the spell he can, by concentrating completely, move the center of the orb as long as it never exceeds the spell's range. The effective Mv is equal to his Target skill level.

### **Orb of Deflection**

*Rank 12 (Complex)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that decreases the effective level of success of any incoming attack by half SL, rounded down, adjusted for diminishing return, though not less than a failure. The orb can be moved the same as an Orb of Protection.

### **Orb of Insulation**

*Rank 13 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that prevents the spread of natural fire whose fire intensity does not exceed SL into the protected region and lowers the fire intensity by SL of any fire that is projected through the orb. The orb can be moved the same as an Orb of Protection.

### **Orb of Innoculation**

*Rank 14 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that prevents the ingress of poison or disease. Any poison or disease that makes its way into the protected area has its potency permanently lowered by SL.

### **Orb of Solomon**

*Rank 15 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that prevents the ingress of spirits whose SPI does not exceed SL.

### **Orb of Countermagic**

*Rank 16 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that prevents the ingress of magic whose spell level does not exceed SL.

### **Barrier Orb**

*Rank 17 (Multiplex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that prevents ingress by physical means to an extent determined by SL. In practice this acts as armor having AP equal to SL against incoming attacks and reduces movement attempting to cross into the orb by up to SL, though not less than the square root of Mv unless SL exceeds STR.

### **Orb of Nullification**

*Rank 18 (Multiplex)*

*Range: Short*

*Duration: Medium*

*Target: Location*

*Area: Sphere (Small)*

This spell creates a shimmering wall around the protected volume that prevents the ingress of psychic powers or projections to an extent determined by SL. The net effect is to reduce effective pPOW by SL if the orb's boundary is crossed.

**Countermagic List (Hard)***[Basic Protection List 12]*

All of the spells on this list are concerned with countering the effects of magic.

**Suppress***Rank 1 (Hard)**Range: Medium**Duration: Short**Target: Spell*

This spell works by temporarily reducing the spell level of the targeted spell. The amount by which the target's SL is reduced is equal to this spell's SL.

**Area Suppression***Rank 3 (Hard)**Range: Medium**Duration: Short**Target: Region (Skill)*

This spell works by temporarily reducing the spell level of all other spells previously cast in the targeted area by its own SL. Any spells cast after this one in that area are unaffected. Only the portion of a spell's effect that lies within the area affected by this spell is suppressed.

**Remove***Rank 6 (Hard)**Range: Medium**Duration: Instant**Target: Spell*

This spell is cast on another spell and has the effect of removing the targeted spell if its SL is higher than that of the targeted spell. If the SLs are equal or the Remove SL is less than that of the target spell there is no effect.

**Shield***Rank 8 (Complex)**Range: Medium**Duration: Short**Target: Creature or Object*

This spell protects the target from any subsequent spells. To take effect, any subsequent spell must have a greater SL than that of this spell. If the new spell has twice the SL then the Shield is overpowered and ends immediately.

**Area Removal***Rank 10 (Complex)**Range: Medium**Duration: Instant**Target: Region (Skill)*

This spell removes all spells within the affected area of equal or lesser SL.

**Area Shielding***Rank 12 (Complex)**Range: Medium**Duration: Medium**Target: Region (Boosted)*

This spell protects the targeted area: for a newly cast spell to take effect in the protected area its SL must be greater than that of the Area Shielding. A spell that has already been cast and whose effect is later brought into the protected area is unaffected.

**Blank Shield***Rank 14 (Multiplex)**Range: Medium**Duration: Medium**Target: Creature or Object*

This spell works by quietly shielding the target from other magic. Any subsequent spell targeted against the target of this spell must have a higher SL to take effect or it will silently fail. In other words, a Detect spell that would normally detect the target will return a negative result. Blank Shield works by interfering with how the incoming spell operates to confuse it and keep it from working properly rather than merely building a thick protection which must be broken through.

**Area Blank Shield***Rank 16 (Multiplex)**Range: Medium**Duration: Medium**Target: Region (Boosted)*

This spell the same as Blank Shield except that it affects the entire area, not just a particular object or creature.





# WATER Lists

## Moisture List (Average)

This list covers moisture effects

### Moist

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Instant*

*Target: Location*

*Area: Region (Huge)*

This spell causes the targeted area to become damp with moisture. The magical effect ends immediately, but the moisture endures as long as the environment allows.

### Chill

*Rank 4 (Simple)*

*Range: Short*

*Duration: Medium*

*Target: Object*

*Area: Weight (SL<sup>2</sup> ounces)*

This spell causes the targeted object to become chilled. This is often used to chill a drink. Once the magical effect ends the chill lasts as long as the environment allows.

### Make Slick

*Rank 6 (Simple)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Region (Medium)*

This spell causes the targeted area to become slick with moisture causing a 25% penalty to footing.

### Soak

*Rank 8 (Simple)*

*Range: Medium*

*Duration: Instant*

*Target: Object*

*Area: Weight (SL<sup>2</sup> pounds)*

This spell causes the targeted object to become soaked. The magical effect ends immediately, but the drenching endures as long as the environment allows.

### Precipitation

*Rank 10 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Region (Medium)*

This spell causes precipitation in the targeted area. Outdoors the precipitation comes from the sky, indoors it comes from the ceiling. The form of precipitation is determined by the environment: normally it is rain, but if it is cold enough it is sleet or even snow. The rate of precipitation is one inch per hour.

### Hail

*Rank 12 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Region (Medium)*

This spell causes hail to fall in the targeted area. Outdoors the precipitation comes from the sky, indoors it comes from the ceiling. Everything in the area of effect takes damage from the hail every round: 1d6 Crush outdoors and 1s6-1 Crush indoors. Exposure for only part of a round cuts the damage in half.

### Rain

*Rank 14 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Region (Huge)*

This spell causes precipitation in the targeted area. Outdoors the precipitation comes from the sky, indoors it comes from the ceiling. The rate of precipitation is one inch per half-hour.

### Sleet

*Rank 16 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Region (Huge)*

This spell causes precipitation in the targeted area. Outdoors the precipitation comes from the sky, indoors it comes from the ceiling. The rate of

precipitation is one inch per half-hour.

### **Snow**

*Rank 18 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Huge)*

This spell causes precipitation in the targeted area. Outdoors the precipitation comes from the sky, indoors it comes from the ceiling. The rate of precipitation is one inch per fifteen minutes.

### **Hail Storm**

*Rank 20 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Huge)*

This spell causes hail to fall in the targeted area. Outdoors the precipitation comes from the sky, indoors it comes from the ceiling. Everything in the area of effect takes damage from the hail every round: 1d8 Crush outdoors and 1s4-1 Crush indoors. Exposure for only part of a round cuts the damage in half.

### **Water List (Hard)**

*[Moisture List 15]*

This list covers water effects

### **Downpour**

*Rank 2 (Simple)*

*Range: Medium*

*Duration: Brief*

*Target: Location*

*Area: Region (Huge)*

This spell causes any precipitation in the affected area to increase its rate for the duration of the spell. The amount of increase is SL inches per hour. If there is not already precipitation this spell has no effect.

### **Shape Water**

*Rank 4 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Small)*

This spell allows the thaumaturge to control the ebb and flow of water through concentration. This “shaping” is temporary and lasts only as long as he concentrates and the spell endures. The spell can be cast either on a “body” of water, such as a pond, or it can be cast in an area of precipitation. A pool of water can be affected such that shapes can be formed on the surface. Precipitation can be controlled to fall in particular shapes or patterns.

### **Move Water**

*Rank 6 (Average)*

*Range: Medium*

*Duration: Short*

*Target: Location*

*Area: Region (Small)*

This spell allows the thaumaturge to move the targeted water  $SL \times 3$  feet each round by concentrating. Water flowing downhill can be moved  $SL \times 5$  feet per round, water flowing uphill can be moved SL feet per round, but even then only if the slope is less than  $45^\circ$ . Movement can only be along a surface or to make a pillar up into the air: at all times the water must be in contact with the ground or some other substantial horizontal surface.

### **Create Water**

*Rank 8 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Single)*

This spell creates water that is pure but normal in the targeted area. The amount of water created is SL gallons. The water so created need not start filling the targeted hex, though it must be created in contact with some physical surface or in a container. This spell can be used, for example, to fill a jug with water.

### **Shed Water**

*Rank 8 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Creature or Object*

*Area: Number (Single)*

This spell causes the target to become non-porous such that it sheds water. For example, when cast on

a cloak the wearer would stay dry (assuming that water didn't get underneath the cloak—but it would not be able to soak through the cloth). A boat with this spell would not leak. For the spell to take effect the target cannot exceed  $SL^2 \times 5$  pounds in weight.

### Handwater

*Rank 10 (Average)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Number (Single)*

This spell creates a roiling sphere of water about 4" in diameter in the thaumaturge's hand. This water can be passed around as if it were a ball and drunk from providing up to SL gallons of water. If the handwater is ever outside of the thaumaturge's range or its capacity is all drunk the spell ends immediately. At level 7 and above the handwater can be thrown as if it were a rock. Lobbing handwater into a fire will produce steam and, if the quantity is sufficient, put the fire out. Note that the water produced by this spell is normal, though magical, water.

### Essential Water

*Rank 12 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Region (Single)*

This spell creates water as above, but it is magical and can be used to put out a magical fire. The amount of essential water created is SL gallons.

### Essential Handwater

*Rank 14 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Location*

*Area: Number (Single)*

This spell is the same as Handwater except that the water produced by this spell is essential water and it cannot be thrown until level 9.

### Breathe Water

*Rank 16 (Complex)*

*Range: Medium*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell allows the target to breathe water as if it were air. It has no effect on how the target's buoyancy or ability to move through water however. For the spell to take effect the target cannot exceed  $SL^2 \times 5$  pounds weight.

### Combat Water List (Hard)

*[Water List 18]*

All of the spells on this list are combat oriented and concerned with water.

### Move Water

*Rank 2 (Average)*

*Range: Short*

*Duration: Short*

*Target: Location*

*Area: Region (Small)*

This spell allows the thaumaturge to move the affected water freely in any direction without regard to surface or gravity. The most hexes that can be traversed in a round is equal to SL.

### Water Breath

*Rank 4 (Average)*

*Range: Close*

*Duration: Brief*

*Target: Self*

*Area: Number (Single)*

This spell is cast on the thaumaturge causing his exhalations to be watery: their range being up to Level feet and having an equivalency of one gallon of water. The thaumaturge can cause a jet of water by the simple expedient of blowing—such a jet has a hitting force equivalent to  $SL + \text{Level STR}$  and a range of  $\text{Level} \times 5$  feet. This can be used like a firehose to knock people down and push objects around.

### Throw Water

*Rank 6 (Complex)*

*Range: Medium*

*Duration: Brief*

*Target:  $SL^2$  gallons of water*

*Area: Number (Single)*

This spell allows the thaumaturge to throw water anywhere within his range, though if the destination is not visible to him it will impair his accuracy. The

water is primarily useful for extinguishing fires, but does have a hitting force of SL as STR.

### **Project Water**

*Rank 8 (Complex)*

*Range: Short*

*Duration: Medium*

*Target: Creature*

*Area: Number (Single)*

This spell causes water to drip from the palms and undersides of the fingers of the target. The target can, at will, project water from his hands to a distance of POW feet. Each blast of water takes one action and has a hitting STR equal to SL which does Stun damage for an adjSTR equal to SL.

### **Water Wall**

*Rank 10 (Complex)*

*Range: Medium*

*Duration: One action*

*Target: Location*

*Area: Region (Small)*

This spell causes a wall of water five feet tall with a width equal to Level  $\times$  5 feet to spring into existence in front of the thaumaturge and move rapidly (for the span of a single Strike Rank) away from him. The thaumaturge can control how far away the wall of water will be created and can stop it at any point short of his full range, though his accuracy in this is predicated on him devoting the duration of the spell to its control and his ability to see the beginning and ending points. Everything in the Water Wall's path takes Stun damage for an adjSTR of SL.

### **Waterstrike**

*Rank 12 (Complex)*

*Range: Long*

*Duration: One Round*

*Target: Creature or Object*

*Area: Number (Single)*

*Resisted*

This spell causes a ball of blue-green water about 4" in diameter to shoot from the thaumaturge's hand toward his target. Unless the target resists the spell the waterball will strike and engulf the target in water for one round, doing Stun damage for an adjSTR of SL on impact and then completely

drenching the target with an equivalency of SL gallons.

### **Drown**

*Rank 14 (Multiplex)*

*Range: Short*

*Duration: SL rounds*

*Target: Creature*

*Area: Number (Single)*

*Resisted*

This spell causes the target's lungs to fill with water. The target takes damage internally at the end of each round for an adjSTR of Level.

### **Waterball**

*Rank 16 (Multiplex)*

*Range: Long*

*Duration: One Round*

*Target: Location*

*Area: Number (Single)*

*Targeted*

This spell causes a ball of blue-green water about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill; on impact the sphere does Stun damage for an adjSTR of SL. If used on a fire this has an equivalency of SL<sup>2</sup> gallons of water.

### **Water Strike List (Hard)**

*[Combat Water List 24]*

This list covers water effects

### **Waterstrike**

*Rank 2 (Complex)*

*Range: Long*

*Duration: One Round*

*Target: Creature or Object*

*Area: Number (Single)*

*Resisted*

This spell causes a ball of blue-green water about 4" in diameter to shoot from the thaumaturge's hand toward his target. Unless resisted the waterball will strike and engulf the target in water for one round, doing Stun damage for an adjSTR of SL on impact and then completely drenching the target with an equivalency of SL gallons.

### **Waterball**

*Rank 6 (Multiplex)*

*Range: Long*

*Duration: One Round*

*Target: Location*

*Area: Number (Single)*

*Targeted*

This spell causes a ball of blue-green water about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill; on impact the sphere does Natural damage for an adjSTR of SL. If used on a fire this has an equivalency of SL<sup>2</sup> gallons of water.

### **Iceball**

*Rank 10 (Multiplex)*

*Range: Long*

*Duration: One Round*

*Target: Location*

*Area: Number (Single)*

*Targeted*

This spell causes a ball of ice about 4" in diameter to shoot from the thaumaturge's hand toward his target. A hit is achieved using the Target skill; on impact the sphere does Crush damage for an adjSTR of SL.

### **Icicle**

*Rank 14 (Omniplex)*

*Range: Long*

*Duration: One Round*

*Target: Location*

*Area: Number (Single)*

*Targeted*

This spell causes an icicle about a foot long to appear in the thaumaturge's hand which he then "throws" at the target. A hit is achieved using the Target skill; on impact the icicle does Impale damage for an adjSTR of SL.





## XENO Lists

**X**eno magic is about magical effects for non-magic esoteric events, effects and abilities. This includes alchemist, elemental, psychic, shaman and summoner specific magic. This is a rare form of magic, not commonly encountered, and the referee may simply disallow it in his game.







# Thaumaturgy Spell List

Experience:

Memory Used:

List \_\_\_\_\_ ( ) \_\_\_\_\_ Exp Score List \_\_\_\_\_ ( ) \_\_\_\_\_ Exp Score

Spell	Rnk	M	Range	Duration	Target/Area	Res
_____	_____	<input type="checkbox"/>	_____	_____	_____	<input type="checkbox"/>
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To ready a spell requires a meditative focus and minutes equal to Rank. To cast a ready spell takes one action.

## ***Thaumaturgy Spell List***

**Experience:**

**Memory Used:**

*List*

*Exp Score*

*List*

*Exp Score*

\_\_\_\_\_ ( ) \_\_\_\_\_

\_\_\_\_\_ ( ) \_\_\_\_\_

[illegible]

*To ready a spell requires a meditative focus and minutes equal to Rank. To cast a ready spell takes one action.*



**Memory Used:**

[illegible]

# Wizardry Spell List

Memory Used:

Spell Name	Complex	Size	Resist	Ready	Record	SL	Range	Duration	Area
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<i>p</i>	<i>p</i>	<i>p</i>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<i>p</i>	<i>p</i>	<i>p</i>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<i>p</i>	<i>p</i>	<i>p</i>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<i>p</i>	<i>p</i>	<i>p</i>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<i>p</i>	<i>p</i>	<i>p</i>
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Spell Caster Area Table — Size							
<i>Creature</i>	<i>Miniscule</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
Extremely Tiny	1–4	1–3	0, 1	0	0	0	0
Very Tiny	5–12	4–9	2, 3	1	-	1	1
Tiny	13–22	10–17	4, 5	2	1	2	2
Very Small	23–	18–27	6–9	3, 4	2	3	3
Small		28–39	10–13	5, 6	3, 4	4	4
Medium Small		40–53	14–19	7–9	5	5	5
Medium		54–70	20–25	10–12	6, 7	6	6
Medium Large		71–89	26–31	13–15	8, 9	7	7
Large		90–110	32–39	16–19	10–12	8	8
Very Large		111–133	40–47	20–23	13, 14	9	9
Huge		134–159	48–57	24–28	15–17	10	10
Enormous		160–187	58–67	29–33	18–20	11	11
Titanic		188–217	68–77	34–38	21–24	12	12
Gargantuan		218–249	78–89	39–44	25–27	13	13
Gargantuan <sup>2</sup>		250–283	90–101	45–50	28–31	14	14
Gargantuan <sup>3</sup>		284–320	102–115	51–57	32–35	15	15

Spell Caster Area				Spell Caster Duration				Spell Complexity		
<i>Score</i>	<i>Miniscule</i>	<i>Score</i>	<i>Miniscule</i>	<i>Score</i>	<i>Momentary</i>	<i>Score</i>	<i>Momentary</i>	<i>Complexity</i>	<i>Difficulty</i>	<i>Size</i>
0	0 ft <sup>2</sup>	16	6 ft <sup>2</sup>	0	0 SR	16	1 round	Reflex	5	1
1	0 ft <sup>2</sup>	17	6 ft <sup>2</sup>	1	0 SR	17	1 round	Simple	8	1
2	1 ft <sup>2</sup>	18	7 ft <sup>2</sup>	2	1 SR	18	2 rounds	Average	10	2
3	2 ft <sup>2</sup>	19	7 ft <sup>2</sup>	3	2 SR	19	2 rounds	Hard	16	3
4	2 ft <sup>2</sup>	20	7 ft <sup>2</sup>	4	2 SR	20	2 rounds	<div> <b>Spell Frequency</b> </div> <div> <i>Frequency</i>      <i>Points</i> </div> <div> Hour                      –4 </div> <div> 5 Minutes               –3 </div> <div> Minute                    –2 </div> <div> 3 Rounds                 –1 </div> <div> Round                      0 </div> <div> Action                     +1 </div> <div> 2 SR                        +3 </div> <div> Strike Rank               +6 </div>		
5	3 ft <sup>2</sup>	21	7 ft <sup>2</sup>	5	3 SR	21	2 rounds			
6	3 ft <sup>2</sup>	22	8 ft <sup>2</sup>	6	3 SR	22	3 rounds			
7	3 ft <sup>2</sup>	23	8 ft <sup>2</sup>	7	3 SR	23	3 rounds			
8	4 ft <sup>2</sup>	24	8 ft <sup>2</sup>	8	1 action	24	3 rounds			
9	4 ft <sup>2</sup>	25	8 ft <sup>2</sup>	9	1 action	25	3 rounds			
10	4 ft <sup>2</sup>	26	9 ft <sup>2</sup>	10	1 action	26	4 rounds			
11	5 ft <sup>2</sup>	27	9 ft <sup>2</sup>	11	2 actions	27	4 rounds			
12	5 ft <sup>2</sup>	28	9 ft <sup>2</sup>	12	2 actions	28	4 rounds			
13	5 ft <sup>2</sup>	29	9 ft <sup>2</sup>	13	2 actions	29	4 rounds			
14	6 ft <sup>2</sup>	30	9 ft <sup>2</sup>	14	1 round	30	4 rounds			
15	6 ft <sup>2</sup>	31	10 ft <sup>2</sup>	15	1 round	31	5 rounds			

Wizardry Preparation Time							
<i>Success</i>	<i>Simple</i>	<i>Average</i>	<i>Hard</i>	<i>Complex</i>	<i>Multiplex</i>	<i>Omniplex</i>	<i>Transcendent</i>
Critical <sup>3</sup>	1 SR	1 round	1 minute	10 minutes	1½ hours	16 hours	1 week
Critical <sup>2</sup>	2 SR	2 rounds	2 minutes	20 minutes	3 hours	1½ days	2 weeks
Critical	3 SR	3 rounds	3 minutes	30 minutes	5 hours	2 days	3 weeks
Special	7 SR	7 rounds	7 minutes	1 hour	10 hours	4 days	6 weeks
Normal	1 round	1 minute	10 minutes	1½ hours	15 hours	6 days	9 weeks
Miss	5 SR	5 rounds	5 minutes	45 minutes	7½ hours	3 days	4½ weeks

## Spell Caster Range Tables

<i>Score</i>	<i>Close</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Far</i>	<i>Extreme</i>
0	0'	1'	4'	27'	256'	3,125'
1	¾'	2¾'	9'	64'	625'	1½ mi
2	1¼'	5¼'	16'	125'	1,296'	3¼ mi
3	2'	8'	25'	216'	2,401'	6¼ mi
4	2¾'	11'	36'	343'	4,096'	11¼ mi
5	3¼'	15'	49'	512'	1¼ mi	19 mi
6	4'	19'	64'	729'	2 mi	30½ mi
7	4¾'	23'	81'	1,000'	2¾ mi	47¼ mi
8	5¼'	27'	100'	1,331'	4 mi	70¼ mi
9	6'	32'	121'	1,728'	5½ mi	102 mi
10	6¾'	36'	144'	2,197'	7¼ mi	144 mi
11	7¼'	42'	169'	2,744'	9½ mi	199 mi
12	8'	47'	196'	3,375'	12½ mi	269 mi
13	8¾'	52'	225'	4,096'	15¾ mi	358 mi
14	9¼'	58'	256'	4,913'	20 mi	469 mi
15	10'	64'	289'	1 mi	24¾ mi	606 mi
16	10¾'	70'	324'	1¼ mi	30¼ mi	774 mi
17	11¼'	76'	361'	1½ mi	36¾ mi	976 mi
18	12'	83'	400'	1¾ mi	44¼ mi	1,219 mi
19	12¾'	89'	441'	2 mi	53 mi	1,508 mi
20	13¼'	96'	484'	2¼ mi	62¾ mi	1,850 mi
21	14'	103'	529'	2½ mi	74 mi	2,250 mi
22	14¾'	110'	576'	3 mi	86½ mi	2,718 mi
23	15¼'	118'	625'	3¼ mi	101 mi	3,260 mi
24	16'	125'	676'	3¾ mi	116 mi	3,885 mi
25	16¾'	133'	729'	4¼ mi	134 mi	4,602 mi
26	17¼'	140'	784'	4½ mi	153 mi	5,422 mi
27	18'	148'	841'	5 mi	175 mi	6,355 mi
28	18¾'	156'	900'	5¾ mi	199 mi	7,412 mi
29	19¼'	164'	961'	6¼ mi	225 mi	8,605 mi
30	20'	173'	1,024'	6¾ mi	253 mi	9,947 mi
31	20¾'	181'	1,089'	7½ mi	284 mi	11,452 mi
32	21¼'	190'	1,156'	8 mi	318 mi	13,133 mi
33	22'	198'	1,225'	8¾ mi	355 mi	15,007 mi
34	22¾'	207'	1,296'	9½ mi	395 mi	17,088 mi

<i>Score</i>	<i>Close</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Far</i>	<i>Extreme</i>
35	23¼'	216'	1,369'	10½ mi	438 mi	19,394 mi
36	24'	225'	1,444'	11¼ mi	485 mi	21,942 mi
37	24¾'	234'	1,521'	12 mi	535 mi	24,752 mi
38	25¼'	244'	1,600'	13 mi	589 mi	27,843 mi
39	26'	253'	1,681'	14 mi	648 mi	31,234 mi
40	26¾'	263'	1,764'	15 mi	710 mi	34,949 mi
41	27¼'	272'	1,849'	16¼ mi	777 mi	39,008 mi
42	28'	282'	1,936'	17¼ mi	848 mi	43,437 mi
43	28¾'	292'	2,025'	18½ mi	924 mi	48,258 mi
44	29¼'	302'	2,116'	19¾ mi	1,005 mi	53,499 mi
45	30'	312'	2,209'	21 mi	1,092 mi	59,186 mi
46	30¾'	322'	2,304'	22¼ mi	1,184 mi	65,346 mi
47	31¼'	333'	2,401'	23¾ mi	1,281 mi	72,008 mi
48	32'	343'	2,500'	25 mi	1,385 mi	79,204 mi
49	32¾'	354'	2,601'	26¾ mi	1,494 mi	86,963 mi
50	33¼'	364'	2,704'	28¼ mi	1,610 mi	95,319 mi
51	34'	375'	2,809'	29¾ mi	1,733 mi	104,305 mi
52	34¾'	386'	2,916'	31½ mi	1,863 mi	113,957 mi
53	35¼'	397'	3,025'	33¼ mi	1,999 mi	124,310 mi
54	36'	408'	3,136'	35 mi	2,143 mi	135,402 mi
55	36¾'	419'	3,249'	37 mi	2,295 mi	147,273 mi
56	37¼'	430'	3,364'	39 mi	2,455 mi	159,961 mi
57	38'	442'	3,481'	41 mi	2,622 mi	173,510 mi
58	38¾'	453'	3,600'	43 mi	2,799 mi	187,961 mi
59	39¼'	465'	3,721'	45¼ mi	2,984 mi	203,360 mi
60	40'	476'	3,844'	47¼ mi	3,178 mi	219,752 mi
61	40¾'	488'	3,969'	49¾ mi	3,381 mi	237,184 mi
62	41¼'	500'	4,096'	52 mi	3,594 mi	255,706 mi
63	42'	512'	4,225'	54½ mi	3,817 mi	275,366 mi
64	42¾'	524'	4,356'	57 mi	4,050 mi	296,218 mi
65	43¼'	536'	4,489'	59½ mi	4,293 mi	318,314 mi
66	44'	548'	4,624'	62¼ mi	4,547 mi	341,710 mi
67	44¾'	561'	4,761'	65 mi	4,813 mi	366,462 mi
68	45¼'	573'	4,900'	67¾ mi	5,090 mi	392,627 mi
69	46'	586'	5,041'	70¾ mi	5,378 mi	420,266 mi

### Spell Caster Duration Tables

<i>Score</i>	<i>Brief</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Extended</i>	<i>Enchant</i>
0	0 rnds	0 min	0 min	0 hrs	0 days	0 wks
1	1 rnds	1 min	2 min	1 hrs	1 days	1 wks
2	2 rnds	2 min	6 min	4 hrs	4 days	8 wks
3	5 rnds	5 min	14 min	9 hrs	9 days	27 wks
4	8 rnds	8 min	24 min	16 hrs	16 days	1¼ yrs
5	1.1 min	11 min	38 min	1 days	25 days	2½ yrs
6	1.4 min	14 min	54 min	1½ days	1¼ mon	4¼ yrs
7	1.8 min	18 min	1¼ hrs	2 days	1½ mon	6½ yrs
8	2.2 min	22 min	1½ hrs	2¾ days	2 mon	9¾ yrs
9	2.7 min	27 min	2 hrs	3½ days	2¾ mon	14 yrs
10	3.1 min	31 min	2½ hrs	4¼ days	3¼ mon	19¼ yrs
11	3.6 min	36 min	3 hrs	5 days	4 mon	25½ yrs
12	4.1 min	41 min	3½ hrs	6 days	4¾ mon	33¼ yrs
13	4.6 min	46 min	4¼ hrs	7 days	5½ mon	42¼ yrs
14	5.2 min	52 min	5 hrs	8¼ days	6½ mon	52¾ yrs
15	5.8 min	58 min	5¾ hrs	9½ days	7½ mon	65 yrs
16	6.4 min	1 hrs	6½ hrs	10¾ days	8½ mon	78¾ yrs
17	7.0 min	1¼ hrs	7¼ hrs	12 days	9½ mon	94½ yrs
18	7.6 min	1¼ hrs	8 hrs	13½ days	10½ mon	112 yrs
19	8.2 min	1¼ hrs	9 hrs	15 days	11¾ mon	132 yrs
20	8.9 min	1½ hrs	10 hrs	16¾ days	13 mon	154 yrs
21	9.6 min	1½ hrs	11 hrs	18½ days	14½ mon	178 yrs
22	10.3 min	1¾ hrs	12 hrs	20¼ days	15¾ mon	205 yrs
23	11.0 min	1¾ hrs	13¼ hrs	22 days	17¼ mon	234 yrs
24	11.7 min	2 hrs	14½ hrs	24 days	19 mon	266 yrs
25	12.5 min	2 hrs	15¾ hrs	26 days	20½ mon	300 yrs
26	13.2 min	2¼ hrs	17 hrs	28¼ days	22¼ mon	338 yrs
27	14.0 min	2¼ hrs	18¼ hrs	30½ days	24 mon	379 yrs
28	14.8 min	2½ hrs	19½ hrs	32¾ days	25¾ mon	422 yrs
29	15.6 min	2½ hrs	21 hrs	35 days	27½ mon	469 yrs
30	16.4 min	2¾ hrs	22½ hrs	37½ days	29½ mon	519 yrs
31	17.2 min	2¾ hrs	24 hrs	40 days	31½ mon	573 yrs
32	18.1 min	3 hrs	25½ hrs	42¾ days	33½ mon	630 yrs
33	18.9 min	3¼ hrs	27¼ hrs	45½ days	35¾ mon	691 yrs
34	19.8 min	3¼ hrs	29 hrs	48¼ days	38 mon	756 yrs

<i>Score</i>	<i>Brief</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Extended</i>	<i>Enchant</i>
35	21 min	3½ hrs	30¾ hrs	51 days	40¼ mon	825 yrs
36	22 min	3½ hrs	32½ hrs	54 days	42½ mon	897 yrs
37	23 min	3¾ hrs	34¼ hrs	57 days	45 mon	974 yrs
38	23 min	4 hrs	36 hrs	60¼ days	47¼ mon	1,055 yrs
39	24 min	4 hrs	38 hrs	63½ days	49¾ mon	1,141 yrs
40	25 min	4¼ hrs	40 hrs	66¾ days	52½ mon	1,231 yrs
41	26 min	4¼ hrs	42 hrs	70 days	55 mon	1,325 yrs
42	27 min	4½ hrs	44 hrs	73½ days	57¾ mon	1,425 yrs
43	28 min	4¾ hrs	46¼ hrs	77 days	60½ mon	1,529 yrs
44	29 min	4¾ hrs	48½ hrs	80¾ days	63½ mon	1,638 yrs
45	30 min	5 hrs	50¾ hrs	84½ days	66½ mon	1,752 yrs
46	31 min	5¼ hrs	53 hrs	88¼ days	69½ mon	1,872 yrs
47	32 min	5¼ hrs	55¼ hrs	92 days	72½ mon	1,997 yrs
48	33 min	5½ hrs	57½ hrs	96 days	75½ mon	2,127 yrs
49	34 min	5¾ hrs	60 hrs	100 days	78¾ mon	2,262 yrs
50	35 min	6 hrs	62½ hrs	104 days	82 mon	2,404 yrs
51	36 min	6 hrs	65 hrs	108 days	85¼ mon	2,551 yrs
52	37 min	6¼ hrs	67½ hrs	113 days	88¾ mon	2,704 yrs
53	39 min	6½ hrs	70¼ hrs	117 days	92 mon	2,863 yrs
54	40 min	6½ hrs	73 hrs	122 days	95½ mon	3,028 yrs
55	41 min	6¾ hrs	75¾ hrs	126 days	99¼ mon	3,200 yrs
56	42 min	7 hrs	78½ hrs	131 days	103 mon	3,377 yrs
57	43 min	7¼ hrs	81¼ hrs	135 days	107 mon	3,561 yrs
58	44 min	7¼ hrs	84 hrs	140 days	110 mon	3,752 yrs
59	45 min	7½ hrs	87 hrs	145 days	114 mon	3,950 yrs
60	46 min	7¾ hrs	90 hrs	150 days	118 mon	4,154 yrs
61	48 min	8 hrs	93 hrs	155 days	122 mon	4,365 yrs
62	49 min	8¼ hrs	96 hrs	160 days	126 mon	4,583 yrs
63	50 min	8¼ hrs	99¼ hrs	165 days	130 mon	4,809 yrs
64	51 min	8½ hrs	102½ hrs	171 days	134 mon	5,041 yrs
65	52 min	8¾ hrs	105¾ hrs	176 days	139 mon	5,281 yrs
66	54 min	9 hrs	109 hrs	182 days	143 mon	5,529 yrs
67	55 min	9¼ hrs	112¼ hrs	187 days	147 mon	5,784 yrs
68	56 min	9¼ hrs	115½ hrs	193 days	152 mon	6,047 yrs
69	57 min	9½ hrs	119 hrs	198 days	156 mon	6,317 yrs

Spell Caster Area Tables — Number

<i>Score</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
0	0	0	0	1	4	27
1	0	0	1	3	9	64
2	0	1	2	5	16	125
3	1	2	3	8	25	216
4	1	2	4	11	36	343
5	2	3	5	15	49	512
6	2	3	6	19	64	729
7	2	3	7	23	81	1,000
8	2	4	8	27	100	1,331
9	3	4	9	32	121	1,728
10	3	4	10	36	144	2,197
11	3	5	11	42	169	2,744
12	3	5	12	47	196	3,375
13	3	5	13	52	225	4,096
14	3	6	14	58	256	4,913
15	4	6	15	64	289	5,832
16	4	6	16	70	324	6,859
17	4	6	17	76	361	8,000
18	4	7	18	83	400	9,261
19	4	7	19	89	441	10,648
20	4	7	20	96	484	12,167
21	4	7	21	103	529	13,824
22	4	8	22	110	576	15,625
23	5	8	23	118	625	17,576
24	5	8	24	125	676	19,683
25	5	8	25	133	729	21,952
26	5	9	26	140	784	24,389
27	5	9	27	148	841	27,000
28	5	9	28	156	900	29,791
29	5	9	29	164	961	32,768
30	5	9	30	173	1,024	35,937
31	5	10	31	181	1,089	39,304
32	5	10	32	190	1,156	42,875
33	6	10	33	198	1,225	46,656
34	6	10	34	207	1,296	50,653

<i>Score</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
35	6	10	35	216	1,369	54,872
36	6	11	36	225	1,444	59,319
37	6	11	37	234	1,521	64,000
38	6	11	38	244	1,600	68,921
39	6	11	39	253	1,681	74,088
40	6	12	40	263	1,764	79,507
41	6	12	41	272	1,849	85,184
42	6	12	42	282	1,936	91,125
43	6	12	43	292	2,025	97,336
44	6	12	44	302	2,116	103,823
45	7	12	45	312	2,209	110,592
46	7	13	46	322	2,304	117,649
47	7	13	47	333	2,401	125,000
48	7	13	48	343	2,500	132,651
49	7	13	49	354	2,601	140,608
50	7	13	50	364	2,704	148,877
51	7	14	51	375	2,809	157,464
52	7	14	52	386	2,916	166,375
53	7	14	53	397	3,025	175,616
54	7	14	54	408	3,136	185,193
55	7	14	55	419	3,249	195,112
56	7	14	56	430	3,364	205,379
57	7	15	57	442	3,481	216,000
58	7	15	58	453	3,600	226,981
59	8	15	59	465	3,721	238,328
60	8	15	60	476	3,844	250,047
61	8	15	61	488	3,969	262,144
62	8	15	62	500	4,096	274,625
63	8	16	63	512	4,225	287,496
64	8	16	64	524	4,356	300,763
65	8	16	65	536	4,489	314,432
66	8	16	66	548	4,624	328,509
67	8	16	67	561	4,761	343,000
68	8	16	68	573	4,900	357,911
69	8	17	69	586	5,041	373,248

<i>Score</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
0	0	0	0	1	4	27

<i>Score</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
35	6	10	35	216	1,369	54,872



### Spell Caster Weight Tables — Pounds

<i>Score</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
0	0	0	0	0	0	0
1	¼	1	1	1	1	1
2	½	2	3	4	6	8
3	¾	3	5	9	16	27
4	1	4	8	16	32	64
5	1¼	5	11	25	56	125
6	1½	7	15	36	88	216
7	1¾	8	19	49	130	343
8	2	10	23	64	181	512
9	2¼	11	27	81	243	729
10	2½	13	32	100	316	1,000
11	2¾	15	36	121	401	1,331
12	3	17	42	144	499	1,728
13	3¼	19	47	169	609	2,197
14	3½	21	52	196	733	2,744
15	3¾	23	58	225	871	3,375
16	4	25	64	256	1,024	4,096
17	4¼	27	70	289	1,192	4,913
18	4½	29	76	324	1,375	5,832
19	4¾	32	83	361	1,574	6,859
20	5	34	89	400	1,789	8,000
21	5¼	36	96	441	2,021	9,261
22	5½	39	103	484	2,270	10,648
23	5¾	42	110	529	2,537	12,167
24	6	44	118	576	2,822	13,824
25	6¼	47	125	625	3,125	15,625
26	6½	50	133	676	3,447	17,576
27	6¾	52	140	729	3,788	19,683
28	7	55	148	784	4,149	21,952
29	7¼	58	156	841	4,529	24,389
30	7½	61	164	900	4,930	27,000
31	7¾	64	173	961	5,351	29,791
32	8	67	181	1,024	5,793	32,768
33	8¼	70	190	1,089	6,256	35,937
34	8½	73	198	1,156	6,741	39,304

<i>Score</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
35	8¾	76	207	1,225	7,247	42,875
36	9	80	216	1,296	7,776	46,656
37	9¼	83	225	1,369	8,327	50,653
38	9½	86	234	1,444	8,901	54,872
39	9¾	89	244	1,521	9,499	59,319
40	10	93	253	1,600	10,119	64,000
41	10¼	96	263	1,681	10,764	68,921
42	10½	100	272	1,764	11,432	74,088
43	10¾	103	282	1,849	12,125	79,507
44	11	107	292	1,936	12,842	85,184
45	11¼	110	302	2,025	13,584	91,125
46	11½	114	312	2,116	14,351	97,336
47	11¾	118	322	2,209	15,144	103,823
48	12	121	333	2,304	15,963	110,592
49	12¼	125	343	2,401	16,807	117,649
50	12½	129	354	2,500	17,678	125,000
51	12¾	133	364	2,601	18,575	132,651
52	13	136	375	2,704	19,499	140,608
53	13¼	140	386	2,809	20,450	148,877
54	13½	144	397	2,916	21,428	157,464
55	13¾	148	408	3,025	22,434	166,375
56	14	152	419	3,136	23,468	175,616
57	14¼	156	430	3,249	24,529	185,193
58	14½	160	442	3,364	25,619	195,112
59	14¾	164	453	3,481	26,738	205,379
60	15	168	465	3,600	27,885	216,000
61	15¼	173	476	3,721	29,062	226,981
62	15½	177	488	3,844	30,268	238,328
63	15¾	181	500	3,969	31,503	250,047
64	16	185	512	4,096	32,768	262,144
65	16¼	190	524	4,225	34,063	274,625
66	16½	194	536	4,356	35,388	287,496
67	16¾	198	548	4,489	36,744	300,763
68	17	203	561	4,624	38,130	314,432
69	17¼	207	573	4,761	39,548	328,509

## Spell Caster Special Tables — Range and Duration

<i>Score</i>	<i>Special Range</i>	<i>Astronomical</i>	<i>Special Duration</i>
0	0 feet	0 feet	0 rounds
1	1 foot	1 foot	1 round
2	1¾ feet	2 feet	2 rounds
3	3 feet	5 feet	5 rounds
4	6 feet	10 feet	1 minute
5	10 feet	22 feet	2 minutes
6	18 feet	46 feet	5 minutes
7	32 feet	100 feet	10 minutes
8	60 feet	220 feet	20 minutes
9	100 feet	460 feet	45 minutes
10	180 feet	1,000 feet	1½ hours
11	320 feet	2,200 feet	3½ hours
12	600 feet	4,600 feet	8 hours
13	1,000 feet	2 miles	16 hours
14	1,800 feet	4 miles	36 hours
15	3,200 feet	9 miles	3 days
16	1 mile	19 miles	7 days
17	1¾ miles	41 miles	15 days
18	3 miles	88 miles	32 days
19	6 miles	190 miles	70 days
20	10 miles	410 miles	150 days
21	18 miles	880 miles	320 days
22	32 miles	1,900 miles	2 years
23	60 miles	4,100 miles	4 years
24	100 miles	8,800 miles	9 years
25	180 miles	19,000 miles	19 years
26	320 miles	41,000 miles	41 years
27	600 miles	88,000 miles	88 years
28	1,000 miles	190,000 miles	190 years
29	1,800 miles	410,000 miles	410 years
30	3,200 miles	0.01 AU	880 years
31	6,000 miles	0.02 AU	1,900 years
32	10,000 miles	0.04 AU	4,100 years
33	18,000 miles	0.1 AU	8,800 years
34	32,000 miles	0.2 AU	19,000 years

<i>Score</i>	<i>Special Range</i>	<i>Astronomical</i>	<i>Special Duration</i>
35	60,000 miles	0.4 AU	41,000 years
36	100,000 miles	1 AU	88,000 years
37	180,000 miles	2 AU	190,000 years
38	320,000 miles	4 AU	410,000 years
39	600,000 miles	10 AU	880,000 years
40	0.01 AU	21 AU	2 millions
41	0.02 AU	45 AU	4 millions
42	0.04 AU	97 AU	9 millions
43	0.07 AU	210 AU	19 millions
44	0.1 AU	450 AU	41 millions
45	0.2 AU	970 AU	88 millions
46	0.4 AU	2,100 AU	190 millions
47	0.7 AU	4,500 AU	410 millions
48	1 AU	9,700 AU	880 millions
49	2 AU	0.1 parsecs	1,900 millions
50	4 AU	0.2 parsecs	4,100 millions
51	7 AU	0.5 parsecs	8,800 millions
52	12 AU	1 parsec	19,000 millions
53	21 AU	2 parsecs	41,000 millions
54	37 AU	5 parsecs	88,000 millions
55	66 AU	10 parsecs	190,000 millions
56	120 AU	21 parsecs	410,000 millions
57	210 AU	46 parsecs	880,000 millions
58	370 AU	99 parsecs	2 trillions
59	660 AU	210 parsecs	4 trillions
60	1200 AU	460 parsecs	9 trillions
61	2100 AU	990 parsecs	19 trillions
62	3700 AU	2,100 parsecs	41 trillions
63	6,600 AU	4,600 parsecs	88 trillions
64	12,000 AU	9,900 parsecs	190 trillions
65	21,000 AU	21,000 parsecs	410 trillions
66	37,000 AU	46,000 parsecs	880 trillions
67	66,000 AU	99,000 parsecs	1,900 trillions
68	120,000 AU	210,000 parsecs	4,100 trillions
69	210,000 AU	460,000 parsecs	8,800 trillions

1 parsec ≈ 3.262 light years

# ***Wizardry Spells***

## **Air**

Adjust Ambient Temperature (Average)  
Calm Air (Simple)  
Choking Gas (Average)  
Control Air (Simple)  
Create Air (Average)  
Poisonous Gas (Complex)  
Purify Air (Average)  
Tornado (Complex)  
Whirlwind (Average)  
Wind (Simple)

## **Alteration**

Attack Boost (Average)  
Bad Luck (Average)  
Charisma (Average)  
Coordination (Average)  
Glue (Average)  
Good Luck (Average)  
Lessen Attack (Average)  
Sharpen (Average)  
Sticky (Average)  
Strength (Average)  
Vigor (Average)

## **Animal**

Befriend [Animal] (Simple)  
Call [Animal] (Simple)  
Calm Animal (Simple)  
Control [Animal] (Average)  
Coordination (Average)  
Create [Animal] (Complex)  
Shape Change [Animal] to [Animal] (Complex)  
Skin Change [Animal] to [Animal] (Average)  
Strength (Average)  
Stun (Average)  
Vigor (Average)

## **Communication**

Broadcast (Simple)  
Megaphone (Simple)  
Mimic Sound (Simple)  
Mind Link (Complex)

Radio (Average)  
Record (Simple)  
Say (Simple)  
Silence (Simple)  
Speak [Language] (Average)  
Speaker (Average)  
Telecast (Simple)  
Transmit (Simple)

## **Control**

Control Air (Simple)  
Control [Animal] (Average)  
Control Earth (Simple)  
Control Fire (Simple)  
Control Plant (Simple)  
Control Water (Simple)  
Control Wood (Simple)

## **Create**

Create Air (Simple)  
Create [Animal] (Complex)  
Create Earth (Simple)  
Create Fire (Simple)  
Create Light (Simple)  
Create Metal (Average)  
Create Plant (Simple)  
Create [Precipitation] (Simple)  
Create Stone (Average)  
Create Water (Simple)  
Create Wood (Simple)  
Duplicate Missile (Average)  
Raise Earthworks (Average)

## **Earth**

Control Earth (Simple)  
Create Earth (Average)  
Create Metal (Complex)  
Create Stone (Complex)  
Earthquake (Omniplex)  
Earth Swallow (Average)  
Earth to Metal (Complex)  
Earth to Stone (Average)  
Entomb (Average)  
Increase Fertility (Simple)  
Landslide (Average)  
Metal to Earth (Complex)

Metal to Stone (Complex)  
Open Cave (Average)  
Raise Earthworks (Average)  
Stone to Earth (Average)  
Stone to Metal (Complex)  
Till Earth (Simple)  
Tremble (Simple)

## **Fire**

Control Fire (Simple)  
Create Fire (Average)  
Extinguish (Simple)  
Firey Missile (Average)  
Glow (Average)  
Heat (Simple)  
Ignite (Simple)  
Warm (Simple)

## **Heal**

Envigorate (Simple)  
Heal (Average)  
Regeneration (Complex)  
Rejuvenation (Omniplex)  
Repair (Simple)  
Restore [Attribute] (Average)  
Restore Function (Average)  
Resurrection (Omniplex)  
Resuscitation (Simple)  
Reverse Aging (Multiplex)  
Revivify (Complex)  
Set Bone (Average)  
Stop Aging (Multiplex)  
Stop Bleeding (Simple)  
Treat Disease (Average)  
Treat Poison (Average)

## **Illusion**

Create Illusion (Average)

## **Meta**

Create Magic (Simple)  
Dispel Magic (Average)  
Freeze Spell (Complex)  
Hold Spell (Average)  
Identify Magic (Average)  
Inhibit Magic (Average)  
Link (Average)

# ***Wizardry Spells***

Link Spell (Average)  
Locate Caster (Simple)  
Script (Simple)  
Trigger (Average)

## **Movement**

Feather Fall (Simple)  
Fly (Average)  
Haste (Average)  
Hold Person (Average)  
Immobilize (Complex)  
Knock (Simple)  
Levitate (Simple)  
Lift (Simple)  
Lock (Simple)  
Paralysis (Average)  
Slow Down (Simple)  
Speed Up (Simple)  
Teleport (Complex)

## **Perception**

Clairaudience (Average)  
Clairvoyance (Average)  
Danger Sense (Average)  
Detect Action (Simple)  
Detect [Element] (Simple)  
Detect Enemy (Average)  
Detect Life (Simple)  
Detect [Substance] (Average)  
Detect Undead (Simple)  
Eagle Eyes (Average)  
Owl Ears (Average)  
Phantom [Sense] (Average)  
Project [Sense] (Simple)  
Spy Eye (Complex)

## **Plant**

Control Plant (Simple)  
Control Wood (Simple)  
Create Plant (Average)  
Create Wood (Average)

## **Protection**

Armor (Simple)  
Blur (Simple)  
Magic Barrier (Average)  
Protection From Magic

(Simple)

Protective Dome (Complex)  
Rotating Shield (Average)  
Shield (Simple)  
Shield Wall (Simple)  
Spectral Armor (Average)  
Spectral Barrier (Complex)  
Spirit Barrier (Average)

## **Spirit**

Banish [Spirit] (Average)  
Charisma (Average)  
Control [Spirit] (Simple)  
Fear (Average)  
Rage (Average)  
Summon [Spirit] (Simple)

## **Water**

Control Water (Simple)  
Create [Precipitation] (Simple)  
Create Water (Average)  
Freeze (Simple)  
Thaw Ice (Simple)  
Whirlpool (Average)

Point Cost			
<i>Points</i>	<i>Range</i>	<i>Duration</i>	<i>Number</i>
0	Touch	Instant	Size (Tiny)
1	Close	Brief	Size (Medium)
2	Short	Short	Size (Huge)
3	Medium	Medium	Single
4	Long	Long	Number (Small)
5			Number (Medium)
6	Far	Extended	Number (Large)
9	Extreme	Enchant	Number (Enormous)

Difficulty By Points			
<i>Difficulty</i>	<i>Points</i>	<i>Difficulty</i>	<i>Points</i>
Reflex	0–4	Complex	26–36
Simple	5–9	Multiplex	37–49
Normal	10–16	Omniplex	50–64
Hard	17–25	Transcendent	65–81

Point Cost by Object of Effect	
<i>Points</i>	<i>Effect</i>
12	affects attribute score (STR, CON)
6	affects characteristic (HP, AP)
0	Limited target (AP of certain armor)

Point Cost for Effect	
<i>Points</i>	<i>Effect</i>
0	adjSL
3	SL
9	SL × adjSL; × adjSL
18	SL <sup>2</sup> ; × SL

Simple

adjSL

plus adjSL

Additive by reduction

first adds adjSL to attribute

if second adjSL >= first adjSL

if second adjSL <= first SL: effect

else: effective SL = second adjSL

if subsequent adjSL >= effective adjSL

if subsequent adjSL <= effective S

else: effective SL = subsequent ad

Normal

SL

plus SL

Not additive

current most powerful is in effect

each spell ends according to its own du

Hard

Complex

SL times adjSL

times adjSL

Not additive

current most powerful is in effect

each spell ends according to its own du

Multiplex

Omniplex

SL times SL

times SL

Not additive

current most powerful is in effect

each spell ends according to its own du

Transcendent



Aggregate				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	<i>×adjBase</i>	<i>×Base</i>
Reflex	−3	−10	−21	−36
Simple	−1	−6	−15	−28
Average	0	−3	−10	−21
Hard	1	−1	−6	−15
Complex	2	0	−3	−10
Multiplex	3	1	−1	−6
Omniplex	4	2	0	−3
Transcendent	5	3	1	−1

Primary				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	<i>×adjBase</i>	<i>×Base</i>
Reflex	−1	−6	−15	−28
Simple	0	−3	−10	−21
Average	1	−1	−6	−15
Hard	2	0	−3	−10
Complex	3	1	−1	−6
Multiplex	4	2	0	−3
Omniplex	5	3	1	−1
Transcendent	6	4	2	0

Secondary				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	<i>×adjBase</i>	<i>×Base</i>
Reflex	0	−3	−10	−21
Simple	1	−1	−6	−15
Average	2	0	−3	−10
Hard	3	1	−1	−6
Complex	4	2	0	−3
Multiplex	5	3	1	−1
Omniplex	6	4	2	0
Transcendent	7	5	3	1

Tertiary				
<i>Complexity</i>	<i>adjBase</i>	<i>Base</i>	<i>×adjBase</i>	<i>×Base</i>
Reflex	0	−1	−6	−15
Simple	1	0	−3	−10
Average	2	1	−1	−6
Hard	3	2	0	−3
Complex	4	3	1	−1
Multiplex	5	4	2	0
Omniplex	6	5	3	1
Transcendent	7	6	4	2

Range Points								
<i>Range</i>	<i>Self</i>	<i>Touch</i>	<i>Close</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Far</i>	<i>Extreme</i>
Self	0	−1	−2	−3	−4	−5	−6	−7
Touch	+1	0	−1	−2	−3	−4	−5	−6
Close	+3	+1	0	−1	−2	−3	−4	−5
Short	+6	+3	+1	0	−1	−2	−3	−4
Medium	+10	+6	+3	+1	0	−1	−2	−3
Long	+15	+10	+6	+3	+1	0	−1	−2
Far	+21	+15	+10	+6	+3	+1	0	−1
Extreme	+28	+21	+15	+10	+6	+3	+1	0

Duration Points									Spell Frequency	
<i>Duration</i>	<i>Instant</i>	<i>Moment.</i>	<i>Brief</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Extend.</i>	<i>Enchant.</i>	<i>Frequency</i>	<i>Points</i>
Instant	0	−1	−2	−3	−4	−5	−6	−7	Day	−4
Momentary	+1	0	−1	−2	−3	−4	−5	−6	Hour	−3
Brief	+3	+1	0	−1	−2	−3	−4	−5	5 Minutes	−2
Short	+6	+3	+1	0	−1	−2	−3	−4	Minute	−1
Medium	+10	+6	+3	+1	0	−1	−2	−3	3 Rounds	0
Long	+15	+10	+6	+3	+1	0	−1	−2	Round	+1
Extended	+21	+15	+10	+6	+3	+1	0	−1	Action	+3
Enchantment	+28	+21	+15	+10	+6	+3	+1	0	Strike Rank	+6



Area: Size Points								
<i>Range</i>	<i>Point</i>	<i>Min.</i>	<i>Tiny</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>	<i>Huge</i>	<i>Enormous</i>
Point	0	−1	−2	−3	−4	−5	−6	−7
Miniscule	+1	0	−1	−2	−3	−4	−5	−6
Tiny	+3	+1	0	−1	−2	−3	−4	−5
Small	+6	+3	+1	0	−1	−2	−3	−4
Medium	+10	+6	+3	+1	0	−1	−2	−3
Large	+15	+10	+6	+3	+1	0	−1	−2
Huge	+21	+15	+10	+6	+3	+1	0	−1
Enormous	+28	+21	+15	+10	+6	+3	+1	0

Area: Number Points								
<i>Range</i>	<i>Miniscule</i>	<i>Tiny</i>	<i>Medium</i>	<i>Huge</i>	<i>Single</i>	<i>Small</i>	<i>Medium</i>	<i>Large</i>
Size: Min.	0	−1	−2	−3	−4	−5	−6	−7
Size: Tiny	+1	0	−1	−2	−3	−4	−5	−6
Size: Med.	+3	+1	0	−1	−2	−3	−4	−5
Size: Huge	+6	+3	+1	0	−1	−2	−3	−4
Num: Single	+10	+6	+3	+1	0	−1	−2	−3
Num: Tiny	+15	+10	+6	+3	+1	0	−1	−2
Num: Med.	+21	+15	+10	+6	+3	+1	0	−1
Num: Huge	+28	+21	+15	+10	+6	+3	+1	0

# TABLE OF SPELLS

The following pages give a summary listing of all high magic spells suitable for a quick reference and to see what spells are available to a form of magic.



## Fire Spells

<i>Spell Name</i>	<i>Score</i>	<i>Complexity</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>	<i>Notes</i>
<b>Basic Fire Lists</b>						
<b>Dancing Flame List (Level 1)</b>						
Flare Up	2	Simple	Close	Brief	Loc: Reg. (Small)	
Dancing Flames	3	Simple	Short	Short [SL]	Loc: Reg. (Small)	
Color Burst	4	Simple	Close	Instant	Fire: Num (Small [SL])	
Shape Fire	8	Average	Medium	Medium	Loc: Reg. (Small)	
Color Flame	11	Average	Short	Short	Loc: Reg. (Small)	
Visions in Flame	15	Hard	Close	Short	Fire: Reg. (Small)	
<b>Ignite List (Level 2)</b>						
Combust	2	Simple	Touch	Instant	Obj: Wt (Size)	Possession
Singe	4	Simple	Short	Instant	Crea: Sized (Medium)	Resisted
Ignite	6	Average	Medium	Instant	Obj: Wt (Size)	Possession
Igniting Touch	8	Average	Medium	Medium	Crea: Num (Single)	
Match	10	Average	Medium	Instant	Obj: Num (Medium [SL])	
Igniting Gaze	12	Hard	Self	Short	Crea: Num (Single)	
Burning Gaze	18	Complex	Self	Short	Crea: Num (Single)	
<b>Cool Flame List (Level 3)</b>						
Flame Tongue	1	Simple	Self	Medium	Crea: Num (Single)	
Flame Eyes	5	Average	Self	Medium	Crea: Num (Single)	
Aura of Fire	9	Average	Short	Medium	C/O: Num (Single)	Resisted
Create Cool Flame	13	Hard	Short	Medium	Loc: Reg. (Small)	
Cool Candleflame	17	Complex	Short	Long	Loc: Num (Medium [SL])	
<b>Resist Fire List (Level 4)</b>						
Resist Heat	1	Simple	Touch	Medium	C/O: Size (Medium)	
Warm	4	Average	Short	Medium	Crea: Size (Large)	
Reduce Fire	6	Average	Medium	Medium	C/O: Size (Medium)	
Prevent Fire	10	Hard	Medium	Medium	Loc: Reg. (Medium)	
Resist Fire	12	Hard	Touch	Medium	C/O: Size (Medium)	
Dampen Fire	16	Complex	Medium	Medium	Loc: Reg. (Medium)	
Fire Proof	20	Complex	Touch	Medium	C/O: Wt (Size)	
<b>Heat List (Level 5)</b>						
Heat	1	Simple	Medium	Short	Obj: Wt (Small)	Possession
Melt	4	Average	Short	Instant	Obj: Wt (Size)	Possession
Over Heat	6	Average	Short	Short	Crea: Num (Single)	Resisted
Hot Foot	10	Hard	Short	Brief	Crea: Size (Medium)	Resisted
Burning Belly	12	Hard	Medium	Medium	Crea: Size (Medium)	Resisted
Burning Joints	16	Complex	Medium	Medium	Crea: Size (Medium)	Resisted
<b>Create Fire List (Level 6)</b>						
Create Normal Fire	2	Average	Short	Medium	Loc: Reg. (Small)	
Create Fire	8	Hard	Short	Short	Loc: Reg. (Small)	
Create Liquid Fire	10	Hard	Short	Short	Loc: Reg. (Tiny)	
Create Greek Fire	14	Complex	Close	Short	Loc: Wt (Small)	
Create Essential Fire	16	Complex	Close	Medium	Loc: Reg. (Small)	

<i>Spell Name</i>	<i>Score</i>	<i>Complexity</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>	<i>Notes</i>
Crt Ess. Liq. Fire	20	Multiplex	Short	Medium	Loc: Reg. (Tiny)	
<b>Fireworks List (Level 7)</b>						
Firecracker	2	Average	Close	Instant	Loc: Num (Single)	
Sparkler	4	Average	Self	Brief	Dominant Hand: Num (Single)	
Spinner	6	Average	Close	Brief	Loc: Num (Single)	
Firecracker String	8	Hard	Short	Brief	Loc: Num (Single)	
Fire Rocket	10	Hard	Medium	Brief	Loc: Num (Single)	
Star Burst	12	Hard	Long	Brief	Loc: Num (Single)	
Flare	14	Complex	Long	Brief	Loc: Num (Single)	
Shell Burst	16	Complex	Long	Brief	Loc: Num (Single)	
Multiburst	18	Complex	Long	Brief	Loc: Num (Single)	
Hanging Flare	20	Multiplex	Long	Brief	Loc: Num (Single)	
<b>Control Fire Lists</b>						
<b>Handfire List (Level 1)</b>						
Finger Flame	4	Average	Short	Short	Loc: Num (Single)	
Handfire	10	Hard	Medium	Medium	Loc: Num (Single)	
Handflame	12	Hard	Touch	Medium	Dominant Hand: Num (Single)	
Essential Handfire	16	Complex	Medium	Medium	Loc: Num (Single)	
<b>Fire Cloud List (Level 2)</b>						
Fireflies	4	Average	Medium	Medium	Hand: Num (Single)	
Illuminating Sparks	8	Hard	Medium	Medium	Hand: Num (Single)	
Stinging Sparks	10	Hard	Medium	Medium	Hand: Num (Single)	
Illuminating Cloud	14	Complex	Medium	Medium	Loc: Reg. (Small)	
Fire Cloud	16	Complex	Medium	Medium	Loc: Reg. (Small)	
<b>Fire Sight List (Level 4)</b>						
Fireblind	8	Hard	Medium	Medium	Crea: Num (Single)	
Fire Vision	10	Hard	Touch	Medium	Crea: Num (Single)	
Fire Sight	12	Complex	Touch	Medium	Crea: Num (Single)	
Illuminating Sight	18	Multiplex	Self	Medium	Crea: Num (Single)	
Eye Flash	20	Multiplex	Medium	Brief [SL]	Crea: Num (Single)	
<b>Fire Flow List (Level 5)</b>						
Pillar of Fire	6	Hard	Medium	Brief	Loc: Reg. (Tiny)	
Trail of Fire	8	Hard	Medium	Short	Crea: Size (Medium)	Resisted
Ring of Fire	12	Complex	Medium	Brief	Loc: Dia. (Medium)	
Fountain of Fire	18	Multiplex	Medium	Brief	Loc: Dia. (Medium)	
River of Fire	20	Multiplex	Medium	Medium	Loc: Dia. (Small)	
<b>Fire Drawing List (Level 6)</b>						
Fire Trace	2	Average	Close	Med. [SL]	Crea: Num (Single)	
Draw with Fire	5	Hard	Self	Short	Crea: Num (Single)	
Flaming Letters	7	Hard	Short	Brief	Loc: Num (Large [SL])	
Brand	9	Hard	Touch	Instant	Crea: Num (Small [SL])	Resisted
Sear Letters	11	Complex	Touch	Medium	Obj: Num (Large [SL])	

## Fire Spells

<i>Spell Name</i>	<i>Score</i>	<i>Complexity</i>	<i>Range</i>	<i>Duration</i>	<i>Area</i>	<i>Notes</i>
Sear Flesh	13	Complex	Touch	Instant	Crea: Num (Large [SL])	Resisted
Sear Image	18	Multiplex	Close	Instant	C/O: Num (Large [SL])	Resisted

### Move Fire List (Level 7)

Move Fire	4	Hard	Medium	Short	Loc: Reg. (Small)
Transport Fire	13	Complex	Short	Short	Loc: Reg. (Medium)
Throw Fire	18	Multiplex	Medium	Brief	Loc: Reg. (Small)

### Fire Understanding (Level 8)

Extinguish	4	Hard	Medium	Instant	Loc: Reg. (Medium)
Draw From Fire	6	Hard	Medium	Medium	Loc: Reg. (Medium)
Reduce to Essence	10	Complex	Short	Instant	Fire: Reg. (Medium)
Increase Essence	14	Multiplex	Close	Instant	Fire: Reg. (Small)
Compress Fire	16	Multiplex	Close	Instant	Fire: Reg. (Small)
Store Fire	18	Multiplex	Touch	Long	Obj: Wt (Tiny)
Crystalize Fire	24	Omniplex	Close	Extended	Fire: Reg. (Small)

### Fire Tricks List (Level 9)

Flame Tentacles	2	Hard	Medium	Short	Fire: Reg. (Small [SL])	Target* Target
Flaming Lasso	4	Hard	Short	Short	C/O: Size (Medium)	
Flaming Bonds	8	Complex	Short	Short	C/O: Size (Medium)	
Backfire	14	Multiplex	Close	Short	Crea: Num (Single)	
Shield of Fire	20	Omniplex	Close	Short	Crea: Size (Medium)	

### Healing Flame List (Level 10)

Cauterize	2	Hard	Touch	Instant	Wound: Size (Medium)
Sterilize	4	Hard	Close	Instant	Obj: Wt (Size)
Purge Infection	6	Complex	Touch	Instant	Wound: Size (Medium)
Purge Illness	8	Complex	Touch	Instant	Crea: Size (Medium)
Purge Poison	10	Complex	Touch	Instant	Crea: Size (Medium)
Cleansing Flame	13	Multiplex	Touch	Short	Crea: Size (Medium)
Healing Fire	15	Multiplex	Touch	Instant	Crea: Size (Medium)
Fire of Regeneration	20	Omniplex	Touch	Short	Crea: Size (Medium)

### Combat Fire Lists [18]

#### Fire Weapons List (Level 1)

Flaming Arrow	2	Average	Touch	Medium	Arrow/Quarrel: Wt (Tiny)
Flaming Blade	4	Average	Touch	Medium	Bladed Weapon: Wt (Small)
Flaming Armor	6	Average	Touch	Long	Armor: Wt (Large)
Blade of Fire	8	Hard	Short	Short	Crea: Wt (Tiny)
Javelin of Fire	10	Hard	Short	Brief	Crea: Wt (Tiny)
Arrow of Fire	12	Hard	Close	Brief	Bow: Num (Single)
Fire Whip	14	Complex	Self	Short	Crea: Num (Single)

#### Project Fire List (Level 3)

Burning Grasp	2	Average	Self	Brief	Crea: Num (Single)
Fire Breath	4	Average	Self	Brief	Crea: Num (Single)
Fire Stream	6	Hard	Self	Short	Crea: Num (Single)

Fire Lance	8	Hard	Self	Instant	Crea: Num (Single)	
Project Fire	12	Complex	Short	Medium	Crea: Num (Single)	
Branching Fire Lance	14	Complex	Extreme	Instant	C/O: Num (Small)	Resisted
Fire Wave	16	Complex	medium	1 action	Loc: Reg. (Small)	

#### **Delayed Fire List (Level 6)**

Fire Burst	3	Hard	Short	Enchant	Loc: Reg. (Small)	
Delayed Normal Fire	6	Hard	Short	Long	Loc: Reg. (Small)	
Delayed Fire	10	Complex	Short	Medium	Fire: Reg. (Small)	
Fire Trap	16	Multiplex	Short	Long	Loc: Reg. (Medium)	
Fire Ward	18	Multiplex	Short	Extended	Loc: Vol. (Medium)	
Essential Fire Trap	20	Omniplex	Short	Long	Loc: Reg. (Small)	

#### **Hurl Fire List (Level 8)**

Flame Flicks	2	Hard	Short	Instant	Crea: Num (Single)	Resisted
Fire Bolt	4	Hard	Medium	Instant	C/O: Num (Single)	
Hurl Fire	6	Complex	Self	Brief	Crea: Num (Single)	
Catch Fire	8	Complex	Short	Short	Crea: Size (Medium)	Resisted
Firestrike	10	Complex	M [POW]	1 round	C/O: Num (Single)	Resisted
Fireball	12	Multiplex	M [POW]	1 round	Loc: Vol. (Huge [maxSL + POW])	
Multi Firestrike	14	Multiplex	M [POW]	Instant	Crea: Num (Small)	Resisted
Immolate	20	Omniplex	Long	Medium	C/O: Size (Medium)	Resisted

#### **Area Fire List (Level 10)**

Fire Pool	2	Hard	Long	Medium	Loc: Reg. (Huge)	
Firey Rain	5	Complex	Long	Short	Loc: Dia. (Huge)	
Napalm	8	Complex	Medium	Short	Loc: Dia. (Medium)	
Fire Storm	14	Multiplex	Short	Brief	Loc: Vol. (Enormous)	
Nuclear Bomb	20	Omniplex	Long	Brief	Loc: Vol. (Enormous)	
Apocalypse	24	Transc.	Far	Short	Loc: Sphere (Enormous)	