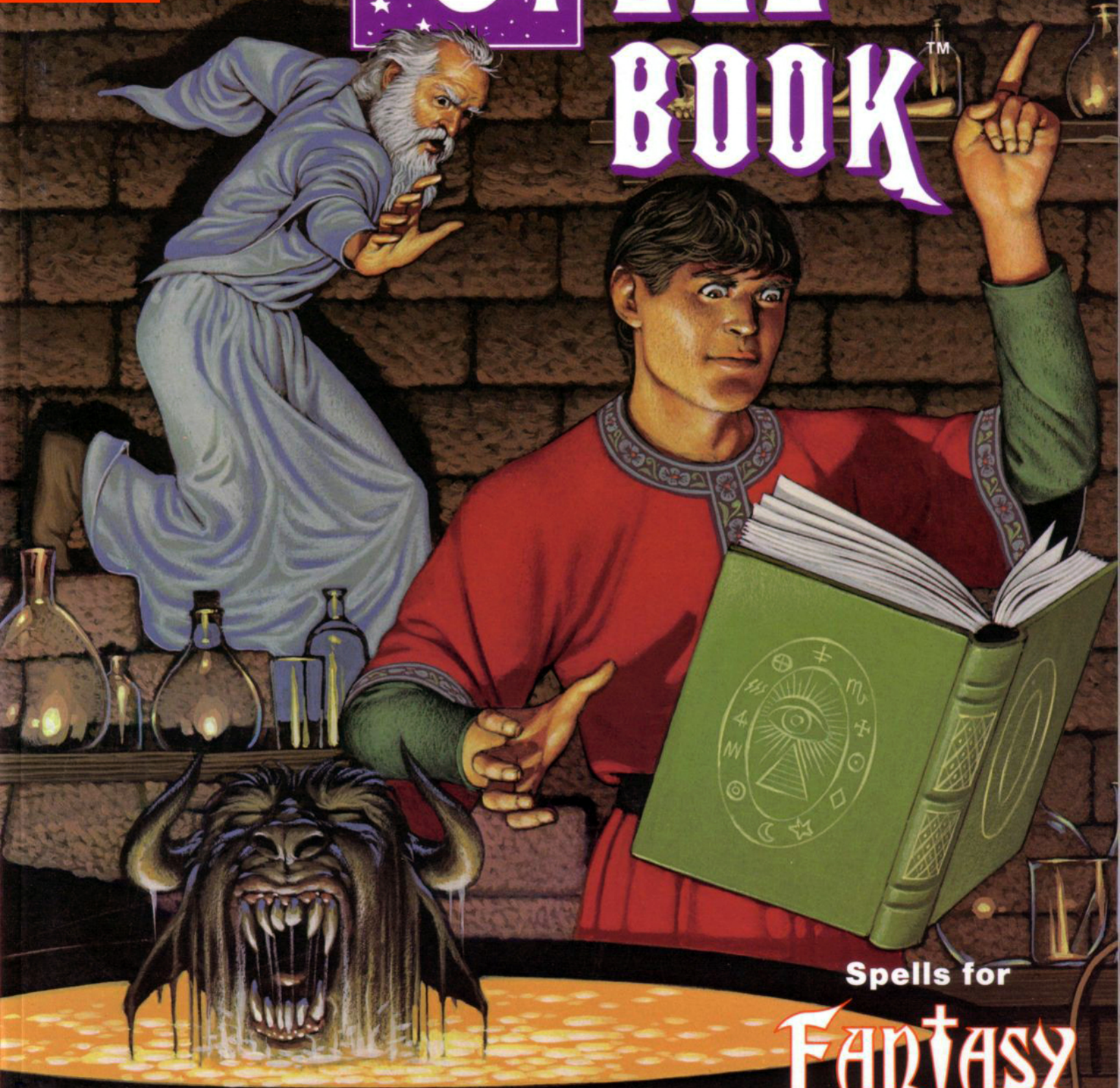


the **SPELL BOOK**



Spells for

FANTASY
HERO

by **Aaron Allston**
Mike Nystul

THE SPELL BOOK™

Written by Mike Nystul and Aaron Allston

CREDITS

Project Editor — Mike "(70-((7 DEF x 5 BODY))/2)" Nystul.
Series Editor — Rob "No one will ever use the equation" Bell.
Editorial Contribution — John "Yeah, it looks like something <censored> would put out" Brunkhart, S. Coleman "Well I understand it" Charlton, Eileen "But you got a PhD in Computer Science" Smith, George "What's wrong with computer science?" MacDonald.
Proofreading — John "Another all-nighter" Brunkhart, Eileen "Are you sure you prufed this?" Smith.
Cover Art — Walter Velez.
Cover Design — Rick Britton.
Interior Art — Shawn Sharp.
Page Layout — Eileen Smith.
Production — Terry "The Omnipotent" Amthor, Leo "Emperor of the Universe" LaDell, E. Claire "I want to be the Empress of China!" Smith, Larry "I want to be the Captain of the Enterprise" Brook, Suzanne "Well, good luck" Young, Cheryl "Two limes" Kief, Paula "Wonder Woo-man" Peters, and Bill "The printbuyer in Hell" Downs.
Contributing Authors — Robert & Wendy Bruce, Tim Brown and Karl Kochvar.
Additional Contributions — Jim Dorethy, Mike Muchisky, Peter Mc Kinney, Adrian Ownby, Tim Brewer, Colin McKinney and Doug Tabb.
Additional Material — Alan Barclay, Lawrence Barry, David Berge, Robert W. Calfee, Mike Case, Ben Hill Passmore IV, Andrew Robinson, Evan Simpson, Jeff Schrieber, and Barry A. Wilson.
Playtesters — Joe "Tarnac" Adlesick, Mitch "Griffon" Gittleman, Keith "Quid" Hannigan, Karl "Diamond" Kochvar, Chris "Andros" LaLiberty, Bryan "Malikar" Nystul, Dawn "Tamaria" Nystul and Eileen "Loren" Reedy.
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Dedicated to the Memory of Mrs. Genny Nystul and the world that died without her.

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INTRODUCTION

FOREWORD

Here it is. The book that holds the answers to such timeless questions as: "What is Metamorphosis?" and "Do my levels add to my targeting roll?" I know the faithful have been waiting for *Fantasy Hero* support material for a long while. Then, like a bolt from the blue, *Magic Items* hit the shelves. And now the *Spell Book*. Rounded out with the Hero System *Bestiary*, you have at your disposal all the material you need to construct whatever fantasy environment you desire.

All right, I admit it. *FH* magic may be the most flexible system currently available, but at times it can be downright frustrating. Thus the tome you are holding in your hot little hands. Inside, you will find all sorts of neat stuff designed to make the life of wizards (and GMs) a little easier. There is a section which clarifies the original *Fantasy Hero* rules and offers optional expansions. Aaron Allston has contributed an informative treatise on designing magic systems. There is a sample organization which can be used to introduce magic to any existing campaign. And then there are the spells themselves. Seventy-eight of them, culled from nearly a dozen campaigns, most with four power levels and suggestions which allow for one or more variations on the basic statistics.

It was obvious from the onset that *FH* would need a book of this kind. The magic system needed a little work and a lot more examples than we had room for in the original rules. Tackling this project was a bit daunting at first, but after consulting with some of the most experienced *FH* Gamemasters around, I think we have managed to iron out most of the problems, giving you the flexibility you need to create the environment you want.

When we say that the *Fantasy Hero* magic system is flexible, we do not mean that it is all-encompassing. The Hero system focuses on individual characters and their actions, providing a point system by which one may be compared to another. Our magic system reflects this tone in that it is geared to the enchantments of player characters and their opponents. As such, the point balance falls apart when GMs attempt to construct ultra-powerful beings like deities or the fantastically powerful spells that they possess.

Magic does follow a certain logic that often reflects the natural laws of the real world. There are things that magic does very well, and there are other things that may seem simple, but when you break them down, they would require massive amounts of power and skills that most mortal magicians could not possibly possess. When building spells, carefully consider what you are trying to do and whether or not you think it is reasonable in the context of your campaign environment and the *Fantasy Hero* system.

One of the most common questions I have encountered is, "How do I write a resurrection spell?" This is where logic comes into play. Death is nearly absolute in most heroic fantasy. There are certainly instances where adventurers have been brought back from the dead, but this is invariably a monumental event. To resurrect someone, you must call his spirit from whatever afterlife to which it has passed, force it back into an unliving body, and join the two so that he may live again. Such a thing has precedent in the literature, but is more the province of gods than men.

As you can see, there are things that the system does not do. Among these are the creation of matter from nothingness and breaking the time barrier. For some reason, many players seem obsessed with being able to create certain substances, usually food or water. When you think about the kind of energy that would be

required to form a single atomic particle, let alone a molecule, you will realize that such a task is sheer folly. Time is another absolute. Changing one's relationship to time itself is a concept of such mind-boggling scope that calculating the repercussions could easily give you a headache, and the idea of moving backward through it brings up so many questions that it would be impossible to come up with an answer that would please everyone.

This is not to say that Magic can't do impossible things. In some ways, magic is the science of impossibility. Just remember that there are degrees of improbability and that characters who can casually shatter the fundamental laws of the universe will become bored fairly quickly. Reserve this kind of magic for immortal beings, and they will be that much more impressive. Familiarity does breed contempt, after all. And when your plot line calls for powers of this magnitude, don't bother writing them up — just describe what happens. You are the Gamemaster — it is your story. Your power is absolute. Any questions? Good.

Read on, and enjoy —

USING THIS SUPPLEMENT

So you ran out and picked up a copy of the *Spell Book*. Now what? That depends on what you bought the *Spell Book* for. The obvious approach is to read the darn thing cover to cover, but we both know that most of us will flip right through, reading only what concerns us. So, what concerns you? Let's take a moment to go through the various sections and what they contain:

The section which follows deals with the rules themselves, providing errata, clarifications, elaborations, optional rules, and advice on balancing power levels in your campaign.

Part One presents the Big Picture, explaining how to go about the seemingly insurmountable task of designing an entire Magic System. We will show you how by giving descriptions of some of the more common forms of magic and examples of several systems that you could easily 'lift' for your own campaign.

Part Two is a sourcebook of 78 spells which provides examples of how to use the magic system to best effect. A list of standardized abbreviations is included which you can adapt as a kind of mystic shorthand. They are followed by a section that describes how to adapt them for use in any campaign.

Part Three describes an organization called the Kalen whose purpose is to search out the secrets of magic to better serve mankind. Complete background information is provided, including history, non-player characters, spell lists, artifacts, and 'layered' package deals which follow an enchanter from indoctrination to Mastery. This section also details various ways The Kalen can be used with outlines for several adventures.

All of this is considered supplemental to the material you have been using all along. Take what you want, leave the rest. Even though this is a *Fantasy Hero* supplement, you may find that the magic system works very well with any of our other games. Want to adventure in a modern world where magic works? Use the skills and weapons from *Danger International* and the magic system from *FH*. With a little work, you can create any environment you can imagine. Feel free to experiment. This your game after all, so have fun with it.

CLARIFICATIONS AND ELABORATIONS

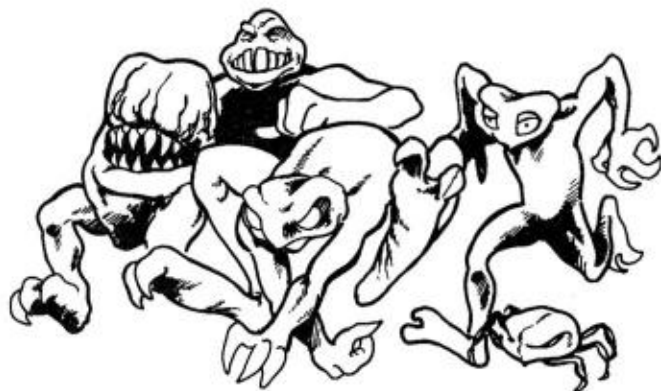
Unfortunately, portions of the original rules were a bit vague, leaving certain elements open to interpretation. In this section, we will do our best to remedy this situation. All of the comments presented herein are upgraded rules — the optional stuff comes later. In cases where this material seems to contradict the original rules, this upgrade should be considered the final word on the matter.

SPELLCASTING

The material which follows is supplemental to the spellcasting procedure on pages 27 to 28 of *Fantasy Hero*.

Casting Time: Unless modified by certain advantages or limitations, casting a spell requires a full phase. A non-attack spell with the Fast advantage takes a half phase, which can be either the first or second half of the phase in which it is cast. Fast attack spells also take a half phase, but must take place in the second half of the phase in which it is cast because an attack action must always be the last action in any given phase. Spells with the Immediate advantage may be cast at any time during the caster's phase. Since they take no time, any number of Immediate spells may be cast in a single phase, but no spell may be cast more than once per phase.

Release: As a general rule, a character's actions take place in the first segment of each of his phases even though his phase is usually composed of several segments. This is to avoid the confusion that would be caused by assigning each and every action a character could perform a fraction of the phase and having the action occur in that part of the phase during the turn structure. In other words, a character who takes a half move and attacks performs both actions in the first segment of his phase, even though this combination of actions takes up his entire phase. He does not move during the segments which compose the first half of his phase and attack in those that compose the second. By the same token, a spell takes effect in the first segment of the last phase of its casting time. Until the caster acts again, he is still subject to the effects of any limitations on the spell that applied during casting even though the spell has already been cast. Otherwise, spells would take effect in the last segment of the last phase of their casting time. Extensive play testing has shown this to be very confusing. The reason for this structure is simply for ease of play. One possible explanation is that the caster is considered to be recovering from the energies that he used to cast the spell. If you don't like this solution, you can simply require all spells to have at least a phase of extra time.



Voluntary Cancellation: If the caster wishes to perform an action other than spellcasting once he has begun a spell with an extended casting time, he may decide to stop casting on any of his phases (unless the spell was purchased with the Concentrate limitation in which case he will be unaware of the passage of time until the spell has been cast). He will waste any time spent, and if he wants to cast the spell he must begin again. If attacked during casting, the magician may choose to cancel to a block or a dodge unless the spell was purchased with the Concentrate limitation. He will lose any time invested, but he will gain the benefit of a higher DCV. In either case, if the spell was purchased with expendable materials, they are lost and if there is a chance of backfire, the caster must make his Magic Roll as normal and suffer any Side Effects on the spell if he fails.

Magic Roll: Unless the spell was purchased with the No Magic Roll Advantage, the caster must make a Magic Roll to cast it successfully. This roll is at a penalty of -1 for every 10 Active Points in the spell (Modifiers do not increase this penalty). If the spell has more than one effect, the penalty is based on the total of the active points of all effects. The Gamemaster may assign additional modifiers to reflect the situation under which the spell is cast. See the table on page 16 of *FH* for details. The bonuses for preparation are in addition to the minimum time requirements of the spell and apply only to combat spells. Noncombat spells receive a +1 bonus for every 5x the base casting time spent in preparation. So a noncombat spell that takes a full turn to cast receives +1 after 1 minute, +2 after 5 minutes, or +3 after 25 minutes. No spell may receive more than a +3 bonus for preparation. If the caster makes the modified Magic Roll, the spell is successfully cast. If he fails, any expendable materials are lost, any side effects on the spell are applied, and the spell fizzles.

Interruptions: All of a magician's spells that lack the Persistent advantage stop working if he is stunned or knocked unconscious. If he takes Body while casting a spell or maintaining a Constant spell, he must make an Ego Roll at -1 for every 2 Body taken after his defenses are applied. If he fails, the spell is lost and must be started all over again. Spells with Gestures and/or Incantations are particularly easy to interrupt. If the caster takes any Body damage, he doesn't get an Ego Roll; the spell goes down automatically. Further, if any spell that requires an Attack Roll or Targeting Roll (like Blast or Dazzle) gets through the caster's defenses, the spell is broken. If a magician is killed, all of his spells stop working (including those with the Persistent Advantage) save those that were bought with the independent limitation by means of a Create Spell.

Example: Kedrin has a speed of three, and he casts a constant spell with the Extra Time: +1 phase limitation and Gestures that are casting only. He starts the spell on the fourth. From the fourth to the seventh, he is casting. On the eighth, the spell goes off. Even though the spell is in operation, his DCV will be at half until his next phase. He is attacked in the tenth and decides to cancel to a dodge. Kedrin loses his twelfth-phase action, but his DCV will be much higher until his next action, in the fourth segment of the next turn. Since the Gestures were casting only, the spell will stay in effect as long as he continues to pay the endurance to maintain it. Kedrin got the spell up and running, but it ended up taking him a turn to carry it off.

MAGICAL COMBAT

The material which follows is supplemental to the rules that deal with magical combat on page 27 and pages 68-71 of the *FH* rulebook.

Levels: Spellcasting is Ranged Combat except for those spells that have no range, which are considered Hand to Hand attacks. Therefore, all applicable Weapon Levels will apply. In addition, 5 pt. levels can be purchased with Magical Combat that apply to all magical attacks and 3 pt. levels can be purchased with Ego Combat, Ranged Spells and Spells with No Range that only apply to spells of the appropriate type. This will allow magicians to improve their targeting rolls without making them expert warriors in the process. Levels used in magical combat cannot be used to raise the Damage Class, Stun Multiple or Body done by a spell effect, but they can be used for OCV or to increase the Range Modifier, where applicable.

Example: *Madallon the Mage is casting an Intelligence Destruction, which has No Range. He has one five-point weapon level with all hand-to-hand combat and one three-point level with Brawling. Both are applicable, and he decides to apply them to his OCV. If he had any levels with Magical Combat or Spells with No Range they would also apply, but sadly he has none. He fails his role and is neatly cloven in twain by the Dark One.*

MAGICAL SKILLS

Complementary Skills: Where appropriate, certain skills could be considered complementary to a character's Magic Skill. Appropriate skills will often be suggested by the spell and the situation under which it was used. The most common are Professional and Knowledge Skills that relate to the caster's style of magic. The rules which deal with the use of complementary skills are on page 15 of the *FH* rulebook.

Example: *A warlock is casting a summoning spell that creates a zombie. He has Knowledge Skill: Necromancy at 13-. The Gamemaster decides that this is complementary to the warlock's Magic Skill for the purposes of this spell. He rolls a 10, so he gets a +2 to his Magic Roll.*

Writing, Learning, and Changing Spells: The time it takes for a wizard to write a new spell, learn a spell someone else has written or change a spell he already knows is based on the number of active points in the spell. Writing a spell takes a base of 1 hour for spells of 10 active points or less. For every additional 10 points, the time requirement is multiplied by 5. This pattern can be approximated by using the chart provided below:

Points of Spell	Time Required
1-10 pts.	1 hour
1-20 pts.	6 hours
21-30 pts.	1 day
31-40 pts.	1 week
41-50 pts.	1 month
51-60 pts.	1 season (3 months)
61-70 pts.	1 year
71-80 pts.	3 years
81-90 pts.	1 decade
91+ pts.	GM's Discretion

Writing a new spell requires a Spell Research roll at a -1 per 5 Active points in the spell with a bonus of +1 for every 2x the normal time required to write the spell. This is modified by conditions and equipment, as specified on the Skill Modifiers chart on page 16 of the *Fantasy Hero* rulebook. Poor conditions would be the outdoors or a dank dungeon while excellent conditions could be a warm, dry tower where the magician will have few distractions. Equipment would include spell books and a good library. If this roll is failed, the mage may try again as explained in the guidelines under the Spell Research skill description.

Learning a spell someone else has written is quicker and easier. If the mage has access to a book or scroll with the spell in it or is taught the spell by someone else who already knows it, he needs to make a Magic or Spell Research roll (whichever is higher) at -1 per 10 Active points in the spell. The time requirement is 1/5 of that required to build the spell from scratch, which is simply one step down on the time chart. As before, taking twice as long will provide a +1 bonus and appropriate conditions and equipment will be a great help. If the roll is failed additional attempts can be made as previously discussed.

Changing a spell works much the same way as writing a new one, but since the caster has something to work from, his Spell Research roll is at -1 per 10 points in the modified spell instead of -1 per 5. Changing a spell takes half the time required to build the same spell from scratch. Make sure that this rule is not abused by buying a spell at very few Active Points and then changing it to a much higher total in half the normal time.

In all three cases, certain complementary skills may be applicable. You can also vary the difficulty of writing, learning and/or changing spells by changing the base time requirement. If all of this seems too involved for your tastes, ignore it. Use the simpler guidelines given in the Spell Research description or allow a character to make his Spell Research or Magic Roll once between each game with a -1 per 5 points in the spell he is trying to write or learn. He may add or change 1 point for every point by which this roll is made. He continues to make these rolls until enough points have been spent to purchase the spell.

Example: *Zardron is writing a spell with 50 Active Points. Consulting the time chart, it will take him one month to complete with a -10 to his Magic Roll, which is only 17-. Fortunately, he has a large library and a comfortable study, which give him a total modifier of +4, raising his base chance to 11-. Unsatisfied with these odds, he decides to take four months instead, which provides a +2 bonus, increasing his chances to a 13-. He takes the time and rolls a 15, which isn't good enough. He tries again, which takes two more months. This time he rolls a 12, so after six months of study, his spell is finished. A few adventures later, he becomes dissatisfied with the way the spell is working, so he decides to change some of the advantages on the spell, raising its Active total to 60 points. Consulting the time chart, we find that this level would normally take six months to research, but since Zardron is changing the spell instead of modifying it, it only takes six weeks at a -6 to his Spell Research roll, giving him a 11 modified to 15 for conditions and equipment. He takes the time and rolls a 10, which is successful. Later, his apprentice asks the wizard to teach him the spell. This would take three months, with a -6 to the Spell Research or Magic Roll, but the master is in a bad mood and turns him down. Pity.*

ERRATA

The paragraphs which follow clarify specific problems in the original rules. Once again, this is the final word on the subject, so if you think there is a conflict, use the corrections provided herein.

Defense: As you may have guessed, there is no Metamorphosis. Transfer was also left off the list due to circumstances beyond our control. Therefore, Defend works against Dazzle, Destroy, Dispel, Drain, Suppress, Transfer, and Transform.

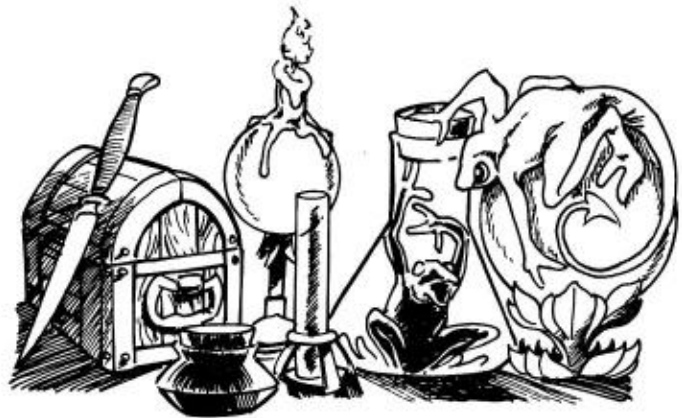
Delayed Effect: You can define the Concentrate, Extra Time, Gestures, Incantations and Materials limitations as either Storing or Release. If they are taken as Storing, they will only effect the storing of the spell. Taken as Release, they will effect the release of the spell. If Extra Time is taken as Release, the base casting time is considered a full phase instead of the half phase normally required to cast Delayed Effect spells. It is possible to take these limitations twice on spells with Delayed effect, once as Storing and once as Release. Those taken as Storing are worth the lower value listed under the limitations for Delayed Effect, but those taken as Release are worth the higher value based on the kind of spell on which they are taken (Constant or Instant).

The endurance for Constant spells with the Delayed Effect advantage must be defined as Stored or Cast. If Stored, the caster pays as many endurance as he wants out of his own endurance or endurance reserve, depending on the spell. When the spell is released, it will feed off the pool of endurance the caster devoted to the spell when he stored it. When this pool is out of points, the spell goes down. The caster may not add any more endurance to the pool, but he may cancel the spell at any time. If the spell goes down for any reason before the endurance pool has been used up, the rest of the reserve is wasted. If the endurance is defined as Cast, the caster pays enough endurance for one phase when he stores the spell. When it is released, the caster need not pay endurance for the first phase of operation because he has already done so when he stored the spell. After the first phase, he must pay endurance every phase to maintain the spell as he would for a Constant spell without Delayed Effect.

Example: Neb Kettlewell is building a Constant spell with Delayed Effect. He decides that the enchantment should take a full hour to release, and a turn to cast, with Gestures and Incantations during storing, release and throughout the spell's operation. This combination of limitations is worth a total bonus of +4.75 (1.25 + 1 + .25 + .25 + 1 + 1). He decides that he would rather not have to pay endurance when the spell is up, so he chooses the Stored Endurance option. Later, he stores the spell, taking an hour to do so. He spends enough endurance to keep the spell up for four of his phases. When he releases the spell, which requires a full turn, it will remain in operation for four phases unless Neb is stunned, knocked out or decides to drop the enchantment voluntarily.

Instant: The Instant limitation is only worth the +1 bonus listed in the description, not the +2 listed in the summary. This is because other limitations on Instant spells are worth more than those applied to Constant spells, so changing Constant to Instant will result in higher limitations above and beyond the +1. If you disagree with this reasoning, Instant can be worth +2 in your campaign, but make sure all your players are aware of it so that you maintain internal consistency.

Pushing Magic: As touched upon in the original rules, a wizard may "push" his spells. Pushing is an act of will which allows a character to surpass his normal capabilities, typically the limits of his physical strength. It is also possible to "push" a character's magical capabilities. When a spellcaster feels that extraordinary



action is called for and the Gamemaster agrees that it is appropriate, an Ego Roll is made. Failure means the push accomplished nothing, and the spell is cast as normal. If the Ego Roll is successful, the active points of the spell may be increased by up to five points plus one per point by which the roll was made. The caster must spend one Endurance per point the spell is pushed in addition to the normal Endurance cost. These points increase the active points of the spell, so the exact results of the push will depend on which advantages, if any, were used. The spell must still be cast, and the penalty to the Magic Roll is based on the active points of the spell as affected by the effects of the push. If the spell fails for one reason or another, the push is wasted.

The Gamemaster may want to restrict the use of pushing in his campaign by applying modifiers to the characters Ego Roll to reflect the situation. The general Skill Modifiers chart provides some obvious guidelines such as bonuses for taking extra time, roleplaying, and appropriate conditions. The combat modifiers and equipment adjustments are inappropriate for this application.

Example: Orion is trying to heal one of his fallen comrades. His spell isn't powerful enough to bring the victim back to 1 Body or higher, so if he doesn't do something, his friend will die. He focuses his inner strength and makes a heroic effort. Orion has an Ego of 18, and the Gamemaster gives him a +3 for the situation and his roleplaying, which raises his roll to a 16. He rolls a 10, so he can raise the active points of his spell by up to 11 Active points. Unfortunately, his healing spell is Fast, Easy, and Ranged, so the best he can do is an extra half die, which will cost him 10 Endurance. As luck would have it, he rolls a 6 and gets the point he needs. Good triumphs again.

Reduced Endurance: When you are buying a spell with multiple effects and you wish to lower the endurance cost, you have to purchase the same level of reduced endurance on each effect in the spell. The active points are totalled to calculate the endurance cost for the spell, and any reduced endurance is applied to this total.

Example: Darko has a spell with two effects, one with 37 Active points and another with 19. The spell requires 11 endurance per phase to maintain ((37+19)/5) which is a little higher than he wants to pay, so he adds one level of reduced endurance to each effect, bringing the endurance cost down to 5, a far more reasonable level and a bargain at the price.

Side Effects: According to the definition of this disadvantage, when the caster fails his Magic Roll trying to cast a spell, 'bad things happen.' The exact meaning of 'bad things' is unclear, but is implied that they are offensive effects which are directed against the caster who gets no defenses against the attack. This is misleading, as the actual definition of Side Effects is much broader than this.

Any effect whose manifestation would be immediately detrimental to the caster is appropriate. Because the purpose of the spell will dictate the kind of effect that would be detrimental, the Gamemaster will have to adjudicate which effects make suitable Side Effects on a case by case basis. For instance, the Images effect would be inappropriate for a Blast spell, but it would be a nasty little backfire for a Cloak. Experiment with effects other than those normally associated with this disadvantage. Need a good side effect for a Summoning spell? Try Side Effect. ("Very nice of you to come sir, but I was trying to contact a spirit of somewhat less importance, sir, not that I'm not delighted you have chosen to appear, mind you...")

It is also perfectly acceptable to apply Advantages, since the disadvantage is based on the number of Active Points in the effect. How about an Area Effect Blast on that mass-Heal spell? (Oops!) Delayed Effect could provide you with a curse that will have later effects, like an Endurance Drain that kicks in when you are at half, for instance. One final suggestion, recommended only for the brave hearted: Mystery Side Effects! Just buy the disadvantage and let your Gamemaster do the rest. You will find out what havoc he has wrought the first time you blow your Magic Roll. Heaven help you.

FANTASY HERO MAGIC SYSTEM MODIFICATIONS

The magic system in *Fantasy Hero* is highly complex and fragile when it comes to balance. Continued playtesting has suggested the following modifications to some of the effect costs and results. These changes should be considered errata to the *FH* gamebook. These changes are used throughout this book and will be in all further *FH* Supplements.

Aid: Aid no longer has a roll associated with it, the effect adds +1 Power Point per 2 spell cost, minimum cost 10. Aided characteristics do not effect figured characteristics (such as PD or Stun) or figured values such as the number of spell "slots" a mage gets.

Clairvoyant: This replaces all three clair-senses. 20 pts. for 1 sense, +10 pts. per additional sense.

Cloak: Minimum Cost 20 pts.

Defense: 1 pt. of defense per 2 spell costs.

Detect: This effect replaces all three detects. The effect costs 10 points. Use Limitations to make very restricted types of detects.

Drain & Transfer: Recover (and Lose) 5 power points per post segment 12 recovery. Use a x1/4 Advantage (Double Time) to double recovery time (every 2, 4, 8... post segment 12 recoveries).

Heal: Minimum Cost 20 points.

Perception: The following limits apply to Perception: +1/2 sight only, +1 only gives Night Vision, no PER Roll bonuses.

Protect: Still +1 DCV but there are now just 2 classes of protection: Melee and Ranged. Ranged includes both weapon and spell attack rolls.

Restore: This is 1D6 per 10 points.

Levitate with DCV: x1/2 Advantage.

END Reserve: 2 pts. of Endurance cost 1 spell cost.

Link: This limitation is no more.

CLARIFICATIONS TO THE FANTASY HERO RULES

Some of the rules in *Fantasy Hero* are open to widely varying interpretations. The following are what we meant to say in the first place.

- The DCV bonus for shields only acts vs. Damage magic spells: Blast, Destroy, Drain, Killing Blast, and Transfer.
- You can use Adapt vs. aging and a number of types of poisons.
- You only stop the bleeding of a wound if you heal all the body in the wound or you make a Medic Roll with the proper minuses.
- Haste does not affect a character's DCV when moving combat speeds.
- Obscure effects everything on the character unless limited.
- Protect adds to the DCV of the hex a character is in vs. area effect spells. Use the largest appropriate Protect in the hex.
- You may throw a separate restore on each characteristic destroyed, even if they were destroyed in one big attack.
- You can target constant ranged spells on a person and hold it on them. You need not make an attack roll to keep the spell targeted, but you must use a combat half move. If you lose line of sight to your target the spell is disrupted.
- You may throw each spell you have once a phase. Thus you may throw many 0 phase spells in a phase, but you may only throw it once a phase unless you have bought it multiple times. Each 0 phase spell also takes up an Intelligence slot for the entire phase.
- For Long Term Recovery you may only take each type of long term recovery once per day. Thus you may take a maximum of five long term recoveries per day.
- Area Effect Detects with the Locate advantage will tell if the condition exists in a particular hex. Thus an Area Effect Detect Magic with Locate will tell which hexes contain magic, but not how many magic sources are in the hex. If reduced to 1 hex area the spell will locate the items within the hex.
- Variable Result spells can only run in one condition at a time. If the spell results are changed the earlier versions disappear. Thus, if a Variable Result Aid spell is running as plus to Dex, and you switch it to a plus to Strength, the Dex aid goes away.
- If a spell has multiple effects then add all of the effects together, find the total END cost, and then apply any Reduced END Cost to the total.
- If you take Side Effects on a spell with No Magic Roll then you take the side effect each time the spell is thrown.
- If you put multiple effects in one spell you can define what order you want the effects to occur in. Thus, if you have a PD Drain and a Killing Blast in the same spell the PD drain may act first.
- Every Body point taken reduces the maximum Stun a character can have by 1 point. Thus a character with 40 Stun who takes 10 Body can take a maximum of 30 Stun, even after all normal recoveries.
- A suppress affects every spell running in its area, whether the spell was running before or it is thrown after the suppress is set up.

OPTIONAL RULES

Bet you thought you had enough options already. Think again. The material which follows expands upon the original magic system, expanding your horizons even further. Read it through a couple of times, and decide which rules you are going to use. Then tell your players. Do *not* make them guess.

You may recognize some of the 'New' material from *Champions*. That's because that is exactly where it came from. You should still read these descriptions, because the FH version may differ a little from the *Champions* version. Only the ones that seemed to fit into a heroic fantasy setting and those that filled in gaps in the old rules (such as Armor-Piercing) were included. If you own *Champions* 1, 2 and/or 3, you might want to add some of the Powers, Advantages and Limitations that have not been included in this book. Go ahead, but be careful to read through the description first to make sure it is compatible with the FH spell structure. If it isn't, change it.

If you own *Justice Incorporated* and/or *Danger International*, you will have access to quite a few Skills, Talents and Psionic Abilities that fit very well into the FH world. Choose the ones you want and let your players know they are available. Most will work "as is" but a few will require a little tinkering, but the results are often worthwhile. The first time your party runs into a band of assassins with Martial Arts, the looks of surprise and terror will repay you for the effort.

Always remember that this system is nothing more than a series of guidelines for constructing your own gaming environment. If you think something is missing, write it up and add it in. Many of the 'official' additions and expansions to the Hero System have come from people who have done just that. As long as you are comfortable with the campaign you are running, everything is just fine. If you are unsatisfied, you have no one to blame but yourself.

OPTIONAL RULES: EXISTING EFFECTS

COSTLY CREATE

You may have noticed that Create spells are very inexpensive, usually falling under five points for all but the most powerful of artifacts. This is for two reasons. First, the base cost of the Create is based on the Real Cost of the independent effect to be created. Because the caster will have to spend his character points to complete the enchantment, he will try to get the real cost as low as possible. Second, the very nature of a Create spell suggests several limitations such as Static Materials, lengthy casting times, and difficult Magic Rolls. All these limitations will bring an already low base cost down to a level that seems very cheap for what it allows the characters to accomplish. This is fine in campaigns where the creation of Magic Items is relatively commonplace, but some Gamemasters may want Create spells to cost more than a point or two. If this is the case, the GM can base the cost of Create on the Modified Cost of the Independent effect instead of the Real Cost. This will force the caster to bring down the spell cost of his Create, providing a rationale for using all those great limitations that used to be thrown in for effect.

Example: Talos Blackwyng is devising an Independent Dominate effect to subvert the will of his enemies and build an army of loyal servants. He has a Modified Cost of 80 which he has managed to get down to 6 points by applying some hefty limitations, this being a fair price to pay for a devoted slave. The Create spell is Fast and Easy and has limitations adding up to a bonus of +8. Under the old rules, the Create would cost 1 point $((6 \times 1.5 = 9) / 9)$. Unfortunately for Talos, the Gamemaster has decided to raise the Create cost, forcing him to pay 13 points for the same spell $((80 \times 1.5 = 120) / 9)$. He drops the advantage, which had cost him nothing under the old system, and his cost is lowered to 9. He coughs up the points and storms out to begin his reign of terror.

DETECT AND ANALYZE MAGIC

In *Fantasy Hero*, if you want to know what a magic item, spell or effect does, you cast Analyze, which works by comparing the total of the effect dice against the real points of the enchantment in question. The information obtained is based on the multiple achieved using a technique similar to several of the Ego-based effects. This works very well as a game mechanic but seems illogical. A straightforward spell effect, like 6 dice of Blast, is very simple, but costs a lot in terms of real points, so it would be very difficult to Analyze. On the other hand, adding several limitations, which would make the spell more complex, reduces the real cost, making it easier to figure out. The alternative is to eliminate the Analyze effect completely. Use a Detect with the Detect Analysis advantage. (Yes, I know it is specifically forbidden, but that was because of the Analyze effect.) Doing Analyze through a Detect will require a second roll to determine the extent of the information obtained, as mentioned in the description of Detect Analysis. You may want to allow the caster to use any complementary knowledge skills that might apply, adjusting the Magic Roll as necessary. Analyzing a device or effect made with the type of magic the caster employs would logically be easier than trying to figure out some alien or demonic enchantment. This can be reflected by adjusting the caster's roll from -5 to +3 based on the caster's familiarity with the type of magic being used.

Once all the relevant bonuses and penalties have been applied, the Magic Roll must be made with a modifier of -1 per 10 active points in the spell being analyzed. Every multiple of this modifier will correspond to a multiple on the Analyze chart. The information gained will be identical to that imparted by the Analyze effect.

Example: Willa is presented with a strange puzzlebox by a mischievous friend. Using a Detect, she learns that the box is magic, as she suspected. Successfully casting her Detect and Analyze Magic, she makes a second Magic Roll to determine what she found out. Willa has a 16-Magic Roll, and she rolls an 8. The gamemaster checks the stats for the spell on the box and determines that it has 40 Active Points, giving her a penalty of -4 per level. With an 8, she achieves two levels $(16 - 4 = 12; 12 - 4 = 8)$. This gives her the equivalent of a x2 multiple on the Analyze chart. She learns that the box is a summoning device with 40 Active Points, but she has no idea how to activate the darn thing or what it might summon. Typical.

NONRELATIVE SHAPECHANGE

If you have ever built a Shapechange spell, you know that it can be confusing to try and recreate the capabilities of the animal you are trying to change into. You also have to adjust the spell for every caster that uses it because its effects are achieved by shifting the caster's statistics. At your discretion, Shapechange could be treated in much the same manner as Summon. The base cost would be equal to the total points of the creature the caster wishes to become divided by 5. All of the rest of the rules governing Shapechange apply, especially the guidelines regarding the conditions of transformation, reversal and personality retention. The caster will assume all of the statistics and capabilities of the chosen creature except for Intelligence and Ego, which will be his own. Using this version can make the caster very powerful for relatively few points, so it is suggested that you use it exclusively for animal forms. By animals we mean naturally occurring creatures of the area from which the caster comes. Depending on how the spell is built, you may require that the caster purchase an appropriate knowledge skill. This is recommended for Nonrelative Shapechange purchased with Variable Result as it will limit the caster's power which might otherwise be out of proportion for the points required to buy such a spell.

Example: Arthallon wants to be able to turn into a wolf. Using Nonrelative Shapechange, he must pay one fifth of the total points of the chosen form. A wolf is built on 180 points, so the base cost of the spell is 36 points. When he uses the spell, he assumes the form of a Wolf and uses all of its physical capabilities but he retains his Intelligence, Ego, skills and memories, though it may be difficult for him to use some of them while in his lupine guise.

SIMPLE SUMMONING

The logic behind basing the Ego of a summoned creature on its point value is fairly obvious: the more powerful the creature, the harder it will be to control. By the same token, the control penalty for multiple creatures makes it harder to master a larger force. All of this works quite well in theory, but in practice it can leave you with bears with a 21 in both Intelligence and Ego, which would be a respectable level for most wizards. The alternative is to make the control roll as normal, but to leave the creature's Ego 'as is.' In other words, the caster makes a skill versus skill roll with his Ego Roll against a target number equal to $9 + ((\text{Total points}/15)/5)$ with the usual penalties for multiple creatures.

Opposing Roll	Total Points of Summoned Creature
9-	1-37
10-	38-112
11-	113-187
12-	188-262
13-	263-337
14-	338-412
15-	413-487
16-	488-562
17-	563-637

This incorporates the same basic dynamics without requiring the permanent increase of the subject's mental statistics. The only difference is that the summoned creature will not be inherently resistant to Ego Powers. If this mechanic is desired, it can be recreated by giving summoned creatures a base Mind Defense equal to their total points/15. There is nothing wrong with basing

the mental facility of demons and various otherworldly beings on their power level, but you may want to consider employing this option when dealing with more terrestrial creatures.

Example: Colin Edra Lythan, protector of the wood, has a Variable Result Summon and a wide range of Knowledge Skills. A band of raiders are chasing a wounded man into his realm, so he summons two bears to stop them. Bears are based on 186 total points, so he has to make a Skill vs. Skill roll against a roll of 13- ($9 + ((186/15)/5)$) which represents the inherent resistance of the beasts to the magicks of the spell. He must make his Ego Roll at a penalty of -1 because of the multiple creatures. Colin beats the bears' roll, and commands them to stop the malefactors.

VARIABLE TRANSPORT LOCATIONS

Normally, a caster may only Transport to a target point within line of sight. He can memorize a given location for one character point. This point is considered a knowledge skill, but because of its narrow range of application, no roll is assigned to this skill. This is very useful, but inherently limited. Over the course of years, a wizard could end up with scores of knowledge skills whose only function is to help him target his Transportation.

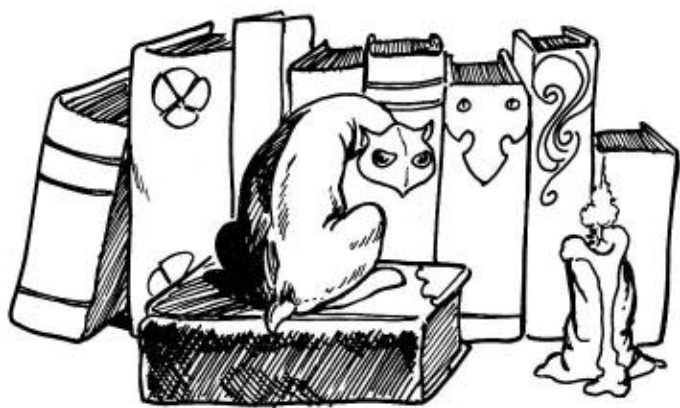
To fix this problem, GMs may wish to allow wizards to use Variable Transport Locations. This skill allows a character to memorize one location at a cost of 5 points, but the caster may change the memorized location at any time he desires. To memorize a location, the caster must spend a minimum of one full turn at the chosen site concentrating on his surroundings. During this time he is at half DCV and if he is disturbed he must begin again. At the end of the turn, he makes an Ego Roll. If successful, the location is memorized and may be used as a Transport target. For simplicity's sake, consider this location to be memorized until the caster memorizes another. If you want a little more realism, you could require an Intelligence Roll to remember the location, with a modifier from -5 to +3 depending on the time that has elapsed since the location was memorized. Area Knowledge in the region where the location was memorized could be a complementary skill for the purposes of this roll.

Cost is 1 Variable Location for 5 pts.

TRANSPORTING BLIND

Under normal circumstances, Transport is by line of sight unless the caster has a memorized location in range. You may want to allow the caster to attempt transportation into areas he cannot see. To do this, the caster must simply state a co-ordinate distance within his range when he targets his spell. The Transport will be considered a difficult spell when transporting blind. What this means is that the Magic Roll is at -1 for every 5 Active Points instead of the normal -1 per 10. If the spell was already purchased with a Difficult Magic Roll, lower the magic roll an additional -1 per 10 points. If the Magic Roll is failed, the caster takes a die of Blast for every point under his target roll. He receives no defenses against this damage. This is because he almost Transported into a solid object. He will seem to flicker, disappear and then reappear, his spell returning him to the point of origin. Even if he succeeds, the results can often be unpleasant. (Cliff? What cliff?)

Example: Darko tries to Transport sixteen hexes straight ahead, through a castle wall. His spell is built on 45 Active Points and has the Difficult Magic Roll limitation. Normally, his Magic Roll would be at -9, but he is trying to transport blind, so he receives an additional penalty of -4, lowering his Magic Roll of 21 or less to 8 ($21 - 9 - 4$). He rolls an 11, which means he fails to transport. He missed the roll by 3, so he takes a 3D Blast with no defense.



OPTIONAL RULES: EXISTING LIMITATIONS

BACKFIRE

This replaces the Side Effects limitation. When Backfire is being used, the Side Effects limitation is redefined as 'harmful effects that happen every time the spell is cast.' Backfires occur when the caster fails his Magic Roll and Side Effects occur automatically every time the spell is cast. Backfire and Side Effects may be taken separately and need not cause the same effect. Backfire may not be taken on spells with the No Magic Roll advantage.

Example: *Drokar the Mad is building a huge Killing Blast to obliterate the fools who dare to mock him. To bring down the cost, he adds 20 points of Side Effects and 40 points of Backfire for a total bonus of +3. Defining both effects as Blast, he will take 2 dice every time he casts the spell and a total of 6 if he fails his Magic Roll. Drokar could be seriously injured by his own spell, but he sees this as a small price to pay for a little respect.*

CASTING ONLY

On constant spells, there are often complex initiation procedures which make the spell hard to cast but easy to maintain. One of the ways to represent this is with limitations taken as Casting Only. You may want to allow Casting Only to apply to limitations to which it did not previously have any meaning, specifically Extra Endurance and Materials. The Conditional and Limited Effects limitations can also be Casting Only, but this is easily built into the definition of the limitation in question. When taking Extra Endurance or Materials as Casting Only, simply take half the listed bonus. In the case of Materials, take half of the total bonus, dropping any fractions smaller than 1/4.

Extra Endurance (Casting Only) will raise the endurance cost of the spell on which it is taken for the phase in which it is cast, this cost being calculated from the active points of the spell in question. Therefore, it is possible to take Reduced Endurance and Extra Endurance (Casting Only) on the same spell. You may also allow a spell to have both Extra Endurance and Extra Endurance (Casting Only). The bonuses are additive so long as the total does not exceed +2.5, but the Extra Endurance (Casting Only) will be based on the Endurance cost as affected by the Extra Endurance limitation instead of the active points of the spell on which it is taken. Therefore, a spell with 30 Active Points that has x1.5 Extra Endurance and x2 Extra Endurance (Casting Only) costs $((30/5) \times 1.5) \times 2 = 18$ Endurance to cast and $(30/5) \times 1.5 = 9$ Endurance per phase to maintain for a total of +1.

Normally, Materials must be present throughout the duration of a constant spell. This makes it very difficult to engineer spells that involve consumables or objects that are only needed to initiate the spell. Examples include herbs, berries, or powders that must be ingested during casting, objects that are broken, burned, or destroyed when the spell is begun, and implements such as ritual daggers and censures that are unnecessary once the spell is underway. To represent this kind of Material, write it up as normal and take half the total bonus. The Material is required in the phase which the spell is cast.

If it is removed during this time, the spell fails. Once the initial phase is past, the spell can continue with or without the Material.

Example: *Relman is building a spell with 30 Active Points. Looking at his endurance and recovery, he decides to buy 2 levels of Reduced Endurance to allow him to maintain the spell for several turns. This raises his Modified Cost to 45, which is a little more expensive than he had bargained for, so he adds x2 Extra Endurance (Casting Only), which is worth a +1/2 bonus, giving his a spell that costs $30/5 \times 2 = 12$ Endurance to cast but only $30/5/2/2 = 1$ Endurance per phase to maintain. The real cost is still too high, so he adds a Material (Casting Only), defined as a vellum scroll that is burned up when the spell is cast. Preparing the scroll takes one turn, and during casting, it is obvious and accessible. Vellum is Hard to find and costs 1 silver per use. The total bonus for this Material is $+1.((.25 + .5 + .5 + .25 + .5) / 2 = 1)$. Satisfied, he rushes to his room to begin research on his latest enchantment.*

CONDITIONAL LIMITATIONS

You may have noticed that two of the limitations are very similar to each other. So similar, in fact, that it is often hard to decide which one to use. The two limitations in question are Conditional and Limited. An alternative is to combine the two, so that you can use either scale as you see fit and there is a total limit of +4 instead of a +2 for each.

MISSING MATERIALS

Normally, if a wizard has designed a spell with a Material component, he cannot cast the spell without it. As much sense as this makes from an objective viewpoint, it may not reflect the feel of high sorcery prevalent in some campaigns. The alternative is to introduce an element of risk to compensate for the missing materials. You may allow the mage to cast a spell for which he does not have the required materials at double the normal penalty to his Magic Roll. If this roll is failed, he suffers a Backfire, the active points of which are determined by finding the level of Side Effects which is equal to the total bonus provided by the Materials Limitation. The Side Effects so produced are in addition to any Backfire or Side Effects already built into the spell.

Example: *Althea doesn't have the ring she needs for her Transport spell, but she is surrounded by Phantoms, so she has to try it anyway. Her Magic Roll is 17-, and the spell has a -4 penalty under normal circumstances, but without the material, it is raised to -8, lowering her Magic Roll to 9 or less. She rolls a 12, so she takes 30 points of Side Effects. Transport is not appropriate, so she takes 6 dice of Blast. Unfortunately, the damage stuns her, and the Phantoms converge. Goodbye Althea.*

MULTIPLE MATERIALS

Often, complex spell structures such as ritual magic or systems with a common Material focus will call for Multiple Materials. The simplest way to deal with this is to write up each Material separately and take the highest bonus in each category from all the Materials required to cast the spell. You may want to pay special attention to Preparation and Cost per use as Multiple Materials could raise the level of these groups due to their combined requirements. For instance, two Materials that cost one silver each cost two silver total, which is a +1 bonus. At a certain point, Multiple Portable Materials become Clumsy when viewed as a whole, but this is left to the GM's discretion. If any of the Materials taken on the spell are missing, the spell cannot be cast. If you feel that Multiple Materials are worth more of a bonus than the rules reflect, you could give an additional +1/4 limitation for every Material after the first, over and above the combined bonus described earlier, but this is not recommended.

Example: Zardron wants to summon a darkthing to devour an irritating acquaintance. He decides to use a circle of power, an amulet and some rare herbs. The circle takes 1 day and Knowledge Skill: Runelore to complete, is Obvious, and Static. It is not Accessible and is carved in stone, which is Easy to find. The amulet is crafted of copper and gold, requiring Professional Skill: Jeweler and 1 hour to create. It can be worn under the caster's clothes so it is Inobvious and Inaccessible. Copper and gold are Easy to find, and the amulet is not used up during casting, so Zardron receives no bonus for cost. The herbs need no preparation, are Obvious, Accessible, Hard to find and cost 2 silver per use. Going over his Materials, he finds that the circle takes a day to create, the circle and the herbs are Obvious, the circle is static, the herbs are accessible, Hard to find and cost 2sp per use for a total bonus of +3.75 (1 day: +1, 0: +.5, A: +.5, S: .5, Hard: +.25, 2sp: +1). If the Gamemaster is feeling generous, he could award an additional 1/4 for every Material after the first, in this case 2, which would raise the bonus to +4.25, more than enough to help Zardron call up a truly fearsome creature.

OPTIONAL RULES: NEW RULES

INTELLIGENT MAGIC ITEMS

There are two classes of intelligent Magic Items. Simple items have only an Intelligence characteristic and can react to the world around them. Sentient items have Intelligence, Ego, and Speed characteristics and can react as they see fit.

All Intelligent items need some way to gather information so that they can interact with the outside world. Items are fully deaf, dumb, and blind except for any senses that are specially purchased. An item can have one or more Detect spells (with area and location advantages), Clair spells, or Telepathy spells to sense what's going on in the outside world. To communicate, sentient items must have either Illusions, Images, Sounds, or Telepathy.

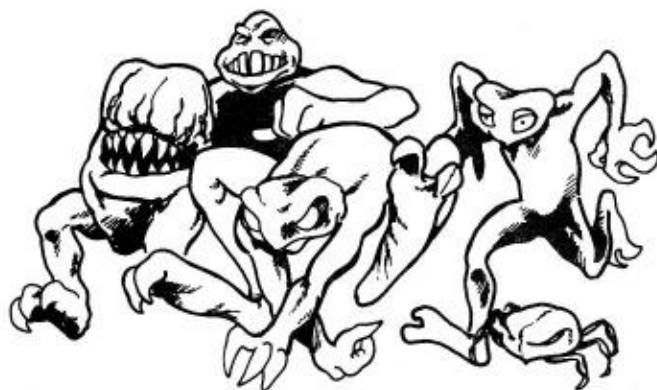
SIMPLE INTELLIGENT ITEMS

Simple items are designed to cast a specific spell in a specific situation without the owner doing anything. Continuing spells cast by an item stay up as long as the situation continues, or 3 segments, whichever is longer. The player may also cast the spells in the item or keep them from being cast, just like in a normal magic item. If the spells may only be cast by the item and not by the item's owner, the spells in the item get a +1 Limitation.

All spells that an item can cast on its own should be bought to 0 END cost or run off of an END Reserve in the Weapon. All spells should also be bought with No Magic Roll, or the item must have Magic Skill based on the item's Intelligence.

An item needs a base Intelligence of 5 to cast a spell or set of spells in one situation and +1 Intelligence for each additional situation or set of spells. Each 1 point of Intelligence costs 1 power point. The Intelligence of the item can have all of the Limitations common to all of the spells in the item.

Example: A healer wants a barrier to protect him from enemy arrow fire while he tends the wounded on the battlefield. He designs an Arrow Shield to detect arrows and instantly protect him with a magical wall. Anytime an arrow in flight enters the hex a 12 PD Ward appears in its way. The shield is designed with a Detection effort to allow it to sense the arrows, a Ward effect to stop them, and a 5 Intelligence to give the device the ability to cast it. Both the Detect and the Ward are bought to 0 Endurance with no Magic Roll, so an End Reserve or a Magic Roll is not required.



SENTIENT ITEMS

Sentient items have a complete mind of their own; thus they have Intelligence, Ego, and Speed characteristics. All spells in an item that get a limitation for the item's sentience are controlled by the item alone.

Each point of Intelligence in a sentient item costs 1 power point. Each point of Ego costs 2 power points. The item's Speed has a base value of $(1 + (\text{Ego}/10))$ rounded down; +1/10 Speed per 1 point, just like a normal character. The characteristics can have all of the Limitations common to all of the spells in the item. When the item casts any of its spells it acts with a Dexterity equal to its Intelligence and on the phases defined by its Speed.

So why spend all the points to make an item Sentient? All spells controlled by the Item's Sentience get a limitation based on the item's Ego Value. Because the item has a mind of its own the player holding the item doesn't have full control of its powers. On a powerful item you save more points because of the limitations than you spend on making an item Sentient.

SENTIENT ITEM LIMITATION	
Item's Ego	Limitations on Controlled Spells
1-4	+1/2
5-9	+1
10-14	+1 1/2
15-19	+2
20-24	+2 1/2
25+	+3

All spells controlled by the sentience should be bought to 0 END cost or run off of an END Reserve in the Weapon. All spells should also be bought with No Magic Roll, or the item should have Magic Skill based on its Intelligence.

Part of the limit of having a Sentient Item is that it will sometimes disagree with the character. Each item should have a personality and independent objectives. Whenever the player is acting against the item's objectives the GM rolls 3D6. If the total is less than or equal to 9 + (Item's Ego/5) the item won't do what the player wants.

Example: *A witch designs a sentient magic Orb of Seeing to spy on her enemies and watch over her domain. The orb can look anywhere on the continent and show the sounds and images of what's going on. It is also an intelligent watchdog and can call out if it sees anything unusual or dangerous going on in the witch's domain. The personality of the Orb loves to gather information and spy on people. Unfortunately, this tendency has made it an inveterate gossip. Sometimes it would rather spy on the princess's bedroom than on the army marching toward the witch's castle.*

MAGIC ITEM DISADVANTAGES

Another recurring theme in fantasy stories is the Items with a Past. These can range from the magic sword whose wielder is driven to seek out an unknown foe to the Ring of Power whose wearer is sought by strange and evil creatures. Obviously, many items carry a lot of baggage around with them. Some affect the owner's mind, others his health, still others attract ill fortune and worse.

The way to reflect this in an item is to build Character Disadvantages into the item. Hunteds, Psychological Limitations and Susceptibilities are all examples of what may be thrown into an item. Estimate the worth of the disadvantage in the same manner as one would a Conditional Limitation; take the sum worth of all such disadvantages and give the item a bonus based upon this value.

Remember that some characters have less to suffer than others when it comes to Character Disadvantages in items. The Disadvantages built into the item may reinforce or conflict with the character's own Disadvantages. In the former case, a character already given to cold-bloodedness might fly into a berserk fury when he picks up an axe which reinforces this tendency. Or it might have no effect at all, the axe's tendencies merely complementing the character's own bent (once daft, always daft; making a crazy person "crazier" might not yield a noticeable difference). In the latter case, a character given to gentleness might find this tendency gone, canceled by an item which prompts him towards brutish aggressiveness, or the character may abruptly swing from one extreme to the other.

In the end, the referee must make the call. He will initially decide how conflicting or reinforcing character and item limitations will interact, and then instruct the player accordingly. Once briefed, the player can get on with the fun of roleplaying his character.

MORTAL MAGIC

In many works of fantasy fiction, when a wizard dies, all of his enchantments die with him. To represent this, you may decide that any Independent spells created by a magician are dispelled when he dies. This makes it difficult to have a lasting impact on a campaign environment, which is appropriate for certain settings. If you are using the optional advantage Permanence, permanent magic items are the only things which live on when an enchanter dies.

NODES

Another recurring element in heroic fantasy is the existence of areas which are inherently magical. For lack of a better term, we will call these places 'Nodes'. Spellcasting in a Node area is somewhat easier than it is elsewhere. Possible effects would include a bonus to all casters' Magic Rolls, half normal endurance cost, and/or a reduction of the points required to create magic items. Some Nodes will be specific to certain kinds of magic such as holy ground that will improve the spells of one religion, or a dead volcano that makes fire-based enchantments easier. Other Nodes only affect certain spell effects. Every Node will have its own characteristics that can be discovered through an appropriate Detect with Analyze or through trial and error. It should go without saying that such places will usually be well-guarded or have more than their share of magical monsters so the advantages they provide are balanced by the dangers they present. Despite the obvious problems Nodes could introduce, the dramatic impact they can have on a story should more than compensate for the inconvenience.

TOUGH MATERIALS

According to the original rules, Materials used in a normal spell have whatever Defense and Body they would normally have, but if they are enchanted, their Defense is based on the Active Points of the spell and their Body drops to 1. Unless you have an Independent spell with a lot of Active points, the process of enchanting makes it very delicate. If this seems illogical to you, you can remedy the problem by having the Defense of the item be either the Defense of the Material on which the Independent spell is cast or the Active Points in that spell/5, whichever is higher. The Body of the Magic Item will be whatever the Material would normally have. Fragile items have 1 Defense and 1 Body, but they get a +1 bonus. You may also want to give Magic Items an inherent Defense equal to the Active Points in the Independent spell/5. This will make it harder to Dispel and Transform Magic Items, something that is desirable in some campaign settings. The optional Permanence advantage makes magic items totally immune to the Dispel and Transformation effects. This option will make magical artifacts a bit more durable, so use it only if you don't mind magic items being a little more powerful than they already are.

OPTIONAL RULES: NEW SKILLS

ENCHANT

This optional skill replaces the Create effect. Instead of writing a different Create spell for every item the caster wants to enchant, he buys the Enchant skill. With this skill, the caster can create any item he wants. He designs the desired effect with the Independent limitation, but instead of writing up a Create spell, the wizard makes an Enchant roll with a -1 per 5 Active Points in the desired effect.

Enchanting magic items takes a minimum of 1 turn in addition to whatever time is required to prepare any materials needed for the effect in question. At the end of this time, the caster must make his Enchant roll. If he fails, the Enchantment is unsuccessful, and the time is lost. If he succeeds, he spends the character points required to complete the enchantment, and the desired effect is achieved.

Enchanting requires a variety of expensive magical apparatus. The exact cost will vary from campaign to campaign but 10 gold and a large workroom would be a good estimate. High quality equipment can impart a bonus to the Enchant roll, something like +1 for double the price to a maximum of +3. So a +2 workroom would cost 20 gold and +3 would cost 40 or more. Conversely, enchanting with insufficient equipment will incur a penalty from -1 to -5, depending on the circumstances and exactly how much is missing, -5 reflecting the total absence of appropriate mystic paraphernalia.

The circumstances under which the Enchant is performed will also modify the roll by -5 to +3, depending on the situation. Trying to Enchant something in an open field during a rain storm is worth a -5, while attempting the same feat in a quiet, well-guarded tower room with no distractions would be worth a +2 or +3.

Taking extra time can greatly improve a character's chance of successfully using this skill. For every 5 times the base of one turn, the caster receives a +1 to his Enchant roll. So taking a full minute imparts a +1 bonus, taking five minutes is worth a +2, and so on. During this time the caster must devote all of his attention to the task at hand, taking reasonable breaks to eat and sleep, but these breaks will not count toward the time required to complete the Enchantment. The caster is not at 0 OCV, but if he enters combat or devotes his attention to something else, the time he has spent is lost, and he must start again.

At the GM's option, a mage who fails his Enchant Roll can be allowed a second chance if the caster spends 1/5 the initial casting time, with a -1 penalty. Every attempt after this takes twice as long with an additional -1 penalty, cumulative. So a mage who took just over two days (52 hours) to Enchant something and fails his roll could try again if he takes another 10 hours, with a -2 to his Enchant roll, and so on. After the third or fourth try, the magician reaches a point of diminishing returns and would be better off starting anew.

Save for the technique used to construct it, a permanent enchantment or magical device is identical in all ways to that produced by a Create spell. This rule is intended to make enchanters more flexible and the creation of multiple items like spell scrolls practical.

Cost is 10 points for an 11 or less roll, +1 per 2 points.

To purchase Enchant, a character must have both Magic Skill and Spell Research, and his roll with Enchant may not exceed either of these.

OPTIONAL RULES: NEW EFFECTS

BIND

This effect creates a temporary physical substance that can be used to restrain an opponent or construct a barrier. When used to restrain, the caster makes a normal ranged Attack Roll against his chosen target. If he is successful, he rolls 1d6 for every 15 Power Points in the effect. These dice are read in the same manner as normal dice to determine what would normally be the Body total, the total being the number of body points in the Bonds created by this effect. Their resistant defense is equal to 1/15 the amount of active Points in the base effect. The Endurance for this effect is only paid on the phase that it is thrown. The Bonds will then remain until broken. When more than one Binding is cast on one target, use the largest Defense of all the Bonds and add half the Body from the smaller Bonds to the Body of the largest. Bind may also be used to create a 'wall' in one hex. To create a binding effect over an area, like you would need for a web, use the Area Effect advantage. Unlike a Ward, this wall will remain until it is destroyed.

Someone under a Bind effect cannot move. His arms and legs are pinned, giving him a DCV of 0 for as long as the spell is in effect. This will make it hard to use magic items and impossible to cast spells that require Gestures. He will be able to see and communicate, but the Binding can be made to stop a particular sense for a +1/4 advantage for each sense affected.

In most cases, the victim will have to rely on his strength to escape. To free himself of these bonds, the victim must equal or exceed the Defense of the Entangle, in order to cause damage to his bonds in the same way he would normal physical restraints. For a +1 advantage, the Binding can be made to reflect any damage done from inside the Bonds back on the victim. The Bonds still take the damage, and the victim gets his defenses against the backlash. He takes no backlash if the attack destroys the Binding. When the amount of Body in the bonds is reduced to zero or below, the spell is broken, and the victim is free, but he may not act until his next phase.

If the victim is attacked, the damage will first be applied to the Binding, then the victim's defenses. The Bonds will absorb an amount of Stun equal to the total of its Defense and Body, then the victim will take the rest of the damage normally. For a +1/2 advantage, the Bonds can be made small enough so that they will not take damage from attacks directed at the victim unless specifically targeted with a -8 OCV. Since the victim is automatically DCV 0, this means the Bonds are effectively DCV 8. For a +1/4 advantage, the Bonds can be made transparent to attacks. If the victim is attacked, both he and the Bonds take full damage.

There are several ways to limit bonds, but all of them could be defined as Limited effects, so they are not detailed here. Some of them are Bonds that deteriorate with time, Bonds with an inherent weakness, Bonds with no Defense and Bonds with only one Body. Once you define your special effects, some obvious limitations will come to mind. Simply define them as limited effects to customize the Binding to your needs.

Bind costs a minimum of 15 points, has a range of Power Points x 5 in inches, 1 defense and 1 die of effect for every 15 points in the base effect, is instant and affects others. Bonds that must be targeted are bought with a +1/2 advantage. If both bonds and victim take damage, Bind is bought with a +1/4 advantage. Bonds that



stop a given sense are bought with a +1/4 advantage per sense. Bonds that reflect damage back on those inside are bought with a +1 advantage.

Example: *Talin is running from an evil mage who casts a Bind at her. The wizard makes his magic roll and his targeting roll, so Talin is bound. The spell does 3 dice. The mage rolls a 6, a 1 and a 2, so the binding has a 3 defense and 3 body. On her next phase, Talin tries to break free. Her arms are pinned, so she cannot use her sword and is forced to rely on brute strength. She has a strength of 15, so she can do 3 dice with her strength. Straining, she rolls a 3, a 4 and a 6, doing 4 body. Only 1 point gets through, so the bonds are weakened slightly, lowering their body total to 2. The villain casts another Bind at her, rolling a 2, a 4 and a 3 for a total of 3 Body. The smaller of the two Bonds (2 Body) adds half its total to the larger (3 Body) for a total of 4 Body. Panicking, our heroine pushes her strength a full 10 points, doing 5 dice of damage. She gets lucky, rolling a 6, 5, 4, 6 and a 3 for a total of 7 body, which is enough to shatter the bonds, freeing herself. On her next phase she draws her blade and charges the mage, who is out of endurance. Vengeance is hers.*

DAMAGE REDUCTION

It is suggested that this effect be used only in the construction of certain powerful creatures. It can be used for spells, but it is a powerful effect that you should only use if you cannot think of another way to achieve the desired result. Creatures with Damage Reduction or characters under the protection of a spell with this effect are very tough, as only part of any damage that gets through their defenses is applied against their Stun and/or Body. Damage Reduction must be purchased for each type of attack it is to be effective against (Physical, Energy, or Mental). It is listed as a fraction and is defined as being normal or resistant.

Every time a character with Reduction is hit by an attack, he subtracts his defenses normally. If the Damage Reduction applies to this type of attack, he takes the remaining damage and subtracts the fraction of damage affected by his Reduction. So a character with 1/4 Damage Reduction takes 1/4 less damage from every attack, a character with 1/2 Damage Reduction takes 1/2 less damage from every attack, and a character with 3/4 Damage Reduction takes 3/4 less damage from every attack. Normal Damage Reduction acts against normal attacks and Resistant Damage Reduction affects all normal and Killing Attacks, so if a character with Normal Damage Reduction is struck with a Killing Attack, the Reduction is ignored and he takes damage as normal.

As a Spell Effect Damage Reduction has a minimum cost of 10, no range or area, is constant and only affects the caster. As a Monster Ability, it costs no endurance. 1/4 Damage Reduction costs 10 pts for normal or 15 pts for resistant. 1/2 Damage Reduction costs 20 pts for normal or 30 pts for resistant. 3/4 Damage Reduction costs 40 pts for normal or 60 pts for resistant.

Example: *Griffon charges the Demon-Lord, in brave defense of his comrades. He connects with a massive blow that delivers 9 Body and 36 Stun. The creature's scales have a defense of 3, and it has a Physical Defense of 11, so 6 Body and 22 Stun get through. What our heroic friend doesn't know is that the horror has purchased half Damage Reduction against Physical Attacks, fully resistant. That means the critter only takes 3 Body and 11 Stun, which is a mere nick. It ignores the attack and swings at Griffon who goes down for the third time today.*

NONCORPOREAL

This effect allows the caster to become insubstantial, letting him walk through walls and ignore the effects of most attacks. While this effect is in use, the caster is totally immune to the effects of any nonmagical attack directed against him, but he cannot affect the physical world in any way. Only presence attacks, mental powers, spell effects and magic weapons affect the caster normally, and he may perform these actions with no restriction. The caster may not touch anything solid or make any physical attack without becoming solid. Two characters who are desolid can affect each other normally, as though both were still in the material plane.

When Noncorporeal, the caster can move through walls and other solid objects at his normal movement rate. While moving through solid objects, the caster cannot see or breathe so the amount of time that can be spent inside a physical object is effectively limited by the amount of time the caster can hold his breath. Note that it is impossible to move through the air without the levitate effect. A Noncorporeal person is still visible, but is hazy and translucent, like a phantom.

One of the most common uses of this power would be the manifestation of the caster's 'Astral Form', or spirit. By taking a +1 limitation, this effect can be made to duplicate this phenomena in several ways. First, the caster's consciousness leaves the his body. This lowers the body's Intelligence, Ego and DCV to 0. It is a lifeless husk that cannot move or take any action beyond the instinctive responses such as breathing required to sustain life, leaving it basically defenseless and especially vulnerable to psychic effects such as Domination. The insubstantial Astral Form is now free to wander as it pleases, subject to the restrictions previously noted in the description of the effect. If this effect is used in combination with the Dimensional Travel advantage, the Astral Form can travel to other planes of existence, another theme common to fantasy fiction.

Returning to the body is a good deal faster as the soul need only follow the 'silver cord' that connects it to its mortal form. Simply determine how many phases it would take the caster to return using his fastest noncombat movement speed. Make an Ego Roll with a -1 per phase it would normally take. If this roll is successful, the soul may return instantaneously. For every point by which the roll is failed, it takes an extra segment.

Both the Astral Form and the physical body can sustain damage, and if either is killed, the caster dies. For every point of body taken by the physical body, the Astral Form takes a point of stun, which will probably tip him off that his body is danger. Free spirits killed by the destruction of their bodies sometimes become Spectres or Ghosts cursed to wander forever (under the GM's control, of course). When and if the spirit returns to the body, any wounds sustained while in Astral Form are added to those inflicted on the physical body, so it is possible that the caster will be unable to return to the body for fear of dying from the combination of these wounds. The caster may not return if his body is under the influence of a Dominate spell, for it is effectively 'occupied'. It requires an Ego vs. Ego roll against the caster who cast the Domination. If this roll is failed, the spirit is trapped out of its body until the Dominate goes down.

For a +1/2 advantage, the caster can exist in a different dimension than that normally occupied by insubstantial characters. This will make him insubstantial to other characters who are insubstantial which can be very useful in certain situations, like fighting wraiths, for instance.

Noncorporeal costs 40 Power Points. It has no range or area, is constant, and only affects the caster. Noncorporeal to other Noncorporeal characters is a +1/2 advantage; Astral Form is a +1 limitation.

OPTIONAL RULES: NEW ADVANTAGES

ARMOR PIERCING

This advantage, normally applied to Blast, allows an attack to act against half of the defense it would normally act against. Applied to Dazzle, Destroy, Dispel, Drain, Suppress, Transfer, or Transform, it would halve any Defense the target possesses, and applied to Mind Attacks, Illusions, Dominate, Telepathy, or Locate, it will halve Mind Defense. Damage is rolled normally but only half of the target's defense is subtracted from the result. Defenses with the Hardened Defense advantage are immune to armor piercing. The attack that is Armor Piercing may be purchased more than once on one attack but will never reduce the defense by more than half, the only effect being the negation of Hardened Defenses which can also be layered to protect against just such an eventuality. Every level of Hardened Defenses will counter one level of Armor Piercing. If there are more levels of Hardened Defenses, the defenses stay at full strength. This advantage is useful for creating especially sharp magic swords and for constructing magical picks, which is impossible using the current rules.

The cost multiplier for Armor Piercing is +1/2.

Example: *Tarnac is attacked by a powerful demon. He is wearing magical armor with one level of Hardened Defense. Unfortunately for him, the hellfiend has talons with two levels of Armor Piercing. Worse yet, the creature get in a lucky hit, doing 7 body and 28 stun. Our hero's armor is PD8, and he has a 6 PD, which is cut in half, giving his a total defense of 7, only 4 points of which are resistant. He takes 3 body and 21 stun, which will stun him, setting him up for a coup de grace. If he survives, he will probably commission a wizard to make him armor with two levels of Hardened Defense, or Tarnac's player will clean the GM's clock for writing up a demon with two levels of Armor Piercing.*

PERMANENCE

In Fantasy Hero, there are no player classes. Any character may use any item, save perhaps only for those requiring Magic Rolls or for which a character might have some kind of limiting disadvantage against using. All items, constructed by the player characters and otherwise, are "magic items", described, built and subject to the same set of rules. Presumably no item any character may run across within a campaign is beyond that character's eventual ability to analyze and reproduce, given sufficient time and experience.

In some mythos, certain items are "handed down" from above to a character or NPC. Such an item may be to aid the character in some great quest, or is intended to be held in safety against the day when it is needed to aid in a quest.

These items are often set apart from the common "run-of-the-mill" magic items. Usually they are very powerful; God does not Grant marbles to his Champions, the Powers of the Dark do not arm their Lords with matchsticks.

Such powerful items are not very common. However, in some campaigns similar items could be of a much lesser nature. The Gods, Powers or Whatever may grant items on a regular basis to their supporters or worshippers, to aid and repay them and to assist in the spread of the originators' powerbase. In some roleplaying systems, "clerical items" are a good example of this.

One other oft-common characteristic besides their strange origin may set these items apart; they are extremely resistant to destruction at the hands of mortal men. The more powerful items are often Indestructible at worst, or require the fulfillment of a Quest at best in order to be done away with.

Many examples in current fantasy may be found, in the form of enchanted Swords, Rings, Staffs and other items.

In order to reflect the greater-than-human originating forces which may have created a given item, a new magic advantage called Permanence may be built into the item. Permanence is an absolute defense against destruction by magical Dispel Spells. Items with Permanence may be disrupted or temporarily shut down by dispel spells, but cannot be destroyed by them. Such items may still be burnt, broken or otherwise rendered by brute physical force. Permanence simply is a way to help distinguish such items from the mundane run-of-the-mill magic items in the campaign.

The cost multiplier for Permanence is +1.

NO NORMAL DEFENSE

Applied to Blast, this advantage creates an attack which does stun damage only but ignores normal defenses. Attacks with No Normal Defense aren't stopped by PD, ED, Armor, Wards, or Shields. The target takes the full amount of Stun inflicted by the attack. When constructing a spell or spell effect that has No Normal Defense, the player must define a reasonably common power or condition which will act as the defense. If the target has this defense, the attack is neutralized, and its effects are ignored. The special effects of the attack will often suggest the logical defense. A spell defined as poison gas might be stopped by a Ward or by covering the nose and mouth, a hypnotically inflicted psionic blast could be rendered useless by Mind Defense or by avoiding eye contact, and the proper defense against any number of bizarre mystical conjurations would be a band of silver. No Normal Defense attacks are expensive but very effective, so they should be rare.

The cost multiplier for No Normal Defense is +1.

AURA

This advantage turns any offensive effect into a continuing shield that causes damage to any target that comes in physical contact with the caster. The character purchases a base effect with a +1/2 advantage and uses this as his Aura shield. The Aura is automatically around the character, so he cannot take the 'No Range' limitation.

Any character that makes a successful hand-to-hand Attack Roll against someone protected by an Aura effect spell automatically takes the damage from the base power. The character with the Aura can also inflict this damage by Grabbing the target, who will then take the damage caused by the base effect every time the attacker's phase comes around.

The cost multiplier for Aura is +1/2.

Example: *Mike is writing up a Demon Lord that he wants to give the ability to immolate. He decides that the damage done would be a form of Blast with 6 dice. Applying the Aura limitation, he raises the Base Cost of 30 to a total of 45 Active Points. The Blast Aura will cost 9 Endurance per phase to maintain, but every time someone strikes the fiend in hand to hand combat, he will take 6 dice of damage. If the creature uses its whip to grab an opponent, it can pull them in and hold them, inflicting 6 dice on each of its phases with no targeting roll.*

DIMENSIONAL TRAVEL

This +1/2 advantage, when applied to the Transport effect, will allow the caster to pierce the dimensional veil and travel to alternate planes of existence. The Transport is cast as normal, but instead of moving the caster through physical space, it moves him across the dimensions. To reach the desired destination, the caster must make a Magic Roll modified by a difficulty factor assigned by the Gamemaster. These modifiers reflect both the distance between the caster's dimension of origin and his intended destination and his familiarity with the target location.

The concept of dimensional distances can be difficult to grasp. Basically, moving from one plane of existence to the next is like crossing physical distances, so there can be 'close' dimensions and 'distant' dimensions even though they occupy the same physical space. As a general rule, the more like the caster's home plane a dimension is, the closer it is. Picture the planes of existence as a strip of movie film. To get from an indoor scene to an outdoor scene, you will have to go frame by frame along the film until you reach a place that has the scene you want. Each frame will be more and more like what you are looking for, but the bigger the desired change, the longer the time it will take to get there. The modifier for distance will be -1 to -5 depending on how far the caster has to travel. Assign a small penalty for dimensions like the one from which the caster comes, reserving the higher modifiers for more obscure or bizarre realities such as elemental planes and the various hells. You might want to make a map of the known planes with standard distance modifiers to help you keep everything straight.

Dimensional Travel is no more than a modified form of Transport. Since it is nearly impossible to achieve line of sight in other planes, the caster is forced to Transport blind every time he crosses dimensional borders. Without line of sight, apply the distance modifier a second time. The caster receives an additional modifier from -5 to +3 based on his familiarity with the plane in question. Low-end values represent planes that a caster may have heard of or studied, but never visited. Those near the middle are for planes that a caster has been to before, and +3 is reserved for the caster's plane of origin.

What the caster experiences during planar travel and how much time it actually takes is left to the GM's discretion. In most cases, travelling through the planes is a lot like soaring weightless through iridescent clouds of mist with weird lights that flash all around, but it has also been described in ways too numerous to mention. It is possible to encounter other beings in transit, but they would have to be able to plane travel as well to keep pace. Dimensional Travel itself can either take no time or an unpredictable amount of time. To represent this, roll a number of dice equal to the distance modifier assigned the plane the caster is travelling to. Total them, reroll any sixes or ones, and add the result to the total. Continue until you run out of ones and sixes. Multiply the final result by a multiple of 1D-1, like you would for a Killing Attack. This is the number of turns the journey requires.

The cost multiplier for Dimensional Travel is +1/2.

Example: Darko Planestrider wants to travel to the realm of the dead to consult with a long-dead sage on a matter of great urgency. The Gamemaster determines that this plane has a -3 penalty for distance. Darko has no way of seeing where he is going, so he receives an additional -3 for transporting blind. He has never been there before, but he has studied the planes extensively, so he has another -2 for familiarity. His Magic Roll is a 21 or less, modified to a 13 (21-3-3-2). This gives him a 13 or less chance to reach his destination. He rolls a 12, which is successful. To find out how long it took him to get there, he rolls three dice and gets a 1, 3 and a 6, for a total of 10. He rerolls the 1 and the 6, and gets a 1 and a 2, bringing his total to 13. Rerolling the 1, he gets a 2 and stops with a total of 15. Rolling a multiple of 3, he discovers that his excursion took him 45 turns, which is about 9 minutes. Arriving in the realm of the dead, he rushes off to find the sage, hoping the trip back will be a little faster.

NO RANGE MODIFIER

This advantage allows an attack spell to take No Range Modifiers on its targeting roll, so an attack with No Range Modifier has an equal chance to hit at point blank range as it does at its maximum range. There are two different cost multipliers for attacks with No Range Modifiers. The first multiple is +1/2 for effects that take normal range modifiers, like Blast and Killing Blast. The second multiple is +3/4 for effects like Area Effect and Explosion that have reduced Range Modifiers. The higher multiple reflects the elimination of the half range limitation inherent in these advantages.

The cost multiplier for No Range Modifier is +1/2 for effects with normal Range Modifiers or +3/4 for effects with halved Range Modifiers.

TRANSPORT AGAINST OTHERS

Transport is a movement power that is sometimes used to move other characters without moving the attacker. To simulate this, there are four different Transport Advantages. If the advantage chosen is usable against others only, it means that the character cannot use the spell to Transport himself, he can only Transport others. If the Advantage has no range, then the character must make a hand-to-hand Attack Roll to use the Power. If the effect is ranged, then the attacker must make a standard targeting roll.

Once the attacker has made a successful Attack Roll, the target can be Transported anywhere within the range of the attacker, measured from the target to his destination. He may be sent to any location the caster can see or to a memorized location. The caster may not Transport his target into a solid object, past his range, or to a location he can't see. If the attacker attempts one of these things, he must expend the endurance for the spell even though it fails and the target remains unaffected.

Transport Against Others Only with No Range has a cost multiplier of +1/2. Transport Against Others Only at a Range has a cost multiplier of +1. Transport Against Others with No Range has a cost multiplier of +1. Transport Against Others at a Range has a cost multiplier of +1.5.

MENTAL ATTACK

This Advantage allows the targeting roll of a spell to be based on Ego Combat Value rather than normal Combat Value. Powers based on Ego Combat Value take no range modifiers, but only operate against targets in the caster's line of sight. Any effects that would be modified by defenses, such as Blast or Drain are modified either by the target's Ego Defense, or the defense that would normally apply to the attack in question. The caster must make this choice when the Power is bought and cannot be changed thereafter. All Mental Attacks cause Stun damage only.

Mental Attack has a cost multiplier of +1.

HARDENED DEFENSES

This advantage allows the defense to which it is applied to ignore the effect of an Armor Piercing attack. The defenses affected by this advantage include Defend, Mind Defense, Shield and Ward. Only the defenses that have been purchased with this advantage are hardened; having a Hardened Shield doesn't mean that your PD or ED is Hardened. Hardened Defenses may be purchased multiple times to protect against attacks with multiple levels of Armor Piercing. See the Armor Piercing description for details.

Hardened Defenses cost multiplier +1/4.

CONE EFFECT

This Advantage only applies to spells that already have a 1 hex area, either in their base form or from the Area Effect advantage. Spells with this Advantage affect all targets in a cone. This cone is defined as a triangle with the length of each side equal to 1/10 the base points in the effect. Cone effect spells operate in all other ways like other Area Effect attacks.

The cost multiple for Cone Effect is +1/2.

OPTIONAL RULES: NEW MODIFIERS

MAGIC POOL

Some Magic Systems are built around the concept that the caster can mold the magical energies within him or around him to perform any task, limited only by his skill. Common examples of this kind of magic are Sorcery and Divine Magic. In Sorcery, mortal Sorcerers use sheer force of will to manipulate magical energy and Divine Magic is a way to represent the power of the gods themselves without having to write hundreds of spells.

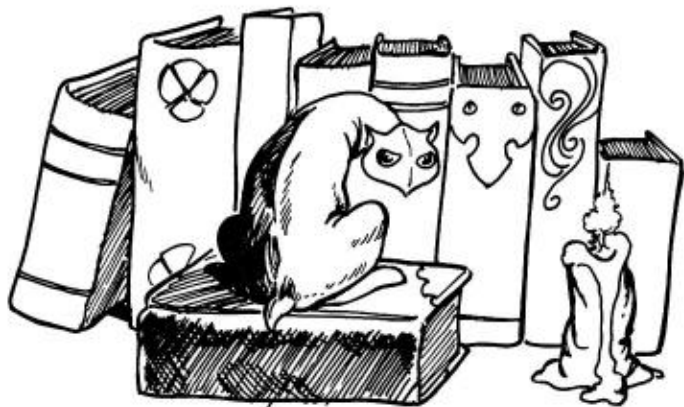
A Magic Pool is a flexible pool of points that may be used to create any combination of Effects, Advantages, Modifiers and Limitations. The points in the pool are distributed among whatever 'spells' the caster wants to have at any given time. The points in the pool are manipulated with the character's Magic Skill. A Magic Pool consists of two parts, the Power Points in the pool, and the Control Cost. Each Power Point in the pool costs 1 Character Point. The Control Cost is 1 Character Point for every 2 Power Points in the Pool.

To use the pool, the caster must define the effect he wants in the same way he would build a spell. The Active Point total in any given spell cannot exceed the total number of points in the pool. To add the spell to the pool, he makes a Magic Roll at a -1 per 10 Active Points. If he succeeds, he adds the spell to those he can use. Changing the points in the pool follows the same guidelines as casting a spell, that is, the caster must take a full phase during which he is at half DCV. Casting the spells in the pool follows the normal procedures and is a separate act from modifying the points in the pool. The Real Cost of each spell is deducted from the total number of points in the pool. At no time may the total cost of the spells in the pool exceed the number of points in the pool. The caster may voluntarily drop one or more spells from the pool at any time to make more points available for other spells.

If you want to create a specific kind of pool, you may add appropriate Advantages, Modifiers and Limitations to the Control Cost. This will allow you to change the way the pool operates or limit the kinds of spells the pool can be used to create. A Sorcery Pool might have a phase of extra time, require Concentration and some kind of Material such as an Orb of Power. With these limitations, it would take two full phases to add a spell to the pool, during which his DCV is at half. Without the Orb, he loses the entire pool, leaving him without magic. A Divine Magic Pool would have the Fast and Easy advantages, a Conditional limitation to link the number of points the deity can use to the number of followers he has and a Limited effect to restrict the spell effects to those that fall within his sphere of influence. Common pools include Psionic Pools, Clerical Pools and Elemental Pools, each one carefully restricted with the appropriate limitations.

As you can see, Magic Pools are very powerful, and make magicians more dangerous than they already are, so it is suggested that they be used only for characters whose abilities cannot be represented in any other way. Alternately, you could require certain limitations that would make Magic Pools less attractive. Concentrate, Extra Endurance, Limited (Noisy), Limited (Difficult), and Side Effects are all appropriate. Another way to limit Magic Pools is to require a 1 pt Familiarity with every Effect and Advantage that the caster wants to be able to use. No such familiarity should be required for Modifiers and Limitations. Allowing a Magic Pool with no limitations can be very dangerous. Do so at your own risk. You have been warned.

Example: *Kundurith is a powerful sorcerer with a 50 Point Magic Pool and a Magic Skill of 17-. The pool cost 50 pts for the pool and an additional 25 pts for the control cost, a total of 75 pts in all. He wants to cast a Ball of Fire, but has no such spell currently in his pool, so he has to add it before he can cast it. He decides that the Ball of Fire is a 6D Blast with the Explosion Advantage, Extra END (x2 normal END), Extra Time (+1 phase), Gestures, Incantations, Limited (Noisy) and Side Effects (4D Blast). The Ball of Fire spell has an Active Cost of 45, so Kundurith has to make his Magic Roll with a -4 penalty, giving him a 13- chance of successfully adding it to his pool. He takes a half phase at half DCV and rolls a 10, which is more than sufficient. Now he can cast the spell any time he wants, subject to the limitations on that spell. Ball of Fire has a Real Cost of 9, so 9 pts of his pool are taken up by this enchantment, leaving 41 points for other spells. He can drop the spell from the pool any time he wants to make room for other spells, but he would have to go through the process of adding it to the pool all over again if he needed it later.*



OPTIONAL RULES: NEW LIMITATIONS

ANIMATE

This limitation, when applied to Psychokinesis, modifies the effect so that instead of moving objects, it causes an object to move, allowing the object to grab, throw, squeeze, and manipulate other objects. To initiate this effect, the caster must make a Targeting Roll against the object he wants to Animate. Since an unmoving object is DCV 0, the only modifiers are range and size. If the caster makes this roll, the spell takes effect and the object is animated and will remain animated as long as the caster continues to pay the endurance required to maintain the spell. The Animated object may have a total Defense and Body of up to the base points in Psychokinesis/5. If the object's total Defense and Body is higher than this, the object won't move and the spell fails.

The abilities of the object are based on its shape, its size, and the materials from which it was constructed. An object may only be animated if it has joints or flexibility of some kind which would allow it to move. A sword could not be animated because it is a rigid hunk of metal, but a whip could be made to slither like a serpent. The object does not gain in Defense or Body when it is animated and may be damaged by attacks. If an object is damaged, its Strength and movement are unaffected because they are based on its mass, not its condition. If an object is attached to something else, it must uproot itself if you want it to move somewhere, otherwise it can only attack targets within its reach.

Once Animated, an object may use a Strength equal to its Defense x its Body. If the object is mobile, it can move at a rate of 1" for every 2 points of Psychokinesis not used to animate the object. In other words, the object's movement is $((\text{base points in Psychokinesis}) - 5 \times (\text{DEF} + \text{BODY}))/2$. The Animated Object is controlled by the character and can attack with the character's OCV and DCV with a penalty of $-1/3$ distance between the object and the caster. Remember that the DCV of an animated object will be modified by its size. These statistics may be modified by the Gamemaster to reflect the shape of the object. For instance, he may decide that a log can roll, so it moves at double speed, but it has no joints or leverage, therefore very little effective strength.

Controlling an animated object is considered an attack action. It is possible to maintain the spell without controlling the animated object. In this case, the object remains motionless and the caster can use his action for something else. When he returns his attention to the object, it springs into action once again. Like Psychokinesis, Animate requires line of sight. If line of sight is lost, the spell is broken and the object de-animates. The spell must be cast again to bring the object back to life.

This limitation is worth a +1/2 bonus.

Example: Darko animates a suit of plate and chain. He has a powerful spell with 70 points in Psychokinesis. The suit has a Defense of 7 and a Body of 5, determined by calculating the weight of the suit and consulting the Object Body table on page 92 of the Fantasy Hero rulebook. The animated armor has a Strength of 35 ($7 \text{ DEF} \times 5 \text{ Body}$) and it can move at 5" a phase ($70 - ((7 \text{ DEF} \times 5 \text{ Body}) \times 5))/2$. Since it is fully articulate, it can manipulate other objects with ease. Darko has it draw its sword and attack, much to the dismay of his opponents.

BURNOUT

This Limitation is normally used in the creation of certain magical devices. Effects bought with this limitation have a chance to burn out every time they are used. The effect has an activation roll; if the character ever misses this roll, the effect has 'burned out' and can't be used again during that adventure. The Burnout Roll is made when the effect is first activated. If the roll is failed, the effect cannot be used again until it recovers. The circumstances under which a burned out effect recovers depends on the spell or magic item to which it is applied, and it is up to the GM. This Limitation is particularly useful for representing delicate Materials that can break in usage. If this is the case, it might take several hours to several days to repair the burned out device, depending on the time required to craft the object in the first place.

The Limitation is based on the Burnout Roll.

If the power works on a 14 or less, the limitation is worth a +1 bonus. If the power works on an 11 or less, the limitation is worth a +1.5 bonus. If the power works on an 8 or less, the limitation is worth a +2 bonus.

MENTAL EFFECT VERSUS CONSTITUTION

Some of the Mental effects (Dominate, Illusions and Telepathy) can also be defined as certain herbs, drugs or other physical effects that would work against the victim's Constitution rather than his Ego. To simulate this, the effect becomes a normal attack with a range of 5x points in the base effect, requiring a standard targeting roll instead of an Ego Combat roll. When the spell is built, the caster must decide whether the attack works against the target's Physical Defense or his Energy Defense. The dice of effect are totalled, and the target's defense is subtracted from the effect; the remainder is compared to the target's Constitution. Multiples of CON are substituted for multiples of Intelligence or Ego. The chart is read and applied as normal.

When the character is affected by an Mental effect based on Con, the character responds to the first person to give commands. For example, if a character is under the effects of Telepathy, he might babble about his innermost feelings unless asked specific questions. If a character was under the effects of a Dominate, he would respond to the first order given him, regardless of who gave it. If the character was under the effects of Illusions, he would see whatever illusion was first described to him. Unfortunately, the person who throws the attack is not always the first person to give a command (that's why this is a limitation).

Mental Effect Versus Constitution is worth a +1/2 bonus.

EFFECTS LIST

Name	Min Cost	Cost/Effect	Range	Area	Time	Affects	Roll
Accuracy	10	10/+1 OCV	—	—	constant	others	—
Adapt	20	breathe water, etc.	—	—	constant	self	—
Aid	10	2/CHA pt. add	—	—	constant	others	—
Analyze	10	5/1d6 analyze magic	—	—	instant	self	—
Bind	15	15/1d6 & 1 DEF	5x	—	instant	others	Attack
Blast	10	5/1d6 normal	5x	—	instant	others	Attack
Clairvoyant	20	20/first sense, +10 next	—	—	constant	self	—
Cloak	10	10/ -1 sight PER	—	—	constant	self	—
Create	5	= real points, make spell	—	—	instant	others	—
Dazzle	10	10/1d6 blindness	5x	—	instant	others	Attack
<i>Dam. Reduction</i>	10	1/4: 10-15, etc.	—	—	constant	self	—
Defend	5	2/1 spell defense	—	—	constant	self	—
Destroy	15	15xCHA/1d6 destroy	—	—	instant	others	Attack
Detect	10	detect	—	—	instant	self	—
Dispel	5	3/1d6 dispel magic	5x	—	instant	others	—
Dominate	10	5/1d6 control	LOS	—	constant	others	Ego Att
Drain	10	10xCHA/1d6 drain	—	—	instant	others	Attack
Haste	10	2/+1" move	—	—	constant	self	—
Heal	20	10/1d6 healing	—	—	instant	others	—
Illusions	10	5/1d6 mental image	LOS	—	constant	others	Ego Att
Images	10	3/1d6 light images	5x	1 hex	constant	others	target
Killing Blast	15	15/1d6 kill attack	5x	—	instant	others	Attack
Levitate	20	10" base, 2/+1" fly	—	—	constant	self	—
Locate	10	5/1d6 find	LOS	—	constant	others	Ego Att
Mind Attack	10	10/1d6 mind attack	LOS	—	instant	others	Ego Att
Mind Defense	5	1/1 mind spell defense	—	—	constant	self	—
<i>Noncorporeal</i>	40	<i>become insubstantial</i>	—	—	constant	self	—
Obscure	5	5/-2 Magic Roll	—	—	constant	others	—
Perceive	5	5/+1 PER Roll	—	—	constant	self	—
Protect	10	10/+1 DCV	—	—	constant	others	—
Psychokinesis	10	10/5 STR at range	5x	—	constant	others	Attack
Restore	20	10/1d6 CHA restored	—	—	instant	others	—
Shadow	10	5/-1 sight PER rolls	5x	1 hex	constant	others	target
Shapechange	20	1/1 point added, new form	—	—	instant	self	—
Shield	10	5/2 PD or ED	—	—	constant	self	—
Silence	10	5/-1 sound PER	—	—	constant	self	—
Sounds	10	3/1d6 sound illusions	5x	1 hex	constant	others	target
Summon	20	1/5pts. in creature	—	—	instant	self	—
Suppress	10	10/1d6 subdue magic	5x	—	constant	others	Attack
Telepathy	10	5/1d6 mind contact	LOS	—	constant	others	Ego Att
Transfer	15	15xCHA/1d6 transfer	—	—	instant	others	Attack
Transform	15	15/1d6 change target	—	—	instant	others	Attack
Transport	30	10" teleport	—	—	instant	self	—
Ward	10	5/2 PD or ED	5x	1 hex	constant	others	target

ADVANTAGE LIST

Advantage Name	Description	Cost Multiplier
Affects Others	spell is usable on others	x1/2
<i>Affects Noncorporeal</i>	<i>spell can affect noncorporeal targets</i>	<i>x1/2</i>
Area Effect	covers 1 hex, make target roll	x1/2
<i>Armor Piercing</i>	<i>attack acts against half defenses</i>	<i>x1/2</i>
<i>Aura</i>	<i>attack acts as shield</i>	<i>x1/2</i>
<i>Cone Effect</i>	<i>attack is cone</i>	<i>x1/4</i>
Constant	spell lasts as long as you pay END	x1/2
Delayed Effect	may cast spell, then hold it ready to throw	x1/4
Detect Analysis	Detects tell you properties, qualities	x1
Detect Location	Detects tell you location, range	x1
<i>Dimensional Travel</i>	<i>Allows transport between dimensions</i>	<i>x1/2</i>
Double Area	2x normal area of spell	x1/4
Double Distance	2x distance of Transport, or any Clair spell	x1/4
Double Range	2x normal range of spell	x1/4
<i>Double Time</i>	<i>doubles Recovery time of Drains and Transfers</i>	<i>x1/4</i>
Easy	full DCV when casting the spell	x1/4
Explosion	Blast, Killing Blast cover limited area	x1/2
Fast	spell takes a half phase action to cast	x1/4
<i>Hardened</i>	<i>Defense resists the effects of Armor-Piercing</i>	<i>x1/4</i>
Immediate	non-attack spell takes a zero phase action to cast	x1/2
Increased Area	spell covers 1 hex base points in spell	x1/2
Invisible	no sights or sounds with spell	x1/4
Levitate w/DCV	Allows caster full DCV	x1/2
<i>Mental Attack</i>	<i>spell targets as Ego attack</i>	<i>x1</i>
No Magic Roll	no MR needed (if Independent, anyone can use it)	x1/4
<i>No Normal Defense</i>	<i>target gets no defenses against spell</i>	<i>x1</i>
<i>No Range Modifier</i>	<i>spell takes no penalties for range</i>	<i>x1/2 or x3/4</i>

LIMITATIONS LIST

Name	Description	Bonus	Name	Description	Bonus
Animate	limits Psychokinesis	+1/2		constant (casting only)	+1/2
Burnout	Makes Spell unusable			instant	+1
	14- Roll	+1/2		constant (throughout)	+1
	11- Roll	+1	Independent	separate from caster	
	8- Roll	+2		(like a magic item)	+1
Concentrate	DCV 0, ignore all else		Instant	constant becomes instant	+2
	persistent	+1/4	Limited	reduced utility; the GM	
	constant (casting only)	+1/2		assigns the Bonus.	
	instant	+1		Very Little	+1/2
	constant (throughout)	+2		Somewhat	+1/2
Conditional	only works (or doesn't work)			About Half	+1
	under certain conditions			Severely	+11/2
	Very Common	+1/2		Almost Totally	+2
	Common	+1/2	Linked	smaller Effects in one spell	+1/2
	Uncommon	+1	Materials	requires various materials	
	Rare	+11/2		to perform; add the relevant	
	Extremely Rare	+2		Bonus from each list	
END Reserve	separate END, 1 END 2 pts.			Preparation	
	Recharge			None	+0
	1 END 3 hrs and 1 END 1 LTE	+1/2		1 Turn	+1/2
	1 END 3 hrs or 1 END 1 LTE	+1		1 hr., Skill Roll	+1/2
	1 END 1 day	+11/2		1 day+, Skill Roll	+1
	1 END 1 week	+2		Visibility	
	only by buying new END	+3		Inobvious	+1/2
	never	+5		Obvious	+1/2
Extra END	costs extra END to cast			Accessibility	
	x1 1/2 normal END	+1/2		Inaccessible	+1/2
	x2 normal END	+11/2		Accessible	+1/2
	x3 normal END	+2		Portability	
	x4 normal END	+21/2		Portable	+0
	x5 normal END	+3		Clumsy	+1/2
Extra Time	takes extra time to cast;			Static	+1/2
	half bonus for constant,			Rarity	
	half bonus for Delayed Effect			Easy to find (14 or less)	+0
	quarter bonus if Persistent			Hard to find (11 or less)	+1/2
	+1 phase	+1/2		Difficult (8 or less)	+1/2
	+1 turn	+1		Dangerous	+1
	+2 turns	+11/2		Cost Per Use	
	10 minutes	+2		No Cost	+0
	1 hour	+21/2		Cost 1 sp	+1/2
	1 day	+3		Cost 2 sp	+1
	1 week	+31/2		Cost 8 sp	+11/2
	1 month	+4		Cost 3 gp	+2
	3 months	+41/2		Mental Effect vs. CON	+1/2
	1 year	+5	Vs. CON	ranged spell has no range	+1/2
Gestures	must use visible motions		No Range	spell doesn't affect others	+1/2
	half bonus for Delayed Effect		Self Only	unpleasant things happen	
	no bonus if Persistent		Side Effects	if caster fails Magic Roll	
	constant (casting only)	+1/2		Points in Side Effect	
	instant	+1		10 points	+1/2
	constant (throughout)	+1		20 points	+1
Incantation	must say loud magic phrases			30 points	+11/2
	half bonus for Delayed Effect			40 points	+2
	no bonus if Persistent		Visible	constant spell is visible	
				or audible continuously	+1/2

GENERAL MODIFIERS

Name	Effect	Cost
Reduced Endurance	x1/2 normal END cost	x1/4
Variable Advantage	Change Spell Advantages	x1/2

ADVANTAGE LIST

Advantage Name	Description	Cost Multiplier
Permanence	Spell is Permanent	x1
Persistent	spell continues if caster is asleep or unconscious	x1/4
Radius	spell covers 1" radius per 10 base points in spell	x1/2
Range	spell gets range of 5x pts. in inches, target roll	x1/2
Transparent Ward	makes Ward transparent to sight and most spells	x1/4
One-way Transparent	transparent from inside only	x1
Variable Result	exact results of spell can change	x1/4

BALANCE OF POWER

One of the most difficult things a Gamemaster has to contend with is game balance. Juggling the various elements of an open-ended system (like *Fantasy Hero*) can be difficult for experienced Gamemasters, let alone newcomers who may be confused by the sheer bulk of material. Fortunately, a certain degree of balance is inherent in the point system, but in some situations, it may be hard to tell how much effect you need for what you want to do. The most delicate of these situations is combat magic. The material which follows will explain some of the basics as clearly as possible. Ready?

The simplest and most important guidelines to keep in mind are the inherent limitations on the defenses of human targets who will make up the bulk of your opponents. The Physical Defense of human beings has a maximum of 8. Certain individuals can go higher than this, but for the most part, the PD of human warriors will fall between 4 and 8. Under normal circumstances, the defense provided by armor also has a maximum of 8. Most warriors favor armor whose average defense falls between 4 and 8. So the total defense of the bulk of your victims will be between 8 and 16, with an average of 12.

Now it gets tricky. Humans have a maximum of 20 Constitution, 20 Body and 50 Stun. Very few go higher than this, but the exact balance will vary from campaign to campaign. Usually, a human warrior will have a Constitution from 13 and 18, between 10 and 16 Body, and Stun in the 20 to 40 range. Therefore, a rough approximation of the 'average warrior' would be a character with a Constitution of 15, 13 Body, and 30 Stun. Based on these statistics, and the average total defense of 12, you can get a better idea of how much effect is required to achieve the desired result.

Blast is the basic effect, doing about 3 1/2 points of Stun per die. This means that 4 dice, to an average of 14 Stun, will be the smallest attack that can be considered effective. Anything smaller is unlikely to get through your target's defenses. Using Blast again, we find that an 8 die attack, which does an average of 28 Stun, does enough damage to have an excellent chance of stunning your opponent, while a 12 die attack, which does an average of 42 Stun, will knock out the average warrior in one fell swoop. It would take something like 18 dice to put your foe down for the count with one attack.

When dealing with Body damage, you are really guessing, as the resistant defense provided by armor will vary greatly from person to person. Based on the defenses of our 'average warrior', a 7 die Blast will be the smallest attack that will actually cause Body. A 13 die attack has a good chance of inflicting an Impairing wound, while a 19 die attack will usually inflict a Disabling wound and bring the average warrior to 0 Body. It would take a whopping 32 dice to kill him outright, a result better represented by Killing Blast or Body Destruction.

Keep in mind that all of these calculations are based on average values, so an 8 die attack will stun your target most of the time. If you want an element of uncertainty, drop a die or two, or if you want to make sure, add a few dice. When dealing with effects other than Blast, you will find that attacks of the same Active point level have roughly the same power level. This means that a 12 die Blast is equivalent to 6 dice of Stun Drain or 4 dice of Killing Blast. Both effects do less Stun, but Drain bypasses normal defenses, and Killing Blast does more Body damage. It is just a matter of finding the effect that best reflects the power of the spell you want to create.

The chart provided below should give you a better idea of how powerful your characters attacks actually are. The data in this table is based on the calculations given above, a similar table which appears in *Champions 2*, and years of trial and error experimentation. It takes into account the fact that characters usually have more Physical Defense than Energy Defense and few possess any Defense or Mind Defense at all. According to this chart, every attack falls into one of four basic classifications; Annoying, Dangerous, Lethal or Absolute. In *Fantasy Hero*, most combat-oriented spells will tend to be somewhere in the Dangerous range.

	Physical Blast	Energy Blast	Killing Blast	Other Effects
Annoying	1-4d6	1-3d6	1 pip-1/2d6	1-15 pts
Dangerous	5-8d6	4-7d6	1d6-2d6	16-40 pts
Lethal	9-13d6	8-11d6	2d6+	41-65 pts
Absolute	14d6+	12d6+	4d6+	66 pts+

The last column is for Drain, Destroy, Mind Attack and Transfer. The ranges given in this column are for the Base Points of the Effect in question. So a 2d Stun Drain, which costs 20 points, is a Dangerous attack. If you are using the Armor Piercing advantage found in the optional rules, attacks built with this advantage should be moved up one step, so a 5d Armor Piercing Physical Blast is considered Lethal. You will have to be especially careful when you are using Hit Allocation as the damage caused by attacks to which this rule applies can jump dramatically from time to time. One way to deal with this is to increase all attacks affected by Hit Location by one step. The other is to use average defense against all spells, reserving Hit Location for more conventional combat.

That takes care of attacks, but what about defenses? All you have to do is choose the classification of the attack you want to defend against and consult the chart. Calculate the damage caused by the level you have selected and base your defense on this total. Remember that a few points of Shield or Ward will go a long way toward avoiding Body Damage since they are both resistant defenses. If you are concerned with Stun, try a Stun Aid. Again, the kind of defense you will need depends on the kind of attacks that are being thrown around in your campaign. When in doubt, go low. You can always use spell research to boost the Active Points later.

The exception to these basic guidelines are spells that affect Combat Value. When you are trying to decide how much of a bonus you need, take the following things into account: first, the Attack Roll is made using 3d6 which provides a bell curve and a range of fifteen numbers; second, the average man has an OCV of 3 while a man with the maximum human Dexterity has an OCV of 7. So a +4 will give a man with a 10 Dex the accuracy of a man with a 20 Dex. There is only an eight point spread between the average roll on 3d6 (10.5) and the maximum roll of 18. Therefore, the 'magic numbers' are 4 and 8. To provide the same four-tier spread as the attacks, consider a +1 to +2 Annoying, a +3 to +4 Dangerous, a +5 to +8 Lethal and a +9 or better Absolute. In many ways, the power levels suggested by this progression also apply to skill levels although this varies greatly from one campaign to the next.

Obviously, you must take many factors into consideration when you are constructing a combat spell or approving one somebody else has written. You should make your decision based on the effect the spell will have on your campaign and whether or not you want such an enchantment in your world. In most cases, player-characters should have limited access to Lethal magic and no spells with Absolute power. But if a priest character presents you with a Lethal Killing Blast spell that only affects certain demons directly opposed to his sect, you might consider giving it to him. The numbers only exist to produce an orderly environment in which the player's surrogate characters may adventure. If the spell promotes the story you are trying to tell, approve it, regardless of the power levels involved. Just be aware of what you are getting yourself into.

No matter how much time you spend fiddling with the numbers, you will end up with a nasty surprise from time to time. When it comes right down to it, the only way to find out what a spell will do in your campaign setting is to put it to the test. If it doesn't work, scrap it. This can be problematical when the spell belongs to a player character. Maybe you can convince the player to modify it with Spell Research in exchange for an extra power point or two to help smooth things over.

Hopefully this section has helped you understand the dynamics of the Fantasy Hero system a little better. If there were bits that you had trouble understanding, play around with the system, and they will eventually come into focus for you. Unfortunately, there is no substitute for experience. Go forth, good luck, and may your Materials never rot.

DESIGNING MAGIC SYSTEMS

INTRODUCTION

One of the strengths of the *Fantasy Hero* magic system is its generic nature. With these rules, you can create just about any sort of spell you desire. That can also be one of the game's greatest weaknesses, from the game-master's standpoint. Without guidelines, the players will do just that, devising any spell they feel their characters should have. What you end up with is a hodge-podge of magical effects which are useful to the characters — but don't contribute to the internal consistency of the campaign world.

What's the big deal about internal consistency, you ask? Well, let's say you've created a fantasy campaign with a desert setting — very similar to the Arabian Nights. As you know, these stories — or the movies derived from them, anyway — are replete with flying carpets, genies, evil viziers who can wield magical curses, eerie transformations, and the like.

What, then, does it do to this campaign when the players give their characters flight abilities and lightning-bolt spells? It damages the integrity of the campaign setting by introducing elements with the wrong feel. And since many of you derive your campaign worlds from mythology or the writings of fantasy authors, you will probably want to keep the magic of your campaign in line with the environment you are trying to produce.

In the following pages, we'll show you how to conceptualize the way magic works in your campaign, and how to implement that conception with the *FH* rules.

This section of the *Spell Book* deals with the conception and creation of your own personalized magic system. It's arranged in the following manner:

Forms of Magic In this section, we describe several different magic systems; you can use them in your own campaign or simply refer to them as examples of magic system creation.

System Construction. Here, we talk about creating your own magic system — how to decide upon the effects, advantages, modifiers, and limitations that spells must take in your campaign.

All clear so far? Then, let's get moving

TYPES OF MAGIC SYSTEMS

Before we get into the involved process of creating the ideal magic system for your campaign, let's discuss some example magic systems. We will deal with what they are for, how they work, and how they effect the overall feel of the campaign environment.

HEROIC ERA

In fantasy fiction, one of the most common forms of magic arrangements is one we'll call the Heroic Era.

In Heroic Era fantasy, the Hero — more specifically, the Warrior — is the star of the show. Mages usually fall into one of two categories: Friendly magicians who have little effect on combat, and villainous wizards with extremely powerful and dangerous magics.

This is the arrangement you see in most mythology and folklore. With some variations, it applies equally well to mythological Greece or Rome, to the Arabian Nights, to Camelot, and many other legendary settings. It's also appropriate for swords-and-sorcery adventure fantasies involving barbarian adventurers in antediluvian worlds.

Some of the primary characteristics of the Heroic Era are:

- (1) The non-magical warrior-hero is the central figure around whom the plot is constructed.
- (2) Player-character magic-users do not have powerful combat magics. They may find it necessary to become skilled at combat or thieving to make them more useful in direct confrontations.
- (3) On the other hand, NPC magic-users, particularly the villains, have access to a broader and more powerful range of spell effects.
- (4) There are occasional magical items and weapons to be found and used in the campaign setting — not a lot of them, but most characters tend to end up with at least one magical artifact.
- (5) Sometimes, particularly in myth-inspired campaigns, some or all heroes may be able to start play with a Special Power — a single spell effect bought with the No Magic Roll advantage and (with GM permission) without requiring the character to have Magic Skill. This makes it possible for everyone to have some sort of distinctive magical ability.

WHY THIS IS SO

This sort of arrangement keeps magician-characters from dominating the campaign or series; magic is useful for a variety of things, such as healing, detection, divination, and so forth, but when it comes time to slay the dragon, it's the warrior who has to do the dirty work.

MAGIC SKILLS

Characters can start play with Magic Skill. If the GM prefers, magic-using characters may have to buy the "latent" Magic Skill for 1 point and purchase the full Skill in the course of the campaign. This would mean the character would have to find a magical tutor and drag him around on adventures in the course of the campaign, or locate a magical tome or school that could serve the same purpose.

Spell Research can be bought and utilized normally.

In myth-based campaigns, a character's magic strength or ability may, at the GM's discretion, be based on his relationship with one or more gods — the power of magic may derive from the gods. With this approach, the magic-wielding character may find himself stripped of his powers if he offends his god (and until he placates his god); however, in missions where the god has much at stake, the character might find his powers temporarily augmented.

SPELL EFFECTS

Forbidden: (for PCs) Blast, Dazzle, Destroy, Dominate, Drain, Illusions, Killing Blast, Levitate, Mind Attack, Psychokinesis, Transfer, Transform.

This leaves the character with a wide array of analytical, transportation, and enhancement magicks available to him.

It's still possible, with GM permission, to use one of the Forbidden effects when utilizing the Create spell to construct a magical item such as an enchanted sword, or possibly with certain required limitations such as Side Effects.

ADVANTAGES

None of the Advantages listed for the spells are forbidden or required. It is fairly common to purchase Fast and No Magic Roll on analyze/detect spells.

MODIFIERS

Neither of the General Modifiers is forbidden or required.

LIMITATIONS

Required: None of the Limitations listed for spells is required.

Forbidden: None of the Limitations listed for spells is forbidden.

Recommended: The GM may wish to make certain Limitations mandatory. Most commonly, spells might be required to take the Gestures and Incantation limitations and one of the END Reserve limitations. (Detect and Analyze spells could be exempted from these requirements as they are very passive.)

OTHER NOTES

Magicians operating under these Heroic Era rules receive the 10-point Disadvantage: Major Restrictions on Spell Types (no spells from the Forbidden list above); see *FH*, page 127.

We mentioned Special Powers earlier. If the GM permits, every character could take one magical power for himself — but only when he is being created.

Such a Special Power must be constructed from one of the Effects available to magician characters; it must be bought with the No Magic Roll advantage. The character buying the Special Power does not have to have Magic Skill — in fact, unless he plans to be a spell-caster in addition to this ability, he shouldn't be allowed to have Magic Skill.

Typical Special Powers found in heroic-era fantasies include: Shapechange to a single animal form (black cat, wolf, eagle, etc.); Accuracy under specific circumstances (vs. dishonorable foes, vs. enemies of the character's god, etc.); and other similarly colorful and distinctive Powers.

The supplement *Mythic Greece* details a much more involved Heroic Era system of magic with guidelines for Special Powers in the setting of Mythological Greece.

MEMORIZATION & SPELL-BOOKS

A lot of people were introduced to role-playing in a fantasy game where magic-users memorized their spells from spell-books and cast them much later; as soon as they cast the spell, the spell was stripped from their minds, so they were not able to cast the spell again until they had time to peruse those spell-books once again.

It can be difficult to duplicate this system precisely using the *Fantasy Hero* magic system, but here are some suggestions which should make your magic system comfortably familiar at the very least.

MAGIC SKILLS

All magicians must have Magic Skill. It isn't necessary for Magic Skill to be bought up very high, as all spells will have the No Magic Roll advantage.

SPELL EFFECTS

None of the spell Effects in the list are forbidden.

ADVANTAGES

Required: All spells must have the advantage No Magic Roll.

Forbidden: No spells may have the Easy, Fast, or Immediate advantages.

Recommended: Appropriate advantages include Constant and Persistent. Also, Delayed Effect is a very useful advantage; it will allow the magician to prepare several spells and hold a few of them at the ready for combat situations.

Not Recommended: Invisible. This is only appropriate for a few spells and may only be taken with the Gamemaster's permission.

MODIFIERS

Both Modifiers are available; neither is mandatory.

LIMITATIONS

Required: All spells must be bought with the following Limitations:

Concentrate
 Gestures
 Incantation.
 END Reserve 1 END/LTE only (+1)

Limited — Memorization (+1) Every spell draws from a separate reserve, which has enough endurance to cast the spell once. Once a spell has been cast, the only way to recharge the reserve is through memorization. To memorize a spell, the magician must have a spell book which contains the spell he wants to memorize. Memorization takes as much time as it takes for the mage to spend the Long Term Endurance to recharge the reserve and fully recover the LTE spent to do so. This process must be undertaken in circumstances of calm and quiet. If the mage is disturbed during memorization, any time he has spent is lost, the END reserve drops back to 0 and he must begin all over again.

Recommended: Limitations which are appropriate but not required include Materials (Preparation, 1 Turn to 1 hr. and Skill Roll; Obvious and Accessible; Portable; Easy to Find; Cost 1-2 sp).

OTHER NOTES

Here's a sample spell created with these rules:

LEOPOLD'S ANNOYING BLAST

Effect: Killing Blast 2d6.

END: 6.

Base Cost: 30.

Advantages: No Magic Roll (x1/4).

Active Cost: 37.

General Modifiers: None.

Modified Cost: 37.

Limitations: Concentrate (-1), Gestures (-1/2), Incantation (-1/2), END Res 1END/LTE (-1), LIMITED — Memorization (-1) Materials (sulfur-coated stick i.e. match) (-1 3/4) (Breaks down to: Preparation 1 Turn -1/4; Obvious -1/2; Accessible (-1/2); Portable; Easy to Find; Cost 1 sp -1/2)

Total Bonus: +5 3/4 Real Cost: 5 points.

PSIONICS

If you have *Danger International* and/or *Justice Incorporated*, you may wish to introduce psychic talents into your *FH* campaign. If you only have *FH* or decide to use only *FH* rules, you still may wish to have psychic powers available to your characters.

In psi-based movies and adventure fiction, a psychic usually has only one very limited ability (say, precognition, psychometry, or telepathy) or he may be terrifyingly powerful, with the ability to use killing powers in bloody psychic duels.

MAGIC SKILLS

Characters must have the Magic Skill in order to be Psionic. Call it Psychic Skill if the semantics bother you.

Generally, players should have an idea of what psychic power or powers their characters will have, and their characters should have their powers (perhaps at very low power levels) when first created, so Spell Research is not required. However, the GM may want the characters to be able to develop and expand upon their own powers, so, with GM permission, characters can buy Spell (Psychic Powers) Research for this purpose. Remember that all powers, like spells, are subject to GM approval so anything that might unbalance the game can be vetoed from the onset.

SPELL EFFECTS

Required: No psychic is required to buy any specific Effect.

Forbidden: Psychics may not buy the following Effects — Create, Dispel, Shapechange, Summon, Suppress, Transform, Transport.

Recommended: The following powers are especially appropriate to psychic characters — Analyze (here, of course, it's an analysis of psychic energies, not magic), Clairaudience, Clairvoyance, Clairvoyance, Dominate, Locate, Mind Attack, Mind Defense, Psychokinesis, and Telepathy.

Not Recommended: The following Effects may only be purchased with the explicit permission of the Gamemaster (though all have appeared as psychic powers in fiction or film at one time or another, they stretch the limits of the definition of psychic abilities) — Adapt, Aid, Dazzle, Haste, Levitate, Shield, Ward.

ADVANTAGES

Required: All Psychic Powers must be bought with the Invisible Advantage.

Forbidden: No Magic Roll. Psychic Powers are usually depicted as unreliable so characters may not buy them with No Magic Roll.

Recommended: Easy, Fast, Immediate. (Some systems depict the use of psionic powers as very difficult, requiring a great deal of effort and often time. In such systems, these Advantages are not recommended.)

MODIFIERS

Neither Modifier is required or forbidden; both are available. Variable advantage is rare, and the use of psionic powers is often depicted as exhausting, so reduced endurance may only be appropriate for certain individuals.

LIMITATIONS

Required: All Psychic Powers must be bought with the following Disadvantages — Limited: Noisy (-1/2, see *FH* page 54), Limited: Not In Intensive EMR Fields (-1/4), Limited/Powers Function Badly Or Not At All Under Effect of Tranquilizers, Depressants, Painkillers (-1/4).

Forbidden: Independent.

Recommended: Concentrate (except on those with Easy, obviously). Also, the GM may wish for powers such as Blast, Killing Blast, and BODY Destroy to have the following limitation: Quick Recovery (victim heals back BODY at a rate of 1 BODY/minute if not killed) (+1/2). (In some fiction, the BODY damage done by powerful psychics in attacks heals up at an unnatural rate if it fails to kill the victim).

Not Recommended: Gestures, Incantation, Materials. (Note that some psionic systems depend on the possession of a focus to maintain psionic abilities.)

OTHER NOTES

GMs can require that their characters take specific characteristics, skills, powers, and disadvantages.

Characteristics. A GM may wish for all psychics in his campaign to start with a high EGO and/or PRE.

Skills. Psychics in the GM's game-world might have to have KS: Acting or PS: Actor (in order to conceal their Unusual Looks, below, and otherwise to behave normally in society). They might have to have skill levels with their psychic powers (especially if they share the common origin of coming from a psionic training institute).

Powers. The GM may wish for all psychics to have a few minimum-level effects in common. Recommended ones include: Analyze, Detect (other psionics), Locate, Mind Attack, Mind Defense.

Disadvantages. Appropriate common psychic disads include: Distinctive Looks (agitation and nervousness in large groups of people, concealable), 3 pts; Hunted (enemy psychics: small group, hunters use magic, 11-), 9 pts; and Psychological Limitation (doesn't like casual physical contact with other people, common), 5 pts.

RITUAL

In some campaigns, magic is very powerful indeed — but must be set up under ritual conditions. Magicians must get together and conduct lengthy ceremonies in order to perform their effects — but there is no practical limit to what they can do under those circumstances.

In a campaign, this would seem to suggest that magician characters sit aside until the occasions when they can unload their equipment and begin chanting — but that's actually not the case.

First, don't forget that in *Fantasy Hero* a character can be a fighter, magician, and anything else all at the same time; nothing says the magician can't be an expert swordsman, acrobat, trickster or ladies' man.

Second, magicians can always buy spells with the Delayed Effect limitation. An example follows at the end of this description.

Third, magicians can also buy spells with the Independent limitation. These spells don't have to take the limitations required of ritual magic. (Of course, the Create spell that produced the Independent objects does have to take the limitations required of ritual magic.)

WHY THIS IS SO

This is another heroic-fantasy genre which limits the wizard in order that the fighter not take a secondary role in the campaign. However, unlike the Heroic Era rules, these rules allow the wizard limited effectiveness in combat. A wizard may have stacked combat spells ready, usually two or three; once they're cast, however, he must rely on his Independent spells (such as magic staves and wands) and whatever combat skills he may have acquired. So the ritual-bound wizard must apply his combat magic very carefully, with an eye to cost efficiency, and should have something up his sleeve to keep him alive when he's out of magic.

MAGIC SKILLS

The magician character must have Magic Skill and should have Spell Research.

SPELL EFFECTS

All Spell Effects are available; none is forbidden.

ADVANTAGES

Required: None.

Forbidden: Easy, Fast, Immediate, No Magic Roll

Recommended: Delayed Effect for combat spells.

MODIFIERS

Both General Modifiers are available.

LIMITATIONS

Required: Concentrate; END Reserve (at whatever level the player wants, subject to GM approval); Extra Time (at least +1 Turn, typically 10 minutes or more — 1 hour is common); Gestures; Incantation; Materials (Preparation at least 1 Turn, typically 1 hr. & Skill Roll; Obvious; Accessible; Clumsy or Static).

Recommended: Extra END; Limited; Noisy; Materials (typically Hard to Find, 2 sp or more cost); Side Effects; Visible. **Note:** Spells bought with the Independent limitation are not required to take the Required Limitations listed immediately above. However, they must follow the rules which govern the Creation of Magic Items from *FH*, page 106.

OTHER NOTES

Here's a type of combat-effective spell which ritual magicians might learn.

EYE OF THE SUN

Effect: Dazzle 3d6.

END: 15. Base Cost: 30.

Advantages: Area Effect (x1/2), Double Area to 8 hexes (x3/4), Delayed Effect (x1/4).

Active Cost: 75.

General Modifiers: None.

Modified Cost: 75.

Limitations: Concentrate (-1); END Reserve Recharge 1 END/3 hrs (-1) Extra Time +1 Turn (-1); Gestures (-1/2); Incantation (-1/2); Materials — Preparation time 1 hour and Skill Roll (-1/2); Obvious (-1/2); Accessible (-1/2); Clumsy (-1/4); Hard to Find (-1/4); Cost 1 sp (-1/2)

Total Bonus: +6 1/2

Real Cost: 10 points.

An INT 20 magician could theoretically prepare four such spells and hold them ready to respond instantly to attacks (Delayed Effect spells take only a half-phase to throw once all the basic casting has been completed).

DESIGNING YOUR OWN MAGIC SYSTEM

Now, let's get into the nuts and bolts of magic system design.

CAUSE AND EFFECT

When you're determining how magic works in your *Fantasy Hero* campaign, you have to figure out what characteristics magic possesses — in other words, what you want magic to do and what role you want it to have in your campaign.

Once you have a concrete idea on this, you have to figure out how to simulate these characteristics with the game mechanics. This may sound daunting, but it just takes a certain amount of work.

Here are some sample characteristics; you may wish to incorporate one or more of them into your own magic system, and you may not. We'll address these and many other characteristics.

Giving Fighters the Edge in Adventures
Giving Magicians the Edge in Adventures
Making Magic Common and Colorful
Making Magic Eerie and Uncomfortable
Making Magicians Like Unto Gods
Making Spellcasting Fast and Exciting
Making Spellcasting Slow and Involved
Simulating Magic from Specific Author's World

MAGIC SKILLS

There are two Magic Skills in *Fantasy Hero*: Magic Skill and Spell Research.

MAGIC SKILL

If you have Magic Skill in your campaign, it means that magic is a somewhat inconsistent and unpredictable force. Spells which require a Magic Skill roll will sometimes inexplicably fail (i.e., when the character botches his roll).

If you require that Magic Skill be used for every spell effect — by disallowing the No Magic Roll advantage — then you are, in effect, saying that player-characters cannot have any spells that are absolutely dependable, and cannot have any spell effects which constitute special powers (as discussed under the Heroic Era writeup, earlier). You'll want to do this if you want there to be an amount of uncertainty in the character's mind every time he casts any type of sorcery; on the other hand, the usual player response is to jack up his Magic Roll to such a height that the character hardly ever botches a roll. It's usually better to allow the No Magic Roll advantage on some spells, so that the player won't raise his Magic Roll to unassailable heights.

If you forbid the use of Magic Skill, you're requiring that every spell take the No Magic Roll advantage, and you're making spells fall in the categories of powers — natural powers (such as racial abilities), unnatural powers (such as god-granted abilities), and superpowers. You should only do this when you're trying to simulate some specific work of fiction or legendary, or when you want all spells to be dependable and intuitive abilities.

SPELL RESEARCH

This is the skill which allows characters to research and design their own spells.

In most magic systems, Spell Research is permitted, and is a desirable ability for magicians. They spend a lot of time in their libraries, experimenting with chemicals and incantations, dusting off ancient scrolls and seeing if the magic they talk about actually works, eventually synthesizing their learning into a new spell. In campaigns heavily dominated by godly doings, the characters might be priests spending their time in communion with their deities, asking questions about how the universe works, and thereby creating the spells they desire. If this is how you envision your campaign magic working, you'll want to permit characters to have the Spell Research skill.

If you forbid characters to take Spell Research, you're taking control of the characters' magic-learning process. Characters cannot learn any new magics without your aid. In the campaign, this means that:

- (a) The characters cannot learn new spells after they're created; or
- (b) They're taught specific spells by higher authorities — such as gods; or
- (c) The characters may only learn spells from individuals who already know them, and new spells seldom if ever come into the world; or
- (d) The characters develop new abilities naturally, at your discretion. (This happens when a hero with magical powers develops some new ability related to his existing powers; in such circumstances you, the GM, usually spring the power on the character as a surprise; he doesn't realize he's developed it until the first time he manifests it).

So the decision of whether or not to allow Spell Research depends on this question: Do you want the player-characters to develop their own spells and powers, while you retain the power to veto unwholesome creations, or do you want to keep control of the development of new spells and powers? In the former case, you save yourself a lot of work and allow the PC mages to have an interesting hobby; if this is your preference, allow Spell Research. In the latter case, you're almost never surprised when a spell created by a PC ends up being awfully effective against your favorite villain, and you do keep a sense of mystery around the doings of magic; for this, do not allow Spell Research.

MAGICAL EFFECTS

Each and every spell effect in *Fantasy Hero* adds something to a campaign — and subtracts something — when you permit its use. When designing your own magic system, you'll have to think, at least briefly, about each effect and whether or not you want to allow PCs to have it. With some effects, you'll allow players to buy it as described; with others, you'll allow them to buy it only under certain circumstances or with specific limitations or advantages; with still others, you won't allow their purchase at all.

Here, we'll talk about the spell effects and what they mean in a campaign.

In the following descriptions, the spell effects are lumped together into broad function categories — Combat Effects, Information-Gathering Effects, and so forth. Some effects belong to more than one category.

COMBAT EFFECTS

These effects do damage of various sorts. They have the virtue of making the magician character terribly useful in combat; on the other hand, they tend to make the non-magical warrior hero less useful, as there's little he can do that a magician won't eventually be able to do better.

If you allow magicians to have Combat effects, the magicians will eventually come to be the most important force in campaign combats — few heroes' fighting ability can compare with an area-effect Killing Blast. If that's what you want, then you're set.

If you don't allow them to buy Combat effects, then fighting heroes will stay dominant on the battlefield.

If you want warriors and magicians to be of approximately equal value on the battlefield, you should probably allow the magicians to buy Combat effects — but usually with significant limitations. Such limitations can include Concentrate (this makes the magicians vulnerable to attack when spellcasting), END Reserve (this way, they can't just throw magic indiscriminately — they'll run out of magical energy), and Extra Time (which makes them slow to respond to changing battlefield situations). These are the Combat effects:

Combat Effects
Blast
Dazzle
Destroy
Drain
Killing Blast
Mind Attack. Also in Mentalist Effects
Psychokinesis
Transfer
Transform. Also in Transformation Effects

A note on Destroy, Drain, and Transfer: These are terribly powerful effects because very few people tend to have the Defense effect — or should have it, for that matter. Be wary of allowing characters to have these effects. If you allow the characters to buy them, be prepared for them to use these powers on every one of your villains — on everyone they fight, as a matter of fact. It's very frustrating to the GM to see his favorite swordmaster villain have his DEX drained to 3 and be clobbered by a high-STR bumpkin instead of having an opportunity to duel the swordmaster player-character. Think about it. Alternately, you could give that villain a magical advisor who has provided him with a silvered talisman that provides 50 points of Defense.

COMBAT AID EFFECTS

These effects don't do damage of any sort in combat, but are very useful in combat situations.

If you allow magicians to have both Combat and Combat Aid effects, you'll find that magicians eventually become the dominant force in battlefield situations; with experience, they'll grow to be far more useful than warriors. If you allow magicians to have Combat Aid effects but not Combat effects, you'll see the magicians acting as backup and support in battlefield situations; often, their magical aid will prove to be the difference between success and failure, but actual combat will still be the province of the warrior. These are the Combat Aid effects:

Combat Aid Effects
Accuracy
Aid
Haste. Also in Transportation effects
Heal
Restore

There's usually little reason to disallow these effects.

Disallowing Accuracy will force magicians and warriors to depend on their native and earned combat ability in order to hit others in battle; some GMs may regard this as an advantage.

It's not a good idea to disallow Heal and Restore completely. If you do, you'll find your heroes getting hurt and having to sit out of the campaign for long stretches as they heal. On the other hand, if you have free and limitless healing, you'll see your players hurling themselves into combat like berserkers, unconcerned about injuries they might take because they know healing is just around the corner. Additionally, having unrestricted Healing in the campaign means that there's no reason for any PC to take Medical skill.

It's probably best to require certain Limitations on Heal spells. If, for instance, you place an Extra Time (10 minutes) Limitation on Heal, then heroes can't count on healing magic to save them when they take mortal wounds; they'll bleed to death anyway if no one has Medical ability.

DEFENSIVE EFFECTS

These are passive effects which make the character harder to detect or to hurt. Like Combat Aid effects, they give magicians unique roles in combat situations without interfering with the heroics of the warrior characters. These are the Defense and Non-Detection effects:

Defense and Non-detection Effects
Cloak
Defense
Mind Defense
Obscure
Protect
Shield
Ward

There's usually no reason to disallow Defense, Mind Defense, or Obscure effects. If you choose to do so, the result is to make characters a little more vulnerable to certain spells — Destroy, Drain, Transfer (for Defense), the Mentalist effects (for Mind Defense), and Detect (for Obscure).

You may have reason to disallow or limit some or all of the remaining effects.

Cloak is an invisibility effect. Though it has inherent limitations — it doesn't Cloak odor or footprints, for instance — it is very powerful; a character with a good Cloak spell can be a devastating spy or get in one catastrophic blow in any battle. While you probably won't wish to disallow it, you should be cautious about its use.

Protect is the opposite number of Accuracy. If you wish for magicians to use their magic to make themselves and their friends harder to hit in combat, allow it. If you disallow it utterly, you make them rely on their own battle skills. You might wish to limit it to Self Only — the caster can only protect himself with the effect. This gives magicians better defensive ability in combat, but doesn't allow them to turn their warrior-friends into untouchable killing machines.

Finally, Shield and Ward are basically force-field defenses. Considering the usually frail nature of magicians, it's a good idea to allow spellcasters to buy these spells. On the other hand, if you don't, you force magicians either to depend more heavily on warriors or to learn some combat ability themselves; if that's what you want, you should disallow these Effects.

ENCHANTMENT EFFECTS

These are effects involving raw magic: Transference of magical power from one place to another, and diminishment of magical power. These are very appropriate effects for magician characters. The Enchantment effects include:

Enchantment Effects
Create. Dispel
Suppress

We don't recommend that you disallow these effects, but here are notes on that subject anyway:

Disallow Create if you don't want characters building magic items. Magic item creation is a self-limiting process anyway: since heroes have to use their own Character or Experience points, they don't get too Create-happy. But if you simply don't want them creating magical items, disallow it. An example: the Psionics rules from the previous section. Psionic characters don't create magical items; therefore, it's appropriate for you to disallow Create for psionics campaigns.

Dispel and Suppress allow the characters to get rid of or subdue others' magical powers. This is a classic element of magical duels... but, if you don't wish for characters to be able to affect others' magical emissions, then disallow these Effects. An example: In Greek myth, neither gods nor man could remove a special power or trait once it was bestowed; therefore, in the *Mythic Greece* supplement, Dispel is disallowed.

INFORMATION-GATHERING EFFECTS

These effects are appropriate to magic systems of almost any type: The classic magician is somehow always able to come up with information through magical means when ordinary means have failed.

These are the Information-Gathering effects:

Information Gathering Effects
Analyze
Clairaudience
Clairsentience
Clairvoyance
Detect Object
Detect Set
Detect Type
Perceive

You have to be a little wary of Information-Gathering effects in a campaign, though. When they become too efficient, you find that your players can find out a lot of information you never really intended them to have — information which, when they have it, makes the adventure less fun for everyone involved because it eliminates a lot of the mystery you've worked hard to create.

For instance, should a character decide to cast a Clairaudience on the villain's council chambers just as you've decided he's discussing his master plan with a new subordinate, you can either arbitrarily change your mind about what the villain was doing, or let the heroes have more information than you'd like.

One way around this is to require Clairvoyance and related spells to come with the Limited: Noisy limitation. This ensures that the heroes can't spy on other magicians; these magicians would feel the spying magic at work.

If you choose to disallow some or all of these effects altogether, you're limiting the heroes to finding out only what they can themselves observe — up close and personal. If you want the heroes to have to do all their spying in person, then you'll want to disallow these spell effects.

MENTALIST EFFECTS

These effects share certain characteristics — specifically, that they're based on EGO Combat Value and all operated at the range of Line of Sight. These are the Mentalist effects:

Mentalist Effects
Dominate
Illusions
Locate
Mind Attack. Also under Combat Effects
Telepathy

Some of these effects are perfect for campaigning; some cause certain problems you should know about.

Don't be surprised at the effectiveness of Dominate. Even a beginning character, if he throws a lot of his points in his spell (and uses Limitations wisely) can come up with a 12d6 Dominate. This amount is enough to get 4x EGO on most EGO 10 normals. A clever player can be very effective when using this power; hitting the master villain's guardsman with a big Dominate in the middle of combat and telling him to attack the master villain can change the balance of a battle in a hurry. If you choose to disallow Dominate, it won't inhibit your campaign much; this choice should depend on whether or not you conceive of the power as being appropriate to your campaign-world. (But remember that a vampire without Dominate just isn't a vampire.)

The same advice applies to Illusions, at the same power levels. Illusions effect is more flexible than Dominate; it can be used in more situations, though it's best used when the victim is alone. A mere 3d6 or 4d6 is enough to make a guard see a shadowy figure moving out in the forest, an effective distraction; when you get back up to 12d6, you have a powerful tool which can imbalance any battle. Be aware of it.

There's usually no reason to disallow Locate; do so only if you don't want characters ever to track someone down magically.

For recommendations about allowing or disallowing Mind Attack, read the previous advice about Combat Spells. Telepathy's a nasty effect. A character with 4d6-6d6 of invisible Telepathy can detect when just about anyone is lying; this is a serious liability to the game-master. If you don't want the characters to have this option, our recommendation is that you not disallow Telepathy, but that you do impose limitations on it, for instance: Cannot Use Invisible Advantage, or (more restrictively) Only Usable For Communication (Cannot Read Thoughts).

SENSORY EFFECTS

These classic effects tend to influence the target's senses but do not create any actual, tangible result. They are very appropriate effects to have, and can be very useful if utilized cleverly. These are the Sensory effects:

Sensory Effects
Images
Shadow
Silence
Sounds

There's seldom any reason to disallow these, but here are some notes on these effects. Images and Sounds have the same low-level effects as Illusions. They can't be used to hurt anyone, but they're awfully effective distractions. Disallow them only if you don't want your heroes to have the opportunity to use low-powered spells in a clever and effective manner.

Shadow and Silence are sensory suppressors: They keep other characters from using their senses. Again, they can't do any harm to enemies.

Shadow, however, can be especially effective if the heroes all can see in the dark (with Perceive spells) and have one ally with Shadow effect. A lot of magic system advice would say, "If the heroes try this technique too often, confront them with a monster or villain who can see in the dark, too; the heroes will be hurt in this encounter and won't be able to depend on the spell so much..." Well, that's nonsense. In that example, the heroes would be hurt in that battle; the next foe they face, they'll be back to their old tactics. Unless, from then on, you confront them with monsters who can see in the dark, the heroes will always be using that technique.

The solution? Don't allow all the characters to have Perceive spells. This is tricky if all the characters are elves or something; if this is the case, and they try this technique, your only remaining option is to sit down with your players and explain, "If you do this, the campaign is going to be a lot less fun because I'll be spending all my time thinking about how to get around your combat technique and no time on creating fun adventures." If that doesn't convince them, you're in the wrong line of business.

SUMMON

This effect, which is its own entire category, is a natural for fantasy campaigns. As GM, your primary concern is in making sure that it doesn't overbalance the campaign. The built-in factor of having to make an EGO roll to control the summoned creature is helpful, but as the magician gains experience he will probably be buying himself more EGO and an Aid spell to boost his EGO still further for purposes of controlling summoned beasts.

If you choose to disallow this effect altogether, you do cut out one of the classic elements of fantasy. On the other hand, some campaigns aren't appropriate for Summon effect — Psionics, again, is a good example.

TRANSFORMATION EFFECTS

These effects change their targets in substantial physical ways. They generally require a lot of points poured into them in order to be effective; but when they're effective, they're very effective.

Additionally, they're some of the most appropriate effects for magician characters to have. The Transformation effects include:

Transformation Effects
Adapt.
Shapechange.
Transform. Also in Combat Effects.

Adapt can be very effective in getting the heroes through dangerous terrain. A hero who has Adapt with Variable Result and Area Effect can take all his friends through lava-pools, poison-gas chambers and all varieties of obstacles; allow characters to buy this only if you don't mind this kind of activity.

Transform is effectively a Combat Effect; take a look at the advice in the Combat Effects writeup a little earlier.

We need very much to discuss Shapechange. This is very important. A character who takes a high-powered Shapechange with Variable Result advantage has bought a very, very powerful ability. He's become the perfect reconnaissance expert and spy. He can be the hawk in the air, the snake in the grass, even (perhaps) the fly on the wall.

So, you need to do the following to keep him honest:

(1) Always Have Him Make His EGO Rolls. Be meticulous about this. He must always have this dread of mentally turning into a duck or something; this will help keep him from using his power for every little situation that comes up.

(2) Make Him Define Each Shape. Don't stint on this, either. Whenever he turns into a different shape, you must know what the exact characteristics of this shape are. The best way is for the player to create a set of mix-and-match animal characteristics — for example, three different types of flight, three different types of armor, three different bonuses to STR, three different minuses to INT, etc. — and know how many points each costs. Whenever the character chooses a shape, the player can say, "In Hawk form, I have this Levitate effect, this Perceive effect, this no-range Killing Blast when swooping, this reduction to my INT, and this reduction to my STR — fast and convenient.

Now, we're not recommending that you disallow Shapechange. It's a fantasy classic. Battles between shapechanging wizards are among the most memorable of scenes from movies and novels. On the other hand, the effect is so powerful that you need to be careful with it. You may wish to do one of the following: (1) Disallow the Variable Result advantage on Shapechange; (2) Allow someone who has the Variable Result advantage on Shapechange to have no other spells; (3) Set an upper limit on the active point total the character can buy on Shapechange with Variable Result.

TRANSPORTATION EFFECTS

These are Effects which allow characters to get from place to place faster, more efficiently, or in some novel fashion. They are good effects for magicians to have, as they do not detract from other character types and are very useful.

The Transportation effects include:

Transportation Effects
Haste. Also under Combat Aid effects.
Levitate.
Transport.

Haste seldom imbalances things; disallow it only if you don't like the visual effect of comic heroes scurrying around too fast.

Levitate is relatively uncommon — very few heroes in fantasy literature and film could fly. You may wish to disallow it for that very reason — or limit it to Independent objects such as brooms, flying carpets, flying chariots, etc. However, several other fantasy games have permitted widespread use of flying spells, so many players are used to their characters being able to soar at will.

Transport is a basic teleportation spell; it, too, doesn't come up in fantasy fiction much. When it does, it's usually in a spell that permits a teleport of a great distance at a tremendous cost in energy. The short-range combat teleport, where the hero blinks in and around the combat to baffle and harry his opponents, is more a comic-book convention than a fantasy element; you may wish to disallow short-range, low-END Transports for that reason.

ADVANTAGES

The uses and benefits of the various Advantages are mostly self-evident, so we'll talk about only a few specific ones.

AREA EFFECT, EXPLOSION

Remember that these Advantages make it very easy for a magician to hit an enemy in combat — no matter how high the enemy's DEX or DCV are. Area Effect or Explosion combat effects are equally useful against the ninja as they are against the lumbering oaf. We're not suggesting that you disallow these advantages... but you must be aware of what they're capable of if you're not to be surprised in combat.

EASY, FAST, IMMEDIATE

These Advantages make the magician more effective in combat. If he uses these Advantages, he can keep his DCV and some or all of his movement. This gives magicians more of a comic-book atmosphere: the spells are closer to super-powers. On the other hand, if you like this — or, at least, it doesn't bother you — there's no reason to disallow these Advantages.

INVISIBLE

When you're deciding whether or not to allow this Advantage, you have to think about every Effect and what it will mean in your game if the Effect is Invisible.

Invisible Combat Effects allow the hero to attack without necessarily incurring retaliation. This is usually not a good thing for the campaign; it makes magicians too combat-effective, and assassin-magicians become nearly impossible to deal with.

On the other hand, Invisible Detects and Analyzes are very appropriate. How many times, in movies and fiction, does the magician-hero just "feel" that something is wrong — feel the magical or psychic energy in the air, for example?

NO MAGIC ROLL

This Advantage puts Effects into the realm of dependable special powers. Though a character will still have to make attack rolls when using combat spells, he knows that the spell will always activate.

Whether or not you wish to allow this advantage to characters depends on how you feel about magic in your campaign. Is it always dependable, a la comic-book super-powers or natural racial abilities? (If so, all spells need to have No Magic Roll.) Is it dependable in some spells and abilities, and not on others? (If so, allow this advantage on some but not all spells.) Is magic always a little tentative — is there always a chance for failure? (If so, don't allow No Magic Roll on any spell.)

PERSISTENT

This effect should be allowed in most campaigns — but possibly for only a few spell effects.

For instance, there's hardly ever a need to have a Persistent Killing Blast spell... but a 0-Endurance, Persistent Adapt can save a character's life if he's knocked unconscious when underwater.

VARIABLE RESULT

Applied to the right effects — Accuracy, Adapt, Aid, Destroy, Detect, Drain, Shapechange, Summon, Transfer, and Transform — this Advantage makes the magician a much more versatile character.

Accuracy with Variable Result can apply to any weapon; Adapt with Variable Result can allow the character to operate in any environment; Aid, Destroy, Drain, and Transfer with Variable Result can affect any characteristic; Detect can be used to detect anything to which the Detect might apply; Shapechange can turn the character into any sort of creature; Summon can call forth any sort of creature at the right point levels; and Transform can turn the target into any sort of result.

This is a good Advantage to permit, in that it allows the characters' magic to be more like the sorcery the characters are used to in story and film; many *Fantasy Hero* spells seem very rigid and restrictive compared to the magic of popular literature. On the other hand, some effects with Variable Result can be unbalancing to a campaign; we discussed Shapechange earlier in this section, for instance. So be wary.

MODIFIERS

Both of the General Modifiers are appropriate to most campaigns. Briefly, here are some notes on them:

REDUCED ENDURANCE

You want to allow this Modifier if you want to permit magic to be less than exhausting. If this Modifier exists in your campaign, characters can build spells which have powerful effects but don't exhaust the character very fast. This is a good thing if you like protracted magical duels and extravagant displays of magical powers; this is bad if you want magic to be an occasional thing, undertaken with the knowledge that it's probably going to exhaust the character.

VARIABLE ADVANTAGE

This Modifier has many of the same benefits and problems as Variable Result, above. It's an aid to versatility; a character with Variable Result on one or more of his spells can adapt his spell to have more power, to cover more area, and to gain the benefits of any of the Advantages on a temporary basis. Again, this makes magicians more versatile and less straightjacketed by the rules; again, it's something to keep an eye on in your campaign.

LIMITATIONS

Here we come to an important subsection of our magic-building rules. Limitations are perhaps the most important tools that you, as game-master, can have in defining the magic system of your world.

It boils down to this simple technique: Whenever you want your world's magic system to do something (or, more often, not do something), you declare that all spells (or all spells of a certain type) must have a Limitation on them — a Limitation which you have chosen.

Below, we'll discuss what the listed Limitations do to a magic system when they're imposed on all spells within that system.

CONCENTRATE

This Limitation reduces the combat-effectiveness of spells. Spellcasters drop to DCV 0 when this Limitation is in effect, allowing enemy archers to plug them, enemy magicians to target them, etc. So if you want magicians to be vulnerable while spell-casting, this is an ideal Limitation to require on all spells.

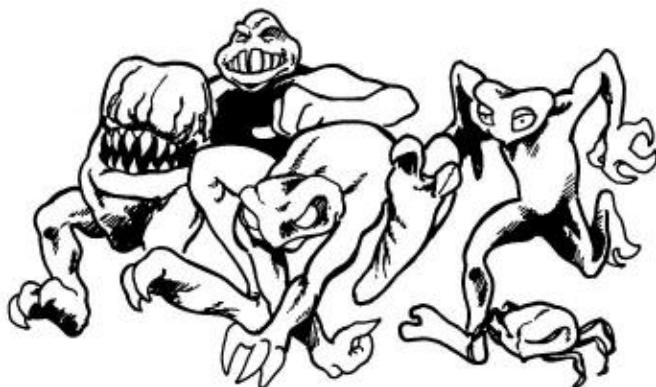
CONDITIONAL

It's impossible to explore all the types of Conditions you can impose on a spell. You want to require this Limitation if you want one or more effects to depend on certain circumstances in order to function; here are some examples:

Favor of a God. If the character is a priest of some sort, his spells might depend on the good favor of his god. If he offends his god, his powers go away until he's restored to the deity's good graces.

Proximity to Magic Ground. Why, in the movies and stories, do wizards seek out famous magical landmarks to conduct their most powerful ritual spells? If you impose this type of condition, you know why — it's because the spell can only operate in these places. (If you make it a Limited instead, you can say that the spell is half-power away from magical ground, and only operates at full power on magical ground.) This is especially apt for robust ritual spells.

Calendar Cues. The spell might only work at certain times of the week or month or year — for example, on the nights of the full moon. Again, this is a limitation for big ritual spells — and for the master spells of master villains, who always seem to have a time restriction on what they're doing.



END RESERVE

The END Reserve keeps magicians comparatively fresh (in terms of their personal END) while spellcasting, but also prevents them from wasting their power. A magician can cast spells without growing tired — but when he uses up his END reserve, he's out of magical energy, and stays that way for quite a while.

If you require END Reserves for all spells, you're saying, "I don't want you to be casting magic all the time for every situation" — which is a reasonable requirement to demand of the characters. Be wary, though, of players bloating up their END Reserves to great sizes.

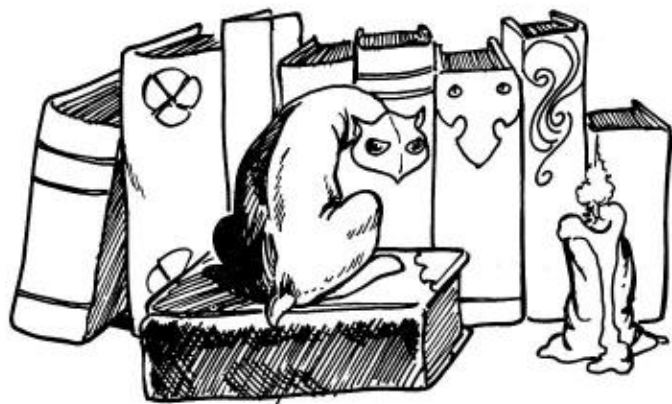
On the other hand, if you disallow END Reserves, you're allowing the characters to use their magic more freely. You may want this; you may be running a very magical world. But you do have to be prepared for the fact that, unless you put in social inhibitions concerning magic, your characters will probably be using more magic to solve simple tasks — to face down bullies, to get faster service, to intimidate bureaucrats, etc.

EXTRA END

This is the Limitation to require if you want magic to be exhausting. If you require this on all spells, you're diminishing the combat effectiveness of spells — heroes will only be able to cast a couple before being exhausted. If that's how you want magic to work in your campaign, this is the limitation to use.

EXTRA TIME

Like Concentrate, above, this is a Limitation to require if you want to diminish the combat-effectiveness of spellcasters. If you require +1 phase on all spells, you cut down on the character's quickness and versatility when spellcasting in combat. If you require +1 turn on all spells, you mandate that the character use only one, at most two, spells during combat. If you require greater time than +1 turn, you basically eliminate spellcasting from combat — unless you allow the Delayed Effect advantage, which would allow spellcasters to stack combat spells and hold them ready for use.



GESTURES

This is a classic spellcasting limitation.

If you require it to be on all spells, (a) you prevent spellcasters from hiding their vocation when using their powers — it will be obvious to all involved that they're spellcasters; and (b) you allow spellcasters to be made effectively helpless when their hands are bound. This is very useful in campaigns, because it makes capturing the characters more meaningful. If a magician is shackled, he can't just use his magical powers to break out of jail or escape the master villain; the characters are going to have to do something clever.

On the other hand, if you disallow it from your campaign, you put magic closer to psionics or super-powers — magic is energy which the character can more or less draw on at will, without complicated procedures (especially if you also disallow Incantation, Materials, etc.). If you've conceived of or are simulating a magic system that works this way, you'll want to disallow Gestures.

INCANTATION

This Limitation is the brother-in-arms of Gestures, and should be required or disallowed for exactly the same reasons as Gestures. If you require its use, you're able to make a spellcaster helpless just by gagging him. If you disallow its use, you again place magic in the realm of powers and abilities rather than classic spells.

INDEPENDENT

This is the Limitation for created magical items. You might require it, if all magic in your campaign is focus-based; that's a pretty rare and unusual magic system, however. You might also disallow it, if you want all magic to fall in the category of natural abilities; that, too, is pretty uncommon.

INSTANT

This Limitation shortens the time-effective usefulness of several effects.

Requiring its use would have drastic effects: It would make useless, or nearly so, the effects Adapt, Aid, Clairaudience/sentience/voyance, Cloak, Defense, Dominate, Haste, Levitate, Mind Defense, Obscure, Protect, Shadow, Shield, Silence, and Ward, and would have a serious impact on the effects of Accuracy, Illusions, Images, Locate, Perceive, Psychokinesis, Sounds, Suppress and Telepathy. If this is what you wish for your magic system, then impose it as a required limitation — but it's certainly unusual.

On the other hand, if you disallow Instant, then all you do is insist that all the above spells behave much as they're described in the rules; this would have relatively little effect on your magic system and so is not a very useful thing to disallow.

LIMITED

As with Conditional, it's impossible to describe all the various ways you can Limit your spells.

On the other hand, Limited is probably the most useful limitation you can use when defining magic systems. Whenever you want your system's magic not to be able to do something, and the other Limitations don't cover your restriction, you slap a Limited of your own creation on all spells in your magic system.

MATERIALS

This limitation makes the spell-caster more dependent on his environment: He has to find, assemble and perhaps prepare his goods before he can cast his spells.

If you require this limitation, it is probably because you're simulating a magic system which utilizes materials, or because you prefer magic that works this way. It will make things more laborious for the magician character, who has to carry material components wherever he goes.

If you disallow this limitation, you are, as with Gestures and Incantations, bringing your magic system closer to a natural-abilities or super-powers system.

NO RANGE

This limitation, from the perspective of your campaign, is like the Instant limitation. It limits certain effects.

If you require No Range, then you force magicians who have Blast, Dazzle, Dispel, Dominate, Illusions, Images, Killing Blast, Locate, Mind Attack, Psychokinesis, Shadow, Sounds, Suppress, Telepathy, and Ward to use them only when standing next to their targets — the combat effects all become hand-to-hand combat effects, for instance. This certainly makes things more exciting and dangerous for the magicians; on the other hand, this doesn't really resemble any sort of famous or literary magic system.

We don't recommend that you disallow No Range, as all this would do would be to rob some color from the campaign's magic system.

SELF ONLY

Again, this limitation falls in the category of Instant and No Range limitations; it applies to certain specific spell effects.

Self Only is a good one to require for one or two spells in your system. For instance, if you want magicians to be able to make their own weapons-use more accurate but not do the same thing for their warrior friends, you say that all Accuracy effects must take Self Only.

We don't recommend that you disallow Self Only, for the same reasons we make the recommendation for No Range, above.

SIDE EFFECTS

This is a wonderful limitation to impose if you want to keep the players uncertain about their powers and unwilling to use them casually: When any use of a spell might lead to damaging side effects, the characters will not be throwing magic around like loose change.

On the other hand, to disallow the limitation would be to insist that all spells be perfectly safe for the user; it's an uncommon magic system (or even psionics system or super-powers system) that makes that requirement.

VISIBLE

This limitation keeps magicians from operating in secrecy. If you insist that it be applied to all constant spells, you ensure that magic spells will always be glowing, sparking, hissing, and otherwise manifesting special effects. If you do this, you make magicians very public figures — and if that's what you want, it's a fine limitation to demand. (You'll also want to disallow the advantage Invisible in such a case.)

On the other hand, to disallow Visible serves very little purpose unless you also demand that Invisible be placed on all spells; in this case, you have spells that are always invisible. If magic in your world is always unseen and mysterious — such as psionics — you may wish to take this route.

DESIGNING MAGIC SYSTEMS

All right — we've looked at all the elements that go into the design of a personalized magic system. Now, it's time to talk about actually designing that system.

Take a look at the Magic System Design Sheet on page 33. This worksheet is a handy tool which will make it a lot easier to design your magic system.

Make photocopies of the sheet and keep some on hand.

TOP BOX

In the top box, you put the following information:

- The name of the campaign, and your name;
- The characteristics of your magical system (what you want it to do, what you want it to simulate, how you want it to feel, your whole philosophy of magic for your campaign);
- Whether or not you allow Magic Skill and Spell Research (just put a "yes" or "allowed" in the blank if you permit it, or a "no" or "disallowed" in the blank if you don't permit it — or a "required" if you require that magicians have the skill).

SPELL EFFECT BOX

In this box, you indicate which spell effects from *Fantasy Hero* are permitted, and under what circumstances.

Under "Permitted," you check Yes or No for each effect — Yes if it's permitted in your campaign, No if it's not.

In the "Notes/Requirements" column, you indicate any special requirements the effect has.

If, for instance, you permit Killing Blast effects, but not with Invisibility advantage and only with the Concentrate and +1 Phase limitations, you'd check "Yes" in the Permitted column and then write something like "No invis.; Req. Concentrate, +1 Phase" in the Notes/Requirements blank.

ADVANTAGES/MODIFIERS/LIMITATIONS

Here you indicate which Advantages, General Modifiers, and Limitations you require for spell effects, which you allow (but don't insist upon), and which you don't permit at all.

Under "Permitted," you have three columns of boxes to check off. The left box is labelled "Req." — that is, Required. Check here if you require that players take this factor on every spell effect. The middle box is labelled "Yes" — that is, allowed. Check here if you allow players to take this on their spell effects — but don't require it. The right box is labelled "No" — that is, Disallowed. Check here if you don't want players to take this factor on any spell effect.

Under "Notes," you indicate any special requirements or restrictions you have for the advantage, modifier, or limitation. For instance, you might decide that you don't want Invisible advantage used on Combat Spells. You don't check off "No" under "Permitted;" you do want them to be able to use Invisible on other spell effects. So on the line for Invisible, in the Notes column, you write something like, "Not for Combat Effects."

Extra lines have been provided for Conditional, Limited, and Materials limitations, in case you want to have notes on different sorts of the same limitation.

ONCE IT'S FILLED IN

Once you've filled in your Magic System Design Sheet, make photocopies of the filled-in version and pass it out to your players. That way, whenever they're creating spells, they'll have on hand the requirements and restrictions you've placed on the magic system.

SAMPLE MAGIC SYSTEMS

Now that you have the basics on magic system creation, let's actually put together a magic system. Let's decide that our sample campaign is a Dark Ages fantasy campaign where a few culturally-advanced trading empires are surrounded by continents full of barbarian tribes, lost civilizations, and monster-infested wildernesses.

CHARACTERISTICS OF MAGIC SYSTEM

In this campaign, the magic system has the following characteristics:

- (1) It's chancy, unpredictable, and dangerous;
- (2) Spells which affect the caster may take only a little energy, but spells which affect others require a lot of energy;
- (3) Magic follows the rule of Similarity (or Homeopathy), meaning that, in order to effect a spell, the spell-caster must simulate the spell with similar materials on a smaller scale (for instance, to create a rainfall, he pours out some water; to do damage to someone at a distance, he sticks a pin into a figurine representing the victim);
- (4) Magic is invisible to the naked eye, but magicians can always feel its presence.
- (5) Magic draws on the caster's own energy, not a separate pool of magical energy.
- (6) Magical energy can only reside in living beings, not in objects.

MAGIC SKILL, SPELL RESEARCH

Both are Required of magic-users. Since (as you'll see later) we're not permitting the No Magic Roll advantage and are requiring the Side Effects limitation, we can be pretty sure that players are going to want to have high Magic Skill rolls... so let's put a limit on how high they can buy it!

A roll of 20- is very high and will give the characters what amounts to automatic success on spells of up to about 32 active points. But even for a magician with this wonderful roll, any natural roll of 18, and high rolls for spells above 32 active points, become pretty dangerous.

SPELL EFFECTS

First, let's decide which Effects don't belong in this magic system and get rid of them outright.

We said earlier that magic can't be put in objects — so Create is out.

Let's also get rid of Levitate, to keep our heroes from flying everywhere; of Summon, to keep them from calling up creatures to cover for their own magical deficits; and Transport, to keep them from popping wherever they want to go.

We also said that magic effects which affected others should cost a lot of energy.

So, the effects Accuracy, Aid, Heal, Protect, and Restore must take the limitation Self Only or the limitation Extra END: x2 Normal END. Either it works only on the caster, or it takes the extra END limitation.

And the effects Blast, Dazzle, Destroy, Dispel, Dominate, Drain, Illusions, Images, Killing Blast, Locate, Mind Attack, Obscure, Psychokinesis, Shadow, Sounds, Suppress, Telepathy, Transfer, Transform, and Ward must take the limitation Extra END: x2 Normal END.

Naturally, the GM won't object if the spells have an even worse Extra END limitation — x3, x4 or worse all fit within the general philosophy of this magic system.

ADVANTAGES

We've sort of envisioned magic as taking place very much in the present, so let's not permit the Delayed Effect advantage. And we've already said that magic is unpredictable and dangerous — so let's not permit No Magic Roll.

We've also said that magic is invisible, so all magic spells are Required to take the Invisible advantage.

All other advantages are permitted but not required.

Note, however, that if a spell takes the Affects Others advantage, it must then take the limitation Extra END: x2 Normal END, just as the other effects which already affect others had to do.

MODIFIERS

Both General Modifiers seem to fit within the magic system. However, obviously, a spell can't take Reduced Endurance if it affects others and already has a x2 Normal END limitation.

LIMITATIONS

We've already said that magic is powered by the spellcaster's own energy, so we disallow END Reserve.

We've said that magic only exists in living things, so we disallow Independent.

And we've said that all magic is Invisible, so we disallow Visible.

What, then, do we require?

First, magic is dangerous. So let's require Side Effects at its nastiest level of effect.

We've said that magicians follow the rules of Similarity. To cast an invisible Killing Blast at someone, for instance, a magician might have to shape a bit of clay into a human figure and then plunge a knife into it. To use Shapechange to turn into a wolf, the character might have to shape his clay into a wolf. To set up a wall of air — a Ward — the character might have to use a fan to propel air. This sounds like we need Materials — obvious, accessible materials — and Gestures.

We've said that magicians can feel magic as it's being used. So we require that all spells take Limited: Noisy, as per *Fantasy Hero* page 54.

We've said that magic takes a lot of energy if it is usable on others. So we permit the limitation Extra END; but we require it, at the 2x END level (though the characters can take even worse END limitations), for spells affecting others.

And we've said that magic is drawn from the character's own energy. Let's have magic tire magicians out at a slow but limiting rate — let's say that, for every 10 END a magician spends on spellcasting, he burns 1 Long-Term END. The magician will have to keep track, separately, of the cumulative END he spends in any encounter; when it's over, he takes 1/10 that total as LTE. That's a basic Limitation; we'll give it a +1/2 value.

THE RESULTS

On page 33, we have a reduced copy of the Magic System Design Sheet featuring the magic system we've just generated. Take a look at it.

Here we have a complete magic system. And even though this particular magic system may not appeal to you personally, you can see that it has its own distinct flavor. You see the rules that all magicians operate under.

If this campaign were fiction instead of a game campaign, the writer would be able to convey the rules of magic to the reader in a manner the reader could understand. In campaigns which have no such consistency in their magic system, you end up with a flavorless hodge-podge of magical spells.

So you, too, can create your own magic system, with precisely the effects and flavor you want.

MORE SAMPLES

Following, we're providing some more sample magic systems. These can serve as examples of the magic system building rules, and you can, if you wish, use them in your own campaigns.

Magic System Design Sheet

Campaign _____ Game-Master _____

Characteristics of Magic System _____

Magic Skill _____ Spell Research _____

Spell Effect	Permitted?		Notes/Requirements
	Yes	No	
Accuracy	☐	☐	
Adapt	☐	☐	
Aid	☐	☐	
Analyze	☐	☐	
Blast	☐	☐	
Clairaudience	☐	☐	
Clairsentience	☐	☐	
Clairvoyance	☐	☐	
Cloak	☐	☐	
Create	☐	☐	
Dazzle	☐	☐	
Defense	☐	☐	
Destroy	☐	☐	
Detect Object	☐	☐	
Detect Set	☐	☐	
Detect Type	☐	☐	
Dispel	☐	☐	
Dominate	☐	☐	
Drain	☐	☐	
Haste	☐	☐	
Heal	☐	☐	
Illusions	☐	☐	
Images	☐	☐	
Killing Blast	☐	☐	
Levitate	☐	☐	
Locate	☐	☐	
Mind Attack	☐	☐	
Mind Defense	☐	☐	
Obscure	☐	☐	
Perceive	☐	☐	
Protect	☐	☐	
Psychokinesis	☐	☐	
Restore	☐	☐	
Shadow	☐	☐	
Shapechange	☐	☐	
Shield	☐	☐	
Silence	☐	☐	
Sounds	☐	☐	
Summon	☐	☐	
Suppress	☐	☐	
Telepathy	☐	☐	
Transfer	☐	☐	
Transform	☐	☐	
Transport	☐	☐	
Ward	☐	☐	

Advantages	Permitted?			Notes
	Req.	Yes	No	
Affects Others	☐	☐	☐	
Area Effect	☐	☐	☐	
Constant	☐	☐	☐	
Delayed Effect	☐	☐	☐	
Detect Analysis	☐	☐	☐	
Detect Location	☐	☐	☐	
Double Area	☐	☐	☐	
Double Distance	☐	☐	☐	
Double Range	☐	☐	☐	
Easy	☐	☐	☐	
Explosion	☐	☐	☐	
Fast	☐	☐	☐	
Immediate	☐	☐	☐	
Increased Area	☐	☐	☐	
Invisible	☐	☐	☐	
No Magic Roll	☐	☐	☐	
Persistent	☐	☐	☐	
Radius	☐	☐	☐	
Range	☐	☐	☐	
Variable Result	☐	☐	☐	
Modifiers				
Reduced Endurance	☐	☐	☐	
Variable Advantage	☐	☐	☐	
Limitations				
Concentrate	☐	☐	☐	
Conditional	☐	☐	☐	
END Reserve	☐	☐	☐	
Extra END	☐	☐	☐	
Extra Time	☐	☐	☐	
Gestures	☐	☐	☐	
Incantation	☐	☐	☐	
Independent	☐	☐	☐	
Instant	☐	☐	☐	
Limited	☐	☐	☐	
Linked	☐	☐	☐	
Materials	☐	☐	☐	
No Range	☐	☐	☐	
Self Only	☐	☐	☐	
Side Effects	☐	☐	☐	
Visible	☐	☐	☐	

Magic System Design Sheet

Campaign THE KALEN Game-Master _____

Characteristics of Magic System Non-Combat, Magic Only, with Traditional Magical Limitations

Magic Skill REQUIRED Spell Research YES

Spell Effect	Permitted?	Notes/Requirements	Advantages	Permitted?	Notes
	Yes No			Yes No	
Accuracy			Affects Others		
Adapt			Area Effect		
Aid			Constant		<u>1/2 ENDURANCE</u>
Analyze			Delayed Effect		
Blind			Detect Analysis		
Clairaudience			Detect Location		
Claircognition			Double Area		<u>1/2 ENDURANCE</u>
Clairvoyance			Double Distance		
Cloak			Double Range		
Create			Easy		
Dazzle			Explosion		<u>NOT RECOMMENDED</u>
Defence			Fast		
Destroy			Immediate		<u>1/2 ENDURANCE</u>
Detect Object			Increased Area		
Detect Set			Invisible		
Detect Type			No Magic Roll		<u>1/2 ENDURANCE</u>
Dispel			Persistent		
Dominate			Radius		<u>1/2 ENDURANCE</u>
Drain			Range		
Heal			Variable Result		
Heal			Modifiers		
Illusions			Reduced Endurance		<u>NOT TO D END</u>
Images			Variable Advantage		
Killing Blast			Limitations		
Levitate			Concentrate		
Locate			Conditional		
Mind Attack			END Reserve		
Mind Defense			Extra END		
Obscure			Extra Time		<u>1/2 OR MORE RECOMMENDED</u>
Perceive			Restores		
Protect			Shadow		
Psychokinesis			Shapechange		
Rescue			Shield		
Shadow			Silence		
Shapechange			Sounds		
Shield			Summon		
Silence			Suppress		<u>RECOMMENDED</u>
Sounds			Telepathy		
Summon			Transfer		<u>RECOMMENDED</u>
Suppress			Transform		<u>RECOMMENDED</u>
Telepathy			Transport		
Transfer			Ward		
Transform					
Transport					
Ward					

Magic System Design Sheet

Campaign SAMPLE PSIONICS SYSTEM Game-Master _____

Characteristics of Magic System "SPELLS" ARE ACTUALLY PSYCHIC POWERS - INVISIBLE, NOT COMPLETELY DEPENDABLE, SIMULATING PSYCHIC POWERS, MOVIES, AND FICTIONAL. MOST CLASSIC PSYCHIC POWERS ANY PSYCHIC CAN BUY; OTHERS BY GM PERMISSION ONLY.

Magic Skill YES, CALLED PSYCHIC SKILL (REQUIRED) Spell Research YES

Spell Effect	Permitted?	Notes/Requirements	Advantages	Permitted?	Notes
	Yes No			Yes No	
Accuracy			Affects Others		
Adapt			Area Effect		
Aid			Constant		
Analyze			Delayed Effect		
Blind			Detect Analysis		
Clairaudience			Detect Location		
Claircognition			Double Area		
Clairvoyance			Double Distance		
Cloak			Double Range		
Create			Easy		<u>RECOMMENDED</u>
Dazzle			Explosion		<u>RECOMMENDED</u>
Defence			Fast		<u>RECOMMENDED</u>
Destroy			Immediate		<u>RECOMMENDED</u>
Detect Object			Increased Area		
Detect Set			Invisible		
Detect Type			No Magic Roll		
Dispel			Persistent		
Dominate			Radius		
Drain			Range		
Heal			Variable Result		
Heal			Modifiers		
Illusions			Reduced Endurance		
Images			Variable Advantage		
Killing Blast			Limitations		
Levitate			Concentrate		
Locate			Conditional		
Mind Attack			END Reserve		
Mind Defense			Extra END		
Obscure			Extra Time		
Perceive			Restores		
Protect			Shadow		
Psychokinesis			Shapechange		
Rescue			Shield		
Shadow			Silence		
Shapechange			Sounds		
Shield			Summon		
Silence			Suppress		
Sounds			Telepathy		
Summon			Transfer		
Suppress			Transform		
Telepathy			Transport		
Transfer			Ward		
Transform					
Transport					
Ward					

Magic System Design Sheet

Campaign SAMPLE HORROR - CAMPAIGN MAGIC Game-Master _____

Characteristics of Magic System THIS IS THE SORT OF MAGIC THAT 1930S AND MODERN MONSTER-HUNTERS CAN LEARN. IT'S DIFFICULT AND TRICKY, MOSTLY ANALYTICAL AND PROTECTIVE. THIS IS THE SORT OF MAGIC THAT PLAYER-CHARACTERS CAN BUY. MONSTERS WOULD HAVE THEIR OWN SORT OF MAGIC.

Magic Skill YES (REQUIRED) Spell Research YES

Spell Effect	Permitted?	Notes/Requirements	Advantages	Permitted?	Notes
	Yes No			Yes No	
Accuracy			Affects Others		
Adapt			Area Effect		
Aid			Constant		
Analyze			Delayed Effect		
Blind			Detect Analysis		
Clairaudience			Detect Location		
Claircognition			Double Area		
Clairvoyance			Double Distance		
Cloak			Double Range		
Create			Easy		
Dazzle			Explosion		
Defence			Fast		
Destroy			Immediate		
Detect Object			Increased Area		
Detect Set			Invisible		
Detect Type			No Magic Roll		
Dispel			Persistent		
Dominate			Radius		
Drain			Range		
Heal			Variable Result		
Heal			Modifiers		
Illusions			Reduced Endurance		
Images			Variable Advantage		
Killing Blast			Limitations		
Levitate			Concentrate		
Locate			Conditional		
Mind Attack			END Reserve		
Mind Defense			Extra END		
Obscure			Extra Time		
Perceive			Restores		
Protect			Shadow		
Psychokinesis			Shapechange		
Rescue			Shield		
Shadow			Silence		
Shapechange			Sounds		
Shield			Summon		
Silence			Suppress		
Sounds			Telepathy		
Summon			Transfer		
Suppress			Transform		
Telepathy			Transport		
Transfer			Ward		
Transform					
Transport					
Ward					

Magic System Design Sheet

Campaign SAMPLE DARK AGES CAMPAIGN Game-Master _____

Characteristics of Magic System CHANCE, UNPREDICTABLE, DANGEROUS; SPELLS AFFECTING CASTER REQUIRE LITTLE ENERGY. THOSE AFFECTING OTHERS REQUIRE A LOT. RULES OF SIMILARITY; MAGIC IS INVISIBLE, BUT MAGICIANS CAN FEEL IT; MAGIC DRAWS ON THE CASTER'S ENERGY; MAGIC CANNOT BE PUT IN OBJECTS.

Magic Skill REQUIRED, NO HIGHER THAN 2D Spell Research REQUIRED

Spell Effect	Permitted?	Notes/Requirements	Advantages	Permitted?	Notes
	Yes No			Yes No	
Accuracy			Affects Others		
Adapt			Area Effect		
Aid			Constant		
Analyze			Delayed Effect		
Blind			Detect Analysis		
Clairaudience			Detect Location		
Claircognition			Double Area		
Clairvoyance			Double Distance		
Cloak			Double Range		
Create			Easy		
Dazzle			Explosion		
Defence			Fast		
Destroy			Immediate		
Detect Object			Increased Area		
Detect Set			Invisible		
Detect Type			No Magic Roll		
Dispel			Persistent		
Dominate			Radius		
Drain			Range		
Heal			Variable Result		
Heal			Modifiers		
Illusions			Reduced Endurance		
Images			Variable Advantage		
Killing Blast			Limitations		
Levitate			Concentrate		
Locate			Conditional		
Mind Attack			END Reserve		
Mind Defense			Extra END		
Obscure			Extra Time		
Perceive			Restores		
Protect			Shadow		
Psychokinesis			Shapechange		
Rescue			Shield		
Shadow			Silence		
Shapechange			Sounds		
Shield			Summon		
Silence			Suppress		
Sounds			Telepathy		
Summon			Transfer		
Suppress			Transform		
Telepathy			Transport		
Transfer			Ward		
Transform					
Transport					
Ward					

THE BOOK OF SPELLS

INTRODUCTION

This section contains complete descriptions for 78 spells. These magicks are not intended to represent an accurate cross-section of the enchantments that should be available in your campaign, they were chosen to serve as examples of how the magic system can be used to produce various effects. It is not recommended that you base your entire magic system around the enchantments contained herein, as the resulting system would have a rather bizarre collection of effects with no common theme.

You may find that you do not agree with the way a few of the spells are written. That is because these enchantments often stretch the letter of the law, taking the occasional liberty to produce an interesting effect. You are the final arbiter of what is right and what is wrong in your world. If you are uncomfortable with the way a spell has been built, simply disallow it in your campaign.

All of the spells follow a standard format. We have used three types of spell structures, all of which have the same basic format with minor variations. The three types are Simple, Staged and Complex.

A simple spell is built the way the examples in the original book were built, with only one power level. In the line that summarizes the spell, the B stands for Base Points, the A stands for Active points, the M stands for Modified Points, the R stands for Real Cost, the MR stands for Magic Roll and END stands for Endurance cost.

Results: a 2 die variable transformation attack against small objects

Effect: TRANSFORM

Advantages: V/R

Limitations: CON, x3END, +2turns, LIM-only on handheld objects into other handheld objects (+1)

B:30/A:37/M:37/R:6/MR:-4/END:21

Staged spells are like simple spells except they have four power levels. These levels are provided to allow you to use the spell at whatever power level you want. The four levels are Apprentice, Journeyman, Adept and Master. A character can have a staged spell at whatever level he wants. The titles are only provided as a reference. When building NPC's, you might find it easier to buy all of his spells at the same power level. Note that the Advantages, Modifiers and Limitations that are listed first apply to all levels of the spell. If there are any changes at each level, they will be listed after the level title for convenience. The block of numbers has the same information as the summary strip for simple spells, but with each of the four levels taken into account.

Results: 8/10/12/14 dice of Images in up to 1/2/7/16 hexes

Effect: IMAGES

Limitations: GEST-cast, INC-cast, LIM-requires light (+1/4), LIM-only objects one hex or smaller (+1/2), LIM-may only create multiple images of objects already present (+1), MAT-1day/PS:gemcutter-I-A-Diff, NoRNG, SE-1d6 Dazzle

Journeyman: D/Ax1, Rendx1

Adept: I/A, Rendx1

Master: I/A, D/Ax1, Rendx2

Base: 24/30/36/42

Active: 24/37/54/63

Modified: 24/46/67/94

Real: 4/7/10/14

Magic Roll: -2/-4/-5/-6

Endurance: 5/3/5/3

Complex Spells are like Staged Spells, but they have two effects. Advantages, Modifiers and Limitations that are common to both effects at all power levels are given first. Any Common Advantage, Modifier or Limitation that changes with the spell level is given next, after the title of that level. Then each of the Effects is defined, with any Advantages, Modifiers or Limitations that apply only to that effect. Any specific Advantage, Modifier or Limitation that varies with the spell level follows the effect, after the title of that level. And finally, the Total Cost, Magic Roll and Endurance Cost for the combined effect is listed for each of the four levels.

Results: Cloak with a -1/2/3/4 to sight perception and Silence with a -1/1/2/2 to hearing perception

Common Advantages: DELAY, INV

Common Limitations: CON, GEST, INC, +1hour, MAT-1day-O-A-P-Easy-3gp

Apprentice: Rendx1

Journeyman: Rendx2

Adept: Rendx3

Master: Rendx4

Effect: CLOAK

Base: 10/20/30/40

Active: 17/35/52/70

Modified: 21/52/91/140

Real: 3/6/11/17

Effect: SILENCE

Base: 10/10/20/20

Active: 17/17/35/35

Modified: 21/25/61/70

Real: 3/3/8/9

Total Cost: 6/9/19/26

Magic Roll: -2/-3/-5/-7

Endurance: 3/2/2/1

After the first section that defines the spell in game terms comes a larger section that describes exactly what the spell does. This section is identical for all four power levels. It has paragraphs that provide the following information:

Preparation: Any preparation required to cast the spell that must be completed before the spellcasting procedure is initiated will be described here. This usually involves the preparation of any Materials required to cast the spell, in which case the process of creating the Material is described.

Casting: This defines and describes the actual casting procedure, along with any visible effects that occur when the spell is cast.

Backfire: If the spell was bought with Side Effects, this paragraph will define and describe what they are, what they do, and what they look like.

Results: If the spell was cast successfully, refer to this section for what it actually does. The description will usually list the ways the spell can be interrupted and any special guidelines the Gamemaster should consider when adjudicating the use of this spell.

Notes: Any information that has no place in the other paragraphs can be found here, including hints on how to run this spell, what it can be used for, what it can't be used for, who should have it, and who shouldn't. For the most part, these notes are for the Gamemaster, but they may contain hints that players may find equally useful.

Variations: Every spell comes complete with suggestions on various modifications to produce a variety of different effects. Fairly often, these variations will effectively provide two spells instead of one.

History: A little background never hurts. If you like it, use it. If you don't, ignore it.

STANDARD ABBREVIATIONS

These notations are used in the spell section to save space that would otherwise be spent writing out each and every advantage, modifier, and limitation complete with its bonus. If you need to know the breakdown of a spell, simply refer to this chart.

Abbreviations which include the number symbol (#) will be written with the appropriate value in its place. Note that in some cases this value will indicate multiple levels of the same Advantage or Modifier. (i.e., Rendx2 stands for two levels of Reduced Endurance, which is a +1/2 total modifier)

Abbreviations which end in a dash (—) will be followed by a brief description of the limitation in question and the bonus it imparts. (i.e., SE-2d End Drain (+1) stands for Side Effects, defined as two dice of Endurance Drain, which is twenty points of effect for a plus one limitation.)

ADVANTAGES

A/O: Affects Others (+1/2)
 AREA: Area Effect (+1/2)
 CON: Constant (+1/2)
 DELAY: Delayed Effect (+1/4)
 DetA: Detect Analysis (+1)
 DetL: Detect Location (+1)
 D/Ax#: Double Area (+1/4)
 D/Dx#: Double Distance (+1/4)
 D/Rx#: Double Range (+1/4)
 EASY: Easy (+1/4)

EXP: Explosion (+1/2)
 FAST: Fast (+1/4)
 IMM: Immediate (+1/2)
 I/A: Increased Area (+1/2)
 INV: Invisible (+1/4)
 NoMR: No Magic Roll (+1/4)
 PER: Persistent (+1/4)
 RAD: Radius (+1/2)
 RNG: Range (+1/2)
 V/R: Variable Result (+1/4)

MODIFIERS

Rendx#: Reduced Endurance (+1/4)
 V/A: Variable Advantage (+1/2)

LIMITATIONS

CONC: Concentrate (+1/4 to +2) *
 COND-: Conditional (+1/4 to +2)
 ENDres: Endurance Reserve (+1/2 to +5) **
 x#END: Extra END (+1/2 to +2.5)
 +?: Extra Time (+1/2 to +5) ***
 GEST: Gestures (+1/4 to +1) *
 INC: Incantations (+1/4 to +1) *
 IND: Independent (+1)
 INST: Instant (+1)
 LIM-: Limited (+1/4 to +2)
 MAT: Materials (+1/4 to +5.5) ****
 NoRNG: No Range (+1/2)
 SELF: Self Only (+1/2)
 SE-: Side Effects (+1/2 to +2)
 VIS: Visible (+1/2)

* If this limitation is on an Instant spell, nothing follows the abbreviation, but if it is applied to a Constant spell, it will be followed by a dash and either cast, which stands for Casting Only, or Thru, which stands for throughout. So CON-cast stands for Concentrate: Casting Only.

** The proper notation for recharge times are 1/3 hrs<E, 1/3 hrs, 1/LTE, 1/day, 1/wk, -new, and -never. This follows the standard abbreviation, so an END Reserve that recharges 1 pt every 3 hours would be written ENDres 1/3 hrs.

*** The exact abbreviation depends on the extra time taken. The specific notation is as follows; +1 ph, +1 turn, +10 min, +1 hr, +1 day, +1 wk, +1 month, +3 months or +1 yr.

**** The abbreviation is followed by a dash and the abbreviations for the bonuses taken from each group. These abbreviations are:

Preparation — no (None), 1 turn, 1 hr/PS:? or 1 day/PS:?
 Visibility — I (Inobvious) or O (Obvious)
 Accessibility — I (Inaccessible) or A (Accessible)
 Portability — P (Portable), C (Clumsy), or S (Static)
 Rarity — Easy, Hard, Diff (Difficult) or Dang (Dangerous)
 Cost Per Use — 1 sp, 2 sp, 8 sp or 3 gp

The limitations for each group are separated by dashes, and if there is no cost per use, it is simply left off. MAT-1 day/PS:woodcarver-O-A-P-Hard would be a Portable Material that is Obvious and Accessible that takes at least a day to create from Hard to find materials and requires Professional Skill: woodcarver to construct.

ANIMAL SPEECH

Allows the caster to talk to animals

Results: 2/3/5/7 Dice of animal Telepathy

Effect: Telepathy

Advantages: Easy

Modifiers: 1/2 END

Limitations: GEST-cast, INC-cast, LIM-only for talking to animals (1), MAT-No-I-I-P-Easy, VIS

Base: 10/15/25/35

Active: 12/19/31/44

Modified: 15/24/39/55

Real: 4/7/11/16

Magic Roll: -1/-2/-3/-4

Endurance: 1/2/3/4

Preparation: For this spell to work, the caster must have on his person an item which has come from the animal he is trying to communicate with. This can be a feather, a bit of fur, a bone, etc. Many magicians who use this spell devise a simple means to cover a wide variety of animals, like a necklace of teeth or a cloak of many pelts. No preparation is required, and these ingredients are not used up by this spell, so such devices can be reused indefinitely.

Casting: Saying the animal's name in the language of magic, the caster forms the mystic rune of peace in the air before him. This takes a full phase, but is simple enough that the mage retains his full DCV (which can be quite handy if the critter turns out to be hungry). As the spell is pronounced, the eyes of the caster and the target animal will begin to shine with a warm golden light that will remain as long as the spell is in effect.

Results: Properly cast, this spell allows the caster to communicate with the chosen beast. The communication is telepathic and confers no extra intelligence to the animal, so the range of interaction is fairly limited. This psionic conversation can continue as long as the creature chooses to stand around listening or until the caster stops paying endurance, whichever comes first.

Notes: Very useful in certain situations, this magic calls for a bit of creativity on the part of player and GM alike. Animals have no real language, but possess a limited intelligence, so getting information out of them is difficult, but possible. Most beasts are nervous around humans, so getting them to listen is the first problem. Telepathy includes empathy, which is the projection of emotions, so a good start would be sending feelings of goodwill. After that, it's touch and go. Use intelligence rolls to determine if the animal understands what the caster wants, with proper modifiers applied for roleplaying and the complexity of the concept. The Telepathy effects chart should be used when trying to send or receive images. Relate these levels to Images and Sounds for approximate effects. Remember, this is not a Dominate spell, so trying to talk an angry bear out of mauling you is a losing proposition.

Variations: Making this spell animal-specific raises the Limitation by 1/2, which will allow you to either eliminate the need for materials, or the Gestures and Incantations for the same final cost.

History: Druidic priests have used spells like this to interact with their environment since the dawn of time. Animal speech is also popular among hunters and scouts, being a relatively simple spell with few disadvantages.

APPAREL

Instantly alters the caster's clothes

Results: 2d6 variable Transformation attack on clothing

Effect: Transform (clothes to other clothes)

Advantages: Fast, V/R

Limitations: x2 END, GEST, INC, LIM-only to other clothes (1.5), MAT-1 day/PS:taylor-O-I-P-Hard, SELF

Summary: B:30/A:45/M:45/R:6/MR:-4/END:18

Preparation: To cast this spell, the mage must have miniature versions of the outfit he desires crafted of the very finest materials by an expert tailor, each piece being no larger than an inch. These miniatures are then worn on a necklace, or a bracelet, if the components are small enough. It is hard to find a tailor with the skill to craft these garments, and such expert craftsmen will often charge very high prices for custom work. Fortunately, the miniatures are reusable, so they are a one-time investment.

Casting: Withdrawing the replica of the desired outfit, the caster grasps the miniature with one hand, and makes a sweeping gesture with the other, reciting a quick verse that creates a sympathy between the clothes the caster is currently wearing and those represented by the tiny replica. If cast properly, the mage's current raiment will glow softly and change into a full-size version of the chosen miniature. Once the change is completed, the glow fades away.

Results: This magic is very versatile. Not only can it keep a wizard's closet from getting overcrowded, it can be used for purposes of infiltration and disguise. The clothes will remain in the new form until they are removed or damaged, at which time the entire outfit will revert to its true form. Under the effects of this spell, a wool cloak can be changed into a silken robe with gold embroidery. However, it is impossible to remove the altered garment, so there are precious few commercial uses for this enchantment. It is impossible to create new articles of clothing out of mid air, so an outfit designed with a tiara will require at least a headband to transform, or the tiara will simply not appear. This spell cannot create armor of any kind. Trying to use it as a cheap Shield spell should be considered a blatant abuse.

Variations: Replace the Fast and Variable Result advantages with Immediate and drop the Gestures and Incantations in favor of Limited (Noisy). This will give a spell that conjures a specific outfit instantly, a great effect for high priests and evil wizards.

History: Apparel was created by the elven clotheshorse, Diamond. Rather trendy for a mage, she rarely wears the same ensemble twice, and completing this spell saved her from certain poverty. Since its creation, it has been used for other less fashionable purposes.

AQUALUNG

Allows the caster to breathe water

Results: underwater adaptation

Effect: Adapt (underwater environments)

Advantages: Persistent

Modifiers: 1/8 END

Limitations: CON-cast, +10 min, LIM-difficult MR (1/2)

MAT-1 hr/PS:glassblower-1-I-P-Easy-2 sp, SE-1/2d Killing Blast, VIS

Summary: B:20/A:25/M:44/R:8/MR:-5/END:0

Preparation: A glassblower must prepare a very small, hollow sphere of fine crystal. When finished, the bead is washed in rainwater. Since these spheres are used up by the spell, most mages have several made at one time.

Casting: While on land, the caster concentrates upon the water. As the enchantment is completed, the caster takes out one of the spheres and places it in his mouth. His clothes and his flesh will turn an odd shade of green and become slick and greasy.

Backfire: If the spell was not completed properly, the glass ball will explode, sending painful slivers of glass into the inside of the casters mouth.

Results: Properly cast, the spell causes the caster's body to adjust to the rigors of underwater life. His body will adapt to the necessary pressure and temperature, and the glass sphere will give off a constant stream of air bubbles that the caster can breathe. These effects will last as long as the caster desires, and the effects are persistent, so even if he loses consciousness, he will not drown. Once cast, the sphere is magical and will stay in the caster's mouth unless purposely removed, which destroys the spell. "Blurp."



Notes: With this spell's effects, it is possible to stay underwater for long periods of time. This magic imparts no swimming ability, however, nor does it alter the caster's density, so he may want to invest in some weights before trying to walk on the ocean floor.

History: This spell was made famous by Git the Shabby, who used it to hide in the moat while he eyed the daughters of a local lord. We can only assume his intentions were bad, for he met his demise in the person of Tul, who put an end to his activities with the quick thrust of a sharp spear... but his spell lives on.



ARROWSTOP

Protects the caster from arrows

Results: 4/6/8/12 Ward against arrows

Effect: Ward

Advantages: Easy, Fast, Trans

Modifiers: 1/2 END

Limitations: GEST-cast, INC-cast, LIM-only works against arrows (1.5), MAT-1 day/PS:silversmith-O-A-P-Easy, NoRNG, VIS

Base: 10/15/20/30

Active: 17/26/35/52

Modified: 21/32/44/65

Real: 3/5/7/11

Magic Roll: -2/-3/-3/-5

Endurance: 1/2/3/5

Preparation: A silver medallion must be crafted in the shape of an arrow. It is then inscribed with warding runes by the magician. The completed medallion is wrapped tightly around an arrow which has never been fired. This arrow is carried by the mage for three days, at the end of which the medallion is removed and the arrow broken. The medallion may now be worn.

Casting: Grasping the medallion in one hand, the caster raises the other in a gesture of warding, saying 'stop' in the language of magic. If the spell is cast correctly, a shimmering field of golden light manifests about the caster.

Results: The field is a powerful ward which protects against arrows. Any other spells or attacks pass through completely unaffected. The spell will remain in effect as long as the caster continues to pay endurance, or until an arrow does enough body to overcome the defense of the Ward, at which time the spell is broken. The wall created by the spell can englobe the caster, protecting him from all sides, or it can be split to cover two hexes. Any arrows which are stopped by the wall appear to bounce off its surface as though they had struck a brick wall.

Notes: The exact definition of 'arrow' is pretty much left to your discretion. It could include crossbow quarrels and even arbalest bolts, but this is not recommended. Fast and Easy, but costly in terms of endurance, this magic is best used as a specific defense, being a little tiring to maintain for long periods of time. Even at the lower levels, it provides a nearly impenetrable defense, making an excellent contingency spell.

Variations: The scope of this spell could be widened to include all missile weapons by reducing the Limitation: Only arrows to only missiles. Balance the change by adding a cost of 1 silver to the Material, which will make the medallion expendable, in which case the caster doesn't have to wrap it about an arrow and lug it

around for three days. Making the material a one-shot proposition could lead to mages carrying quivers of medallion-wrapped arrows, a silly visual at best.

History: One of the greatest threats to a magician in the heat of battle is the enemy archer, who can shoot at a man standing well behind his stronger comrades. This spell is a common defense against the dreaded archer and his deadly arrows and has saved the life of many a mage over the years.



BANE BLADE

Attunes a weapon to a specific opponent, increasing its accuracy

Results: +1/2/3/4 Accuracy against one opponent

Effect: Accuracy (Melee)

Advantages: PER

Limitations: COND-grievance must be just (1), +1 turn, LIM-dispelled if weapon used against anyone but chosen foe (1), LIM-only affects one weapon (1), MAT-No-O-A-P-Easy, Self, SE-4d Blast, VIS

Apprentice: 1/4 END

Journeyman: 1/8 END

Adept: 1/8 END

Master: 1/16 END

Base: 10/20/30/40

Active: 12/25/37/50

Modified: 18/44/65/100

Real: 2/6/9/14

Magic Roll: -1/-2/-4/-5

Endurance: 0/0/0/0

Casting: The mage pronounces an elaborate curse upon an opponent, followed by a blood oath. If he casts the spell successfully, the caster's weapon will glow with luminescence that is visible throughout the spell's duration.

Backfire: If the caster's grievance is unworthy or he casts the spell incorrectly, its energies will be absorbed by the caster's system, causing bright bolts of mystic energy to shoot up his arm.

Results: So long as the caster is willing to devote a spell slot to this enchantment, he will receive an accuracy bonus with the chosen weapon against his chosen enemy. If he uses the weapon against another, he receives no bonus, and the spell is immediately broken. The spell is persistent, so the caster can sleep while the spell is in effect, allowing it to be maintained for long periods of time.

Notes: It is in the caster's best interests to keep the chosen weapon tucked away until he encounters his foe. The effects are Visible, so it will be obvious that the caster is using some kind of magic. It is up to the GM whether sheathing the sword disguises the glow.

Variations: By eliminating the Condition and making the Material require a day's preparation by a weaponsmith, you have a spell that calls for a special blade but can be invoked against anyone. Exchanging the Visible limitation for a couple of extra dice of Side Effects gives you a more subtle version.

History: The magicians of Raven's Keep crafted this spell for use against their enemies. Since then, it has appeared in many forms across the land. Rumor has it some of the assassins of Kalari use it in their 'work'.

BEASTCALL

Summons animals from the surrounding area

Results: 100/175/275/400 pts of animals Summoned from surrounding area

Effect: Summon (Animals)

Advantages: V/R

Limitations: COND-animals must be in 2 mile radius (1), CON, +1 turn, GEST, INC, LIM-creatures must come under own power (1), LIM-only summons animals (1)

Base: 20/35/55/80

Active: 25/44/69/100

Modified: 25/44/69/100

Real: 4/6/10/14

Magic Roll: -2/-4/-7/-10

Endurance: 5/9/14/20

Casting: Raising his arms skyward in supplication, the caster calls upon the spirits of nature. The necessary invocation requires a full turn to complete, during which time the caster is DCV 0. When the spell is complete, the caster will cry out in the voice of the animal he is trying to call.

Results: If cast correctly, this spell will call one kind of animal, chosen at the time of casting. The number of animals called will depend on how many points the desired animal is built on (read the summon description for details). The animals called must be within two miles of the caster. Once summoned, the beasts must get to the caster at their own pace from wherever they are when the spell is completed. Once the creatures arrive, the caster may issue one command to them. If he makes the subsequent Ego vs. Ego roll, they will obey. If not, they will either attack the caster or leave, depending on the temperament of the animal called.

Notes: You may choose to play the Conditional limitation as 'limited area' rather than a straightforward 2 mile radius, making the area 1 mile plus a number of miles equal to the number the magic roll was made by. This will give an incentive for the caster to call less animals so that he has a better Magic Roll, giving him a larger potential area. Deciding whether the chosen animals are in this area can be a little tricky. One way to decide is by making a secondary roll based on the rarity of the creature, 14- for common (rats, rabbits, squirrels) 11- for uncommon (wolves, foxes, wild horses) and 8- for rare (bears, cave lions, eagles). Add +1 per mile radius of the spell, and adjust this final score to fit the situation. Calling horses near a farm should be worth a bonus, while calling bears from the same location would probably warrant a penalty. Make a roll. For every point he missed the roll by, the caster gets either one less or half as many animals as he had hoped, depending on the kind of animal he tried to call. Failing the magic roll means there are none available in the area affected by the spell.

Figuring out how soon they arrive can be accomplished through a similar process. Use the base roll for rarity, add the radius of the spell and roll. If the roll is made exactly, it takes one turn for the creatures to arrive, minus one phase per point under the target or plus one per point over. If all else fails, guess.

Variations: Making the spell creature-specific would change the Variable result to Fast, dropping the Conditional and limitations in favor of Materials or Side Effects, giving a more straightforward summoning spell.

BEG

Entrances onlookers into giving the caster money

Results: 3/4/10/12" radius Domination field of 3/4/5/6 die strength

Effect: Dominate

Advantages: Area, Radius

Limitations: +1 hour, GEST, INC, INST, LIM—may only be used to request money (1.5)

Apprentice: x2 Area

Journeyman: x2 Area, 1/2 END

Adept: x4 Area, 1/4 END

Master: x4 Area, 1/4 END

Base: 15/20/25/30

Active: 34/45/62/75

Modified: 34/56/93/112

Real: 4/7/12/14

Magic Roll: -3/-4/-6/-7

Endurance: 7/4/3/3

Casting: The caster must cast the spell in concert with some kind of performance. This performance can take many forms, including juggling, stage magic, storytelling, and dance. He must maintain a constant patter or song to gradually entrances his audience over the hour required to complete the spell. As his performance nears its end, he will glow slightly for several moments, as if backlit.

Results: Cast correctly, the spell will cause its victims to be very receptive to the suggestion that they give the caster money. Such requests are typically made when the performance is complete. An Ego Combat roll is made against anyone in the area of effect. Roll against those who are affected to determine the effects of the spell on the generosity of the audience.

Notes: This spell is Instant, which means it will have no lasting effects beyond the initial suggestion. The quality of the performance is very important, as the relatively weak effects of this spell will typically act as a 'convincer', helping the audience decide to shower coins upon the performer. Depending on the performance, the level required for this spell to take effect will vary from 1x (things the onlooker is inclined to do anyway) for a good show to 3x (things he is normally opposed to doing) for a lousy one. Further, it will not cause the onlookers to toss their pouches at the caster's feet (unless the performance was truly exceptional **and** the caster manages to score a x4 effect) — it will simply make them choose silver coins instead of copper ones.

Variations: Many practitioners will want to exchange a level of Double Area for Invisible Effects, or lower the casting time to 10 minutes by adding a minor Side Effect. Others may want to make the spell more flexible by dropping the Limited Effect in favor of Side Effect (6d Stun Drain or a Materials limitation). The Material could be a musical instrument, making this spell the equivalent of the traditional bard song effect. You could also change the spell to Constant by dropping the Instant Limitation and adding the Side Effects and Materials.

History: Performers are a clever lot, and a few have learned that magic is a useful tool for many facets of their trade. From silencing hecklers to ensuring a big tip, spells like this have existed for time beyond measurement.

BLADE BINDING

Joins a sword to a static object until preset conditions are met

Results: 2/3/4/5d Transformation

Effect: Transform (sword & stone to sword/stone)

Advantages: V/R

Limitations: x1.5 END, +2 turns, INC, GEST, LIM—only for joining sword to a static object (1.5), SE—4d End Drain

Base: 30/45/60/75

Active: 37/56/75/94

Modified: 37/56/75/94

Real: 6/9/12/14

Magic Roll: -4/-6/-7/-9

Endurance: 10/16/22/28

Casting: Taking the sword in hand, the caster lifts it hilt first with both hands, pronouncing the arcane words of the spell. Choosing a large, static object, he states aloud the conditions by which the sword may be removed. This difficult ritual takes two full turns. If the spell was cast properly, the sword will blaze with light and a distant rumbling will be heard. The caster thrusts the blade into the chosen object, and the two objects become as one.

Backfire: The massive energies produced by this spell go out of control, surging through the sword and forcing the caster to dissipate the power by channeling it through his own body. This will allow him to neutralize the dangerous energy levels in a bright flash of light, but doing so takes a heavy toll, often leaving the caster exhausted.

Results: The two objects joined by this magic are effectively one for purposes of defense and body. It is impossible to free the sword without destroying it unless the conditions for the reversal of the spell are met, in which case the thunder rumbles and lightning strikes again as the blade is pulled free of its prison.

Notes: Obviously, the more dice the caster has, the larger the object to which the sword can be joined. Because of the variable effect, the choice of objects is left wide open, so long as they are static. The wall of a building, the center of a large table, the altar-stone of a temple, etc... Depending on the GM's discretion, the condition which reverses the transformation can be almost anything, also thanks to the Variable Result. Strict GMs may require some conditions to be accompanied by a secondary effect so that this spell cannot be used as a peculiar form of Detect. Typical conditions are things like 'Only I may remove this blade', 'Only on the high holy day will this blade be drawn again' and 'Only my son may withdraw this sword'. Less common, but more dramatic are things like 'Only the pure of heart...' and 'Only the man who would be king can pull the sword from the stone'. You get the idea. A successful dispel will cause the two objects to come apart. The extra dice at the higher levels are useful for preventing this.

Variations: A version of this spell could be written with the Permanent advantage. It would have to be an Independent effect, so you will have to write a create. This would be useful for producing an effect to last generations. It will cost more points, but it would be impossible to dispel. You could also change the Limited effect disadvantage slightly to allow the caster to join the sword to any object, like a scabbard maybe...

History: If you don't know, I'm not going to tell you! (Here's a hint — Sir Gawain didn't meet the reversal condition.)

BLESSING

Grants permanent defense against evil magic

Results: 5/7/10/14 pts of Defense against evil magic

Effect: Defense

Common Advantages: NoMR, PER

Common Limitations: IND, LIM-only if recipient makes an

Ego roll (1), LIM-only vs. 'evil' magic (1)

Apprentice: 1/4 END

Journeyman: 1/8 END

Adept: 1/8 END

Master: 1/16 END

Base: 10/14/20/28

Active: 15/21/30/42

Modified: 22/37/52/84

Real: 5/9/13/21

Magic Roll: N/A

Endurance: 0/0/0/0

Results: Creates 5/7/10/14 pts of Defense

Effect: Create

Common Limitations: COND-Only by permission (1/2), +1 turn, GEST, INC, LIM-difficult MR (1/2)

Base: 5/9/13/21

Active: 5/9/13/21

Modified: 5/9/13/21

Real: 1/2/3/5

Magic Roll: -1/-2/-3/-4

Endurance: 1/2/3/4

Casting: Reciting an invocation to his deity, the caster calls upon him to grant a boon to one of his faithful. This ceremony takes a full turn and involves a simple prayer of invocation. As he speaks, the caster's hands begin to glow. If the prayer is done properly and the intended recipient meets with the deity's approval, the caster will be limned in a glowing aura of silvery white. Saying a blessing and paying the required character points, he touches the celebrant, who is marked with a faint light where he was touched that will fade as the aura about the caster fades once the spell has worked its magic.

Results: This spell grants permanent spell defense that will only work against 'evil' magic. Once the Create spell has been cast, the Defense is Independent, having no further relationship to the caster. With no Magic Roll, and no endurance, the Defense is completely passive, requiring nothing from the recipient except an Ego Roll to activate the power of the spell. It will act like mystic armor of a sort, granting protection with 'no strings attached'.

Notes: The Ego Roll is meant to represent faith, so you may want to allow appropriate situational modifiers. Be very careful when you give this spell to Non-Player Characters as there will be a temptation to use it as a 'perk' for successfully completing relatively minor missions. Remember that Create spells call for the permanent expenditure of character points, a thing not lightly done. As a guideline, use a Blessing as the reward for major quests, and even then, cast it on one character, not the whole group. It is possible to dispel the defense provided by the blessing, but the defense will act to protect itself from removal, so it will be difficult to remove the more powerful versions. Prudently employed, a magical blessing can be very dramatically effective and provides the PCs with a tangible reward other than gold. Just don't get carried away.

Variations: Different religions would give different blessings. Other possibilities would include Aid, Mind Defense, Perceive, and Shield, to name only a few. Just replace the Defense effect with something else, and change the Limited effect disadvantage to reflect capabilities of the new effect. Create effects could also be used to grant an Adapt versus aging, or no range Clairvoyance to allow the blind to see. Be creative. And if you don't like something, have an evil wizard dispel it.

History: Kalten the Fearless, high priest of Mordreth — God of War — was fond of using a powerful version of this spell that gave the lucky recipient great strength and increased accuracy so long as his courage held out. If he faltered or turned to run, the blessing shut down and the craven fool was quickly overrun. Kalten saw this as survival of the fittest...



BLUR

Makes the caster harder to see and to hit from a distance

Results: Cloak with -1/1/2/2 to perception rolls & +1/2/2/3

DCV vs/ missile weapons

Common Advantages: PER

Common Modifiers: 1/4 END

Common Limitations: CON-cast, +10 min, MAT-1 day/

PS:jeweler-O-I-Hard, VIS

Apprentice: 1/2 END

Journeyman: 1/4 END

Adept: 1/8 END

Master: 1/16 END

Effect: CLOAK

Base: 10/10/20/20

Active: 12/12/25/25

Modified: 15/18/44/50

Real: 4/4/10/12

Effect: Protect (vs/Missile Weapons)

Limitations: Self

Base: 10/20/20/30

Active: 12/25/25/37

Modified: 15/37/44/74

Real: 3/8/9/16

Total Cost: 7/12/19/28

Magic Roll: -2/-4/-5/-6

Endurance: 2/1/1/0

Preparation: The caster must wear a piece of grey silk on his person for at least a week. He then has a jeweler prepare an amulet into which is set a small silvered crystal mirror which has been crafted so that its surface has never been turned to the light. When the amulet is ready, which will take a skilled craftsman the better part of a day, the caster turns the virgin mirror to him, so that his face is the first thing it reflects. He carefully wipes the glass with the silk, pronouncing the words of the spell. This will cause the image to become blurred and cloudy. He then burns the silk, and the amulet is ready for repeated use.

Casting: Taking out the amulet so that its surface is visible, the caster concentrates on the image in the mirror while pronouncing a mantra to improve his focus. So intense is the level of concentration required for this magic that it will cause the casters DCV to drop to 0 for the two turns required to invoke the spell. If the caster is successful, his image will become clear in the mirror, and his outward appearance will seem to smear, like a painting wiped with a wet rag.

Results: The blurred effect caused by this spell will be of little use in close quarters, but from a distance it will be very hard to make out the caster's outline. This will make him a difficult target, and may render him effectively invisible in some situations. The spell will last until the caster chooses to turn it off, protecting him even if he is knocked unconscious.

Notes: With the persistent advantage and the low endurance cost at all levels, this is a very effective defensive spell for scouting missions. It is very expensive to buy, especially at higher levels, but the effects can be well worth it. The Visible effect on Cloak is legitimate because under normal circumstances it might not be apparent that a cloaked individual is under the spell, which is definitely not the case with Blur. Further, the amulet will be the only part of the caster which is not blurred, so it is an obvious focus, which can be a definite disadvantage.

Variations: Instead of Persistent, use the Fast advantage. Replace the Extra Time with Gestures and Incantations: casting only. Now you have a spell that goes up much easier, making it more useful in a pinch. The only difference is that the spell will go down if the caster is stunned or knocked unconscious, a minor concession. You could also drop the Material by adding Limited Effect: Only at night, Difficult Magic Roll and Noisy if you want the caster to be less dependent on mystic gadgetry. This would also make a great magic item if used with a Create spell.

History: Vara T'Charkan, Mistress of the Night, was well known for her ability to get into and out of well-guarded places that seemed impregnable. One of the reasons for this was a small selection of spells learned from a powerful mage in exchange for her services. This is one of the most imitated of those magics.

CHARISMA

Provides the caster with greatly enhanced leadership qualities

Results: +5/10/15/20 offensive Presence and +1/2/3/4 to Oratory

Effect: Aid (PRE)

Common Advantages: Delay

Common Limitations: +2 turns, GEST-cast, INC-cast, LIMIT-only aids offensive presence and Oratory rolls (+1/2), LIMIT-those making an Ego roll at -3 are unaffected (+1/2), MAT-1 hr/PS:herbalist-O-A-P-Hard-1 sp, SELF

Journeyman: 1/2 END

Adept: 1/4 END

Master: 1/8 END

Base: 10/20/30/40

Active: 12/25/37/50

Modified: 12/31/55/87

Real: 2/5/10/15

Magic Roll: -1/-2/-4/-5

Endurance: 2/2/1/1

Preparation: A fine oil must be rendered from a mixture of powdered rose petals and rare nuts by an herbalist. This oil will retain its potency for years if it is kept in a sealed container.

Storing: The caster lightly applies the oil to his face while chanting the words of the spell, causing the mixture to glow with magical energy which is absorbed into the caster's skin. This ritual takes two full turns to perform.

Casting: Clearing his throat and drawing upon the stored power of the enchanted oil, the caster needs only a half phase to call up the spell's effects, which will cause his face to glow slightly.

Results: This dweomer will make the caster feel more confident, enhancing his personal magnetism, making him seem more impressive to those who fail an Ego Roll at a -3 penalty, and giving him a bonus to any Oratory rolls made while the spell is in effect. Those who make this roll are not affected by the added Presence, as they have seen past the mystical enhancement. The effects of the spell will last as long as the caster continues to pay endurance. Besides the momentary radiance during the first half phase of the spell's duration there are no visible effects, even to those who made the Ego roll.

Notes: Useful for getting people to assist the caster, this spell has some effectiveness in combat but is primarily employed as an aid to persuasion and inspiration.

Variations: You may want the spell to be usable on others, in which case replace the Delayed Effect with Fast, and the Extra Time and Self Only limitations with Side Effects (3d Presence & 2d Comeliness Drain). The points will work out exactly the same, but the wizard can cast the spell on himself or someone else by spending a half phase to splash on the oil and pronounce a command word. If the Magic Roll is blown, the spell will backfire, causing the exact reverse of the intended result for a short period of time.

History: As long as mages have been involved in affairs of court, there have been spells to increase their influence. This is one of many such enchantments whose effects have been felt at many diplomatic functions and on numerous battlefields over the years.

COMPASS

Shows the caster his relationship to true north

Results: Constant detect

Effect: Detect (North)

Advantages: CON, DL

Modifiers: 1/4 END

Limitations: +2 turn, GEST-thru, INC-cast, MAT-No-O-A-P-Easy, VIS

Summary: B:10/A:25/M:37/R:8/MR:-2/END:2

Preparation: Before he casts the spell, the wizard will have to find a small, thin stick, anywhere from two to six inches long, relatively straight, with a minimum of twigs and leaves. Using a knife, the wizard should shave off all the bark and leaves and then place it in fresh water. After the stick has soaked for several minutes, it is ready to be used as a focus.

Casting: The caster holds the stick balanced on his index fingers as he pronounces the words of power required to complete the spell. This takes two turns, during which time the caster is at half DCV. When the spell is completed successfully, the stick will begin to give off a faint green glow from one end. The caster moves his fingers apart, turning them inward so that the stick hovers between his hands — suspended by an invisible force. The stick will spin quickly for several seconds, finally slowing to a stop pointing north.

Results: As long as the caster pays the required endurance cost and keeps his hands extended, the magical compass will continue to point north. If the caster is struck by any attack or attack spell that gets through his defenses, the spell will be broken. The glowing, floating stick is obviously magical.

Notes: In the real world, there is magnetic north and true north. You will have to decide if these are different in your world, and if so, which one this spell detects. Truly fiendish Gamemasters (who me?) could establish 'mystic north', which is only a few degrees different from actual geographical north, but enough to limit the usefulness of spells like this.

Variations: The basic statistics given here are great for any simple detect that the GM should care to devise. It has no area, so the locate advantage is probably useless in most cases. Simply replace it with Detect Analysis, and you are in business. Try a Detect Poison that requires a length of string, used like a dip stick. If it's green, then the potion is safe to drink. But if it comes up black, then watch out!

History: Apparently, this useful little magic was penned by someone named Toad for a minor tome called the Spelunkers Spell Book. This book has been used extensively by adventurers lucky enough to come across a copy.



CURSE OF FROGS

Reduces the victim's charisma by surrounding him with pesky frogs

Results: 1/1+1/1.5/2d Presence and 2/3/4/5d Comeliness Destruction

Advantages: RNG

Limitations: CON, x1.5 END, GEST, INC, MAT-1 hr/
Hunting-O-A-P-Easy

Effect: Destroy (PRE)

Limitations: LIM-only lowered for presence attacks and Oratory rolls (1)

Base: 15/20/25/30

Active: 22/30/37/45

Modified: 22/30/37/45

Real: 4/5/6/7

Effect: Destroy (COM)

Base: 15/22/30/37

Active: 22/33/45/55

Modified: 22/33/45/55

Real: 4/7/9/11

Total Cost: 8/12/15/18

Magic Roll: -4/-6/-8/-10

Endurance: 12/19/24/30

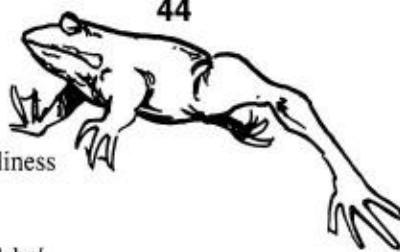
Preparation: The caster must go on a nighttime frog hunt, to locate a large specimen for use in this spell. The frog must be an exceptionally large specimen, or the spell will not work. The caster kills the frog at midnight while wearing a mask so the spirit of the frog won't know who was responsible for its death. Saving one leg, he throws the rest of the carcass back in the pond where he first found the frog.



Casting: Gesturing wildly for an entire phase, the caster is so caught up in the fervor of the spell that he is at 0 DCV. He hurls curses and insults at the victim, the victim's friends, ancestors, and species (if applicable). The more biting the cut-downs, the better. Especially cruel or clever insults might even earn a bonus to the caster's

Magic Roll. Tossing the frog leg at the target, the caster denounces the victim's ancestors, declaring that they are lower life forms that are better suited to pond life than human society.

Results: If the caster makes his Magic Roll, the frogleg will burst as it flies toward the target, reducing to a fine powder. A shriek of fear and disgust will split the air, and, unbidden, a single croak will come from the victim's throat. In the distance, the sounds of scores of frogs can be heard. They proceed to hop up to the victim and will follow him wherever he goes. The little creatures will always be near him, hopping and croaking. While under the effects of the curse, the victim will find it very hard to be taken seriously and may well be teased and ridiculed by friend and foe alike.



Notes: The gamemaster should have a field day with this. One warning- if your campaign is not suited to a little comic relief, for heavens sake, **don't use this spell!** If a bit of slapstick is right up your alley, describe how the frogs go about making the victim look ridiculous. They should be in his pack, on

his horse, under his hat, in his food, etc. The victim cannot get away from them, as they are technically a rather unusual visual effect. Killing them is nearly impossible, as they are not normal frogs, they are, um, er — Spirit Frogs! Yeah, that's it... Being a Destruction effect, the curse will wear off gradually, losing force with the passage of time. A dispel or restore will cause the green menaces to lose interest, hopping off into the sunset, never to be seen again.



Variations: You want another version? Sure. How about Sheep. Or ducks, or pigs, or spider monkeys, or roaches (gross). Cows maybe?



History: A classic Gypsy curse, it is unknown who created this spell, but it has been around as long as people have travelled by caravan. It is often used to punish (but not kill) those who insult wanderers.

Thankfully, it is a fairly rare bit of decidedly cruel conjuration, so with any luck, you won't have to worry about it. Then again ...



DEATH'S DEFENSE

Provides protection from the touch of the dead

Results: 5/10/15/20 pts of Defense versus undead, usable on others

Effect: Defense

Advantages: A/O

Limitations: COND-only by permission (1/2), GEST-cast, INC-cast, LIM-only against innate attacks of the undead (1), MAT-1 hr/PS:craftsman-O-I-P-Easy, VIS

Apprentice: 1/4 END

Journeyman: 1/8 END

Adept: 1/16 END

Master: 1/16 END

Base: 10/14/20/28

Active: 15/21/30/42

Modified: 22/37/52/84

Real: 5/8/11/18

Magic Roll: -1/-2/-3/-4

Endurance: 0/0/0/0

Preparation: The caster must possess a holy symbol dedicated to his or her religion. This symbol must be visible when the spell is cast. All holy symbols must be consecrated with a ritual prayer that takes about ten minutes to perform; this prayer has no effect but to qualify the item as a material for spells such as this.

Casting: Holding the holy symbol so that it is visible to the intended recipient, the caster says a short prayer of invocation that takes one phase to complete, during which time the caster is at half DCV. If the ritual was properly completed, an amber flame will appear over his shoulder and will remain as long as the spell is in effect.

Results: So long as the flame is lit, the recipient will be protected against the life-draining Destruction, Drains and Transfers caused by the undead. The spell costs no Endurance, so it can be maintained as long as the caster desires. If the caster is stunned, knocked unconscious or his holy symbol is taken, the spell will be broken.

Notes: Since the spell is usable on others, it is possible to cast it on as many members of the party as the caster has available spell slots. This technique is very effective for an appropriately dramatic blessing performed by the village priest before a party of adventurers goes out to do battle with some terrible undead menace.

Variations: For personal protection, replace the Affects Others advantage with Fast and Easy. This will allow the caster to get the spell going at a moment's notice, making it more useful as a spell of contingency. The Persistent advantage would allow for long-term use, but will require some point juggling. A more powerful version of this spell might include Area Effect (Radius) to create a field around the caster that protects the faithful. Expensive, but very handy.

History: The touch of the dead has long been a danger to those of the adventurous persuasion. Priests of most major religions have spells of this kind to counter the evil magics of necromancers and their unholy servants.

DISRUPTION

Destroys the undead

Results: 2/2.5/3/3.5d ranged all or nothing Body Drain vs. undead

Effect: Drain (BOD)

Advantages: Delay, RNG

Limitations: CON, COND-Only by permission (1/2), COND-May only be stored on sacred ground (1), GEST, INC, LIM-Only vs. the undead (1), LIM-All or nothing (1), MAT-1 hr/PS:priest-O-A-P-Easy-1 sp

Apprentice: +1 hr, SE-8d Blast

Journeyman: +10 min, SE-6d Blast

Adept: +2 turns, SE-4d Blast

Master: +1 turn, SE-2d Blast

Base: 40/50/60/70

Active: 70/87/105/122

Modified: 70/87/105/122

Real: 6/8/11/14

Magic Roll: -7/-9/-10/-12

Endurance: 14/17/21/24

Preparation: A priest must say a ritual blessing over a basin of pure water. This blessing takes a full hour, and when it is done, several silvered phials are filled with the holy liquid. Each phial costs one silver and is enough to cast the spell once.

Storing: The caster must abase himself to his deity on holy ground. The caster is DCV to 0 for as long as it takes to complete the ceremony, which can take anywhere from a few seconds to an hour. Completion of the prayer calls for direct intervention to infuse one phial of water with holy power. The phial will then glow silver, and the spell will be ready for later use.

Casting: The caster throws the holy water at his intended target. This only takes a half phase, during which time the caster is at 1/2 DCV. As it is thrown, the magical liquid will glow, and the phial will dissolve. The caster must make a standard targeting roll. If the spell hits, the sphere will burst, causing the target to be consumed in silver flames. If he misses, the spell is wasted.

Results: The flames will do their listed damage. If this is enough to bring the creature's BODY to 0 or below, they will burn to ash. If the spell does not do enough to kill the creature, it resists, taking no damage whatsoever.

Backfire: Failing to perform this ceremony correctly will invoke the wrath of the deities in question. A cloud of glowing energy will surround the caster, flashing with holy radiance. The cloud will combust with flames of white and silver, burning the caster's soul.

Notes: Expensive and dangerous to perform, especially at early levels, this spell has a complex storing procedure and a hefty endurance cost. This is best used for a specific purpose, or as a spell of last resort for high priests of various goodly orders.

Variations: Despite the rather large point totals of this spell, there are even larger versions that have Area Effect (Radius) that can wipe out entire armies of lesser undead.

History: This spell is used by servants of the Lords of Light to combat the blasphemy of undead.

EMPATHIC TOUCH

Allows the caster to heal others by taking on the wounds himself

Results: 1/3/5/8 dice of Healing

Effect: Heal

Common Limitations: CON, LIM-only on others (1/2), LIM-Takes damage healed as Drain (1.5)

Apprentice: +10 min, x3 END, SE-1d Blast

Journeyman: +2 turns, x2 END, SE-3d Blast

Adept: +1 turn, x1.5 END, SE-5d Blast

Master: +1 ph, SE-8d Blast

Base: 10/30/50/80

Active: 10/30/50/80

Modified: 10/30/50/80

Real: 1/4/8/13

Magic Roll: -1/-3/-5/-8

Endurance: 6/12/15/16

Casting: The caster concentrates upon the wounds of his intended target. Depending on the skill of the caster, this can take anywhere from a phase to ten minutes, during which he is so intent on his patient that his DCV is reduced to 0. If the caster is distracted or harmed while casting, his link with the victim is torn asunder and the spell must be started again. After the appropriate amount of time, the caster makes his Magic Roll. If successful, the victim's wounds begin to glow slightly, healing very quickly as identical wounds appear on the caster's body.

Backfire: If the caster's concentration falters, he will lose his detachment, and in so doing he will also lose control. The wounds of the victim will not be healed, but the wild magical energies in the caster's body and the remnants of the empathic link to the patient will cause the target's wounds to be duplicated on the caster. Pity.

Results: The target will be healed, but the caster will take an identical amount of Body and Stun. This damage is treated as though it were inflicted by a Drain effect, so it will be recovered very quickly. It will leave the caster quite weak for a short period of time and could knock him out or kill him if he uses too many dice.

Notes: Relatively inexpensive to buy, this spell can be costly to use. High endurance requirements and the need to take on the target's injuries cause many mages to shy away from it. It is very effective, however, giving quite a few dice for the points invested. Some gamemasters may wish to use Empathic Healing spells like this as the only form of curative magic in their campaigns, since the personal risk to the healer will make the caster wary of repeated castings, and will keep healing spells from becoming a crutch for the player-characters. This is an excellent spell to give to NPC healers or psionic characters.

Variations: Replacing the Limited Effects-only on Others and Caster Takes Damage with MAT-1 day/PS:silversmith-O-A-P-Easy will turn this spell into a more conventional healing magic. The Material could take many forms, such as a holy symbol or a silver rod scribed with runes of power.

History: The students of the healer Achleen were all able to take upon themselves the wounds of others. After his death, they went out across the land tending the wounded and teaching his wisdom.

ESP

Allows the caster to read surface thoughts

Results: 3d/4d/6d/9d Telepathy, only for reading surface thoughts

Effect: Telepathy

Common Advantages: INV

Common Modifiers: 1/2 END

Common Limitations: CONC, INST, LIM-x1 max effect (+1/2), LIMIT-cannot send (+1/2), MAT-1 hr/PS:jeweler-I-A-P-Easy

Base: 15/20/30/45

Active: 19/25/37/56

Modified: 24/31/46/70

Real: 4/5/7/11

Magic Roll: -2/-2/-4/-6

Endurance: 2/2/3/5

Preparation: A jeweler must cut a piece of common quartz into a hexagonal amulet. This amulet is not expended when the spell is cast, and may be used over and over again.

Casting: The caster looks at his intended target and concentrates upon seeing with the 'third eye' of the amulet. A half phase must be spent concentrating, during which time the caster's DCV is 0. A Magic Roll and Ego Combat Roll are required to make contact with the victim. If either roll is missed, or the Telepathy roll does not reach or exceed the victim's Intelligence, the spell fails.

Results: Successful casting allows the mage to 'hear' the surface thoughts of his victim. As a general rule, this will be about twenty words or so before the phase is up and contact is broken. The effects of this spell are invisible, so that the victim will be completely unaware that his thoughts have been read.

Notes: As it stands, getting full effect out of this spell is very tricky. Remember that surface thoughts can be guided by conversation. Only clever foes who have some suspicion that their minds are being read will have a chance of hiding their thoughts. The GM may want to have the victim make an Ego Roll in these cases. If the roll is made, the thought is successfully hidden.

Variations: If a continuous mind probe is more to your liking, eliminate the Instant limitation and add Side Effects: 1d6 Intelligence Drain. The caster can hear about twenty words every phase the spell is in effect, which will make it useful for getting past guards and interrogating fallen opponents, if that kind of thing appeals to you.

History: Devised by the legendary wizard Salmanx, this dweomer became one of the mainstays of the Grayford School of Magic. Salmanx was a prominent psychological researcher who wrote this spell to help him study thoughts. Since it was originally written, this spell has been put to uses that its creator never intended.



FEATHERLOAD

Provides extra lift to help the caster carry more

Results: 10 Strength to help carry contents of pack

Effect: Psychokinesis

Modifiers: 1/8 END

Limitations: CON-cast, +10-min, GEST-cast, INC-cast, LIM-only works on contents of pack (1), LIM-unliving matter only (1/2), MAT-1 turn-O-I-P-Easy, NoRNG, SE-1/2d Destroy Str

Summary: B:20/A:20/M:35/R:5/MR:-2/END:0

Preparation: A feather is tied to a piece of iron and placed in the bottom of a pack which is marked with a simple rune of levitation.

Casting: Loading his pack, the caster invokes the rune to give him the strength of iron and make the pack as light as a feather. This ritual takes ten minutes, during which the caster is at half DCV. If the spell is successful, the pack will be limned in a silvery light.

Backfire: If the Magic Roll fails, the Psychokinesis will work against the caster, causing him to pull a muscle when he tries to pick up the load.

Results: The extra ten strength provided by the spell will help the caster lift his pack. The spell lasts as long as the caster desires. Since it costs no endurance it can be kept in effect indefinitely.

Notes: Keep in mind that the ten strength provided by the Psychokinesis is not added to the caster's. It is as though a second person with a 10 strength is helping to lift the pack. Theoretically, two men with a strength of 10 only total a 15 strength, which is twice as strong as a 10. Even with this inherent limitation, this is a very useful effect as it acts as a kind of gyroscope, making even extremely awkward loads easy to bear. This is because the psychokinesis is stable and will cushion the shifting and twisting which normally takes place.

Variation: If you want to play it fast and loose, you can eliminate the Material requirement by raising the Side Effects to 1d+1.

History: The only drawback to amassing treasure is that you have to haul it around until you find something to do with it. Sirocco came up with this solution. It has become a favorite with the scrawny academics who couldn't lift a normal pack, let alone a fully laden one.



FIRELANCE

Conjures a powerful mystic blast which affects demons and undead

Results: 3/5/7/9 die exploding Blast against demons and undead

Effect: Blast

Advantages: EXP

Limitations: COND-only by permission (1/2), GEST, INC, LIM-only against demons & undead (1.5), MAT-1 day/PS:silversmith-O-A-P-Diff

Apprentice: x3 END

Journeyman: x1.5 END

Master: 1/2 END

Base: 15/25/35/45

Active: 22/37/52/67

Modified: 22/37/52/84

Real: 3/5/8/13

Magic Roll: -2/-4/-5/-7

Endurance: 12/10/10/6

Preparation: A special symbol must be created by a skilled craftsman out of noble silver, a metal which has never been worked before. The symbol will be whatever is appropriate to the caster's faith. Consecrated in a special ceremony, such symbols are rare and very valuable, having been dedicated to the powers of light.

Casting: Holy symbol in hand, the caster calls upon his lord for salvation from the forces of evil. If the caster is in favor and makes the required magic roll, the symbol will burst into flames, and a thin bolt of fire will leap towards the chosen target or target point. A standard targeting roll is made. Wherever the bolt strikes, it will cause an explosion of blazing heat and crimson flame.

Results: The ball of fire is magical in nature and will only harm demons and the undead. It will have no affect on any other living or unliving things in the area of effect. The flames will sear the affected creatures and burn out in less than a second, with a brilliant flash of light and a faint smell of magical ozone.

Notes: From a purely theoretical standpoint, a selective explosion is really an advantage. In the modern world, such a thing is being actively researched by most major world powers. You may want to disallow this spell if you feel that it abuses the rules in a way that would unbalance your campaign, insisting that characters use one of the variations instead. You may also want to change the values given for some of the limitations to fit the kind of campaign you are running. If the PCs will be running into demons every game session, lower the Limited effect as you see fit, but if demons and undead will be relatively rare, raise it to +2. Numbers aside, this is a fine spell for the 'servants of the light.'

Variations: Replacing the Explosion advantage with Fast and Easy will give you a quick combat spell that will not leave the caster quite as vulnerable. Replacing Explosion with Constant would allow you to cast the spell once and leave it up as long as the caster continues to pay endurance to maintain it, taking one attack per phase at full DCV. You could eliminate the Limited effect: only versus demons or the Material by adding Side Effects (6d Blast or 2d Killing Blast) which makes the spell more versatile but introduces the risk of divine displeasure.

History: Brother Pius was a fighting cleric dedicated to the destruction of undead creatures. He developed this spell to help him on his quest and taught it to those who would assist him in his noble endeavors. It has proven deadly against the brother's chosen foes and has helped him drive the unholy taint from his land.

FLAME ARROW

Conjures a short burst of fiery power

Results: 1/1+1/1.5/2d ranged energy killing attack

Effect: Killing Blast

Limitations: GEST, INC-, MAT-1 hr/PS:fletcher-O-A-P-Dang-1 sp

Journeyman: 1/2 END

Adept: 1/4 END

Master: 1/4 END

Base: 15/20/25/30

Active: 15/20/25/30

Modified: 15/25/37/45

Real: 3/5/7/9

Magic Roll: -1/-2/-2-3

Endurance: 3/2/1/1

Preparation: For every use of this spell, an arrow must be fashioned from a spear used to kill someone or something, the approximate strength of the creature being commensurate with the power level of the spell. At the apprentice level, almost anything will do, but at master, an ogre or troll would be more like it. One spear will yield enough raw materials for several arrows. (2d6-1 is about right) It will take a fletcher about an hour to make each arrow, at a cost of about one silver.

Casting: Withdrawing an arrow, the caster pronounces the words ready, aim and fire in the language of magic as he mimics the action of loading, sighting and firing a bow. This can be done with a real bow or with nothing at all. Either way, the process of casting the spell takes a full phase to perform, during which the mage is at half DCV. If cast properly, the arrow will burst into flame as it leaps through the air as if it were fired by a real bow. As it traverses the distance between the wizard and his target, the physical arrow will be completely consumed, and will be replaced by a bolt of fiery energy of approximately the same shape as the original.

Results: The caster must make a targeting roll with the -1/3" range modifier. If the bolt hits, it does the listed damage as energy. The spell will do its damage and dissipate, leaving no more than some ashes behind to mark its passing.

Notes: Inexpensive and easy to cast, this is the magical equivalent of a bow for wizards. It is very useful for creatures who are only affected by magic against which normal arrows would have no effect. Considering its low endurance cost, it is actually less tiring to use than most real bows. The only problem is the Material component, which can be hard to get a hold of and can be much more expensive than the real thing.

Variations: If you would rather not deal with the Materials, compensate with Side Effects. A 2d Blast could replace the 1 sp cost, which would make the material reusable. A 4d Blast allows you to drop the Dangerous Material from the spell, which means that a normal arrow of excellent (1 sp) quality will do the trick. Defining the damage as physical would make the spell fire arrows without the need for a bow, maybe with the addition of Limited effect (Damage is not Magic) (-1/2).

History: Greywing Lightarrow, patron of archers, has been known to grant this spell to his priests for use in the defense of the woods and his temples. In turn, the priesthood will teach the spell to the faithful to help them in their fight against evil.

FLAMESHADOWS

Conjures images made of flame

Results: 3d Images in 1 hex

Effect: Images

Modifiers: 1/2 END

Limitations: COND-fire source in same hex (1.5), +1 turn, GEST-thru, INC-thru, LIM-images are obviously made of fire (1.5), MAT-1 day/PS:craftsman-O-A-P-Hard

Summary: B:15/A:15/M:19/R:2/MR:-1/END:1

Preparation: A musical instrument of the finest quality must be obtained. Such things are often hard to come by, costing several gold coins for one good enough for this spell as they take weeks to construct. The type of instrument is unimportant, only its quality.

Casting: Standing near an open fire, the caster begins to sing and play the instrument. The words of power are woven into the song which must be sung to cast the spell. As the music plays, the flames will begin to dance, leaping out of the source to caper and whirl about the caster's head. When the spell is complete, the flames will hover before him and bow to the audience.

Results: Once the initial invocation is performed, the caster may sing any song or tell any story that he pleases, playing the instrument as an accompaniment. The enchanted flames will form themselves into whatever shapes are required to illustrate the tune or tale. Even though these shapes are obviously made of magical flame, they will be very lifelike and most impressive. The spell lasts as long as the caster spends endurance and continues to play the instrument.

Notes: Even though this spell is most often employed by troubadours, it can be used by anyone who cares to learn it. Note that the image will be visible to everyone, but it will appear more complex to those with lower intelligence, the resolution improving with exceptional effect rolls. The flames called by the song are entirely magical and give off no heat or real light. They cannot burn or blind, and their movement is limited to the caster's hex.

Variations: More powerful versions of this spell exist which can form real illusions. A nasty alternative is to build a secondary effect, say, Blast or Dazzle. Then you can use the flames to attack, surprising those who assume that this is a harmless spell.

History: Spells like this one have been used by minstrels for eons to help illustrate their tales.



FLASH CAPSULES

Conjures images made of flame

Results: 1/1/2/3 dice of Dazzle in a 1 hex/1/2/3" Radius

Effect: Dazzle

Common Advantages: Area, Fast

Common Limitations: GEST, LIM-flash of light (1/2), MAT-1 day/PS:Alchemist-O-A-P-Hard-1 sp

Apprentice: SE-1d Dazzle

Journeyman: RAD, 1/2 END, SE-1d Dazzle

Adept: RAD, 1/2 END, SE-2d Dazzle

Master: RAD, 1/4 END, SE-3d Dazzle

Base: 10/10/20/30

Active: 17/22/45/67

Modified: 17/27/56/100

Real: 3/5/10/16

Magic Roll: -2/-2/-4/-7

Endurance: 3/2/4/3

Preparation: An Alchemist prepares a special mixture of fairly common chemicals. Usually made in batches of five to ten, the components cost about one silver per capsule. When the mixture is ready, it is poured into small containers of glass or pottery which are then sealed with wax. This done, the materials are ready for use.

Casting: The caster withdraws a capsule and concentrates briefly upon a simple rune of invocation, a relatively simple process that takes a half phase during which the caster is at half DCV. As the caster prepares to throw, the capsule will start to glow, the brightness quickly rising to blinding levels of luminescence. If the caster makes his magic roll, he has enough time to toss the material at his chosen target or target point, making a standard targeting roll.

Backfire: Failing to make the required Magic Roll causes the capsule to burst prematurely, releasing its glare in the caster's face, doing as many dice of Dazzle to the wizard as he would have done to his intended victim or victims. Note that the Side Effects do not have Area or Radius, and only affect the caster.

Results: When the capsule strikes the target point, it will burst, combusting with a brilliant blast of blinding light having an effect similar to that of a mystic magnesium grenade. The size of the burst area is anywhere from a single hex to a six-hex diameter sphere, depending on the power level of the spell. Anyone in the area of effect will be blinded for the number of phases indicated by damage dice.

Notes: Since the flash effect is caused by a very bright light rather than a mystic effect, it is possible to avoid the effects of this spell by closing your eyes. If the intended victims know what the caster is trying to do, they can close their eyes if they make a successful Dex roll. If they suspect, you could have them make an intelligence roll to figure it out. Even if they don't get the idea until the dazzle goes off, you could still allow them to blink if they make a Dex roll by half. Those who have their eyes closed are not affected by the spell but will be at 1/2 DCV for at least a segment.

Variations: This is an ideal candidate for a create spell. You would have to drop the reduced endurance modifiers and add No Magic Roll and END Reserve, never recharges. For 2/2/5/7 points you would get one capsule that anyone could use. A little expensive, but you could bring down the cost by tinkering with the limitations. Try making the materials more expensive. The caster can always pay for it by selling a few of these little beauties to his friends.

History: The illusionist Mysterion found this spell to be one of his most useful abilities. Even if the enemy knows what is coming, the only defense is to close your eyes or look away, which achieves pretty much the same effect...

FLIT

Allows the caster to make several successive teleportations

Results: 10/20/40/80" constant Transport

Effect: Transport

Common Advantages: CON, Delay

Common Limitations: CON-cast, COND-requires board to cast (1/2), GEST-cast, INC-cast, LIM-board must be intact to release (1/4), LIM-caster must have white king or queen to release (1/2), LIM-one material is expended per transportation (1/2), LIM-may only store once per board (1/2), MAT-1 day/PS:woodcarver-O-A-P-Diff-2 sp

Apprentice: x1.5 END, +1 hr

Journeyman: D/Dx2, +10 min

Adept: D/Dx4, 1/2 END, +2 turns

Master: D/Dx8, 1/4 END, +1 turn

Base: 30/30/30/30

Active: 52/60/67/75

Modified: 52/60/83/112

Real: 6/7/10/14

Magic Roll: -5/-6/-7/-7

Endurance: 15/12/6/3

Preparation: In order to use this spell the caster must have a chess set consisting of a marble board and pieces of rare hardwood. Altogether, the board and pieces can take the better part of two months to acquire at a combined cost that can be upwards of ten gold coins, often costing as much as twenty.

Storing: The caster sets up the board with the White King (or Queen) in the center, and begins to play a game, moving the pieces for both sides. He concentrates on the patterns made by the movement of the pieces, which effectively lowers his DCV to 0. When this is accomplished, the wizard says the triggering word and removes the White King or Queen. If the spell has been completed properly, the entire set will glow slightly, and the spell will be ready for use.

Casting: Speaking the trigger word, which takes a half phase, the caster calls upon the power of the board. As long as the board is intact somewhere and the caster is carrying the White King on his person, the spell will manifest its power, reflected by a slight golden glimmer around the caster that lasts for the phase in which the spell is cast and then fades away.

Result: As long as the caster continues to pay endurance to maintain the spell, he may transport himself to anywhere in line of sight, up to his maximum range, in a half phase. For each teleportation, one of the pieces on the board will decay. If the caster is knocked out, stunned or is wounded and fails his Ego roll, the spell will be cancelled. When the spell is either cancelled or voluntarily dropped, the White King will decay as well.

Notes: Since there is only one White King or Queen per board, this spell can only be stored once per board. If the caster runs out of pieces while flitting about, the spell will be cancelled. Moving up to half the distance of the Transport would be considered a half phase action, so it is possible to move and attack, probably earning a surprise bonus the first few times it is done.

Variations: Replacing the Limited effect (one material is expended per teleportation), and the 2 sp per use cost with a 3d Stun Drain Side Effects will allow the caster to use the board indefinitely, cutting his costs down by quite a bit.

History: Diamond was a deadly sword maiden and sorceress who also happened to be terminally indecisive, so she wrote this spell to make it easier for her to be wherever her whim dictated.

FLOAT

Protects the caster from dangerous falls

Results: limited downward flight, 10" maximum effect

Effect: Levitate

Advantages: IMM

Limitations: x2 END, GEST-cast, INC-cast, LIM-limited control, no hover (1.5), MAT-No-I-I-P-Easy, VIS

Summary: B:20/A:30/M:30/R:6/MR:-3/END:12

Preparation: To cast this spell, the mage must have a single piece of goose down somewhere on his person. It need not be visible and is not used up by the casting of the spell.

Casting: Snapping his fingers and pronouncing a single command word, this spell can be cast very quickly, counting as a zero-phase action. If the Magic Roll is successful, the mage will be surrounded in a soft white light that will remain as long as the spell is in effect.

Results: The magical energies manifested in the light will buoy the caster, allowing him to control his rate of descent to a certain extent. While he is falling, the caster's DCV will be lowered to 0 as his attention must be devoted to the task at hand. The spell does not allow the caster to hover, so he must fall at a rate of at least 1" per segment. So long as 1" or more of effect is used to resist the pull of gravity, the caster will not accelerate. Any remaining inches can be used for horizontal movement. (i.e. A mage with a 3 speed falling at 10"/segment casts in the 4th, using 5" to lower his rate of decent to 5"/segment and the remaining 5" to drift towards a ledge. Since he used some of his effect to negate his falling speed, he will not accelerate, falling at a steady rate of 5"/segment until his next phase, when he can reallocate the inches of effect.)

Notes: Needless to say, this spell will only help if the caster uses it shortly after falling, or he will not be able to stop himself in time. This is also a costly spell in terms of Endurance, so long falls might make the caster go into stun. If he is stunned or knocked out, the spell will shut down, so it is best to use Float for short trips. At first glance, the Gestures limitation seems inappropriate, but remember that the caster will have to drop whatever he is holding to snap his fingers, which must be done with both hands. This can result in the loss of treasured equipment which more than accounts for the +1/4 bonus. Even though the spell is immediate, you might want to impose a penalty to the magic roll of a falling mage of at least -1/5" velocity.

Variations: It is possible to make this into a gliding spell by replacing the Immediate advantage with Fast and 1/2 DCV, and the x2 Endurance cost with either a 4d End Drain Side Effects or a 1 hr & PS: craftsman material with a cost of 1 sp, which would be an amulet made of goose down wrapped in silvered cord, good for one use only. With the lower endurance cost and higher DCV, it is the next best thing to flight.

History: A avid acrobat with questionable judgement, Diamond the Capricious found a magical safety net to be a necessity as she was forever falling from towers and into abysses and the like. This seemingly minor magic has saved her life more than once, proving its value again and again.

FORMER COUNTENANCE

Allows the caster to see the original features of a corpse.

Results: Allows analysis of a corpse as described below

Effect: Detect (Corpse)

Advantages: DET ANY

Limitations: x1.5 END, +1 turn, GEST, INC, LIM-only analyzes physical features (1/2), MAT-1 turn-O-A-P-Easy-1 sp

Summary: B:10/A:20/M:20/R:3/MR:-2/END:8

Preparation: To use this odd bit of necromancy, the caster must take a bone shard from the corpse he wishes to analyze, then wraps it in a slender silvered chain.

Casting: Taking the bone fragment in hand, the caster speaks in the tongue of the arcane as he draws an outline of a skeleton in the air before him. This outline will manifest as a chalky white glow.. When the spell is finished, the bone shard and silver chain turn to dust.

Results: When completed, the caster is able to construct the original features of the corpse from the residual aura of the spirit that once inhabited it. This will allow him to make out build and coloring, sex, and often details such as facial features and the clothes worn at the time of death. These things are only visible to the caster. The effect lasts for a fleeting instant and is gone.

Notes: As suggested in the explanation of the Detect Analysis advantage, you may require a secondary Magic Roll to determine the amount of detail perceived by the caster. Modifiers to this roll could include a penalty based on the amount of time the person has been dead. Something like -0 for the same day, -1 for up to a week, -2 for a month, -3 for 3 months, -4 for a year, -5 for 5 years, -6 for 10, -7 for 20, -8 for 50 and -9 for 100 might be appropriate. The margin by which this secondary roll is made would determine the extent of the description you give the caster. If it is failed, give them vague generalities like 'a big man' or 'a young girl'.

Variations: Versions of this spell exist which require no preparation or Materials and have Area, Radius and Constant effect. They are far more expensive, but allow the caster to do things like walk about ancient battlefields in search of a specific corpse.

History: Originally developed by Melita, a wizardess who specializes in private investigations, it has been taught to her operatives, who have spread it across the land.



GUARDIAN

Invests an ordinary object with the ability to defend the caster

Results: a 3/5/8/12 DEF (PD and ED) Ward against 1 attack/segment

Effect: WARD

Common Advantages: PER

Common Limitations: CON-cast, +10min, LIM-only defends against one attack at a time (1/2), LIM-only defends while caster is asleep (1), LIM-requires one object to animate (1/2), MAT-1hr/Hunting-I-I-P-Diff-1sp, SE-2d Physical Blast, SELF, VIS

Apprentice: 1/8 END

Journeyman: 1/8 END

Adept: 1/16 END

Master: 1/16 END

Base: 15/25/40/60

Active: 19/31/50/75

Modified: 33/54/100/150

Real: 5/7/14/21

Magic Roll: -2/-3/-5/-7

Endurance: 0/0/0/0

Preparation: Prior to the casting of the spell, the mage must capture a Night Bird and preserve its eyes with a mixture of rare powders. Just before the spell is cast, the mage must choose an object to protect him. This object's total defense and body must be equal to the defense of the Ward; if it is smaller, the Ward's effectiveness will be lowered to match. If the total is higher, the object is too big, and the spell will not work.

Casting: The caster sits in a meditative state for a ten full minutes, invoking the spirits of the night to watch over him while he sleeps. If he is wearing the bird's eyes and makes his Magic Roll, the chosen object will begin to glow, with two points of light like ghostly eyes, making it seem as though the thing has become alive.

Backfire: Alive is about right. With a horrible shriek, the object flies at the caster, smashing into him with enough force to teach him a lesson.

Results: When the caster goes to sleep, the enchanted object will rise into the air and hover over his sleeping body, the mystic eyes shining with a sinister light. If anyone or anything tries to harm the caster, the object will zip through the air to interpose itself between the attacker and its master. If the attack does enough damage to overcome the Ward, the brave defender is smashed, and the spell is broken. Otherwise, the object deflects the blow, and the caster takes no damage whatsoever. When the caster wakes up, the bird's eyes dissolve, and the object falls, lifeless.

Notes: The object cannot be in two places at once, and it cannot judge the comparative strength of two different attacks, so if more than one connects at the same time roll randomly to see which one the Ward will act against. Since the Transparent advantage was not purchased for the Ward, it is technically opaque, but since the caster is asleep, this doesn't really matter. As soon as the caster awakens, the spell shuts down, so yelling at the sleeping mage might be the best way to get through this spell.

Variations: Change Persistent to Ranged and Self Only to an extra couple of dice of Side Effect, and you have a spell that can be cast on anyone who happens to be asleep, allowing the mage to protect his entire party so long as he remains awake to maintain the spell.

History: Guardian was developed by Pillet the Paranoid to protect him during an expedition to the land of the Snow Barbarians in search of his daughter Elva. He passed it on to a wandering minstrel who has used it extensively on his travels.

GHOSTBLADE

Conjures a magic sword

Results: 1/1+1/1.5/2d No Range Killing Attack, Constant, Fast & Easy

Effect: Killing Blast (Physical)

Common Advantages: CON, EASY, FAST

Common Limitations: GEST-thru, INC-thru, MAT-1 day/PS:jeweler-O-I-P-Hard-2 sp, NoRNG, VIS

Journeyman: 1/2 END

Adept: 1/4 END

Master: 1/8 END

Base: 15/20/25/30

Active: 30/40/50/60

Modified: 30/40/75/105

Real: 4/6/11/15

Magic Roll: -3/-4/-5/-6

Endurance: 6/4/2/1

Preparation: A jeweler must prepare a special talisman from a shard of a blade which has been used to kill a man. This shard is then coated with silver, set with an amber stone and strung on a slender chain. This process takes a day or so and usually costs two pieces of silver if the jeweler is provided with the shard.

Casting: Wrapping the talisman around his hand, the caster begins to sing a battle chant which calls upon the power of the shard imbedded in the token. If he properly casts the spell, a shimmering blade of ghostly grey will appear in the hand that holds the talisman. Depending on the level at which the spell has been learned, this blade will appear to be a shortsword, broadsword, bastard sword or greatsword, respectively.

Results: The caster may wield the ghost blade as if it were a real sword, inflicting equivalent damage. So long as he continues to sing, the caster may maintain the spell indefinitely, paying the required endurance and making one attack every phase. When the caster stops paying endurance, the blade will vanish and the talisman will crumble.

Notes: Depending on how strictly you run your campaign, you may want to allow the caster to use any skill levels he has with the weapon duplicated by this spell. If you find this to be an unfair advantage, you could tell the mage to write a secondary spell that would provide a similar bonus by means of the Accuracy and Protect effects. Very lenient gamemasters could allow this spell to imitate a sword in every way, letting the caster get away with blocks and disarms, but it is not recommended. If such maneuvers are desired, try building in a Psychokinesis effect. This should prove a very handy spell indeed, but don't let your players get away with murder, so to speak.

Variations: This basic concept has a lot of possibilities. Try replacing the No Range limitation with Extra Time: +1 Phase. The spell will take a little longer to cast, but you will have a 'dancing sword' that can flit about a battlefield, swinging away as the caster guides it from a distance by mimicking its movements with his hands. There will still be a -1/3" range modifier, but the result is very impressive. The Extra Time limitation can also be used to replace the 2 silver cost, which will allow the token to be used over and over again. If you want the sword to seem more mystical in nature, change the Killing Blast to an Energy based attack.

History: One of the first spells created by Zardron Shadowlord, its bite has been felt by hundreds of warriors as this deadly conjuration becomes increasingly popular among the more warlike spellcasters.

HAVEN

Places an unconscious recipient in a protected field where he can heal

Results: 4/8/12/16 PD Shield and 1/1.5/2/2.5d constant Heal on target

Effect: Heal

Common Advantages: RNG

Common Modifiers: 1/2 END

Common Limitations: CON-cast, GEST-cast, INC-cast, LIM-only on unconscious targets (1.5), MAT-1 hr/PS:herbalist-I-I-P-Diff-2 sp, VIS

Apprentice: SE-4d Stun Drain

Journeyman: SE-3d Stun Drain

Adept: SE-2d Stun Drain

Master: SE-1d Stun Drain

Effect: Shield

Base: 10/20/30/40

Active: 15/30/45/60

Modified: 19/37/56/75

Real: 2/5/7/11

Advantages: CON

Base: 10/15/20/25

Active: 20/30/40/50

Modified: 25/37/50/62

Real: 3/5/7/9

Total Cost: 5/10/14/20

Magic Roll: -3/-6/-8/-11

Endurance: 3/6/8/11

Preparation: The mage must obtain the herb foxglove, which is rare in most areas, and have three blossoms treated with certain oils and spices to keep them moist and fresh. This is best done by an herbalist, and takes an hour or so. The treated blossoms are placed in a small square of silk which is wrapped with several strands of the caster's hair. This arrangement is worn as an amulet. Each amulet is good for one casting only, and costs two pieces of silver.

Casting: The mage concentrates on the recipient and draws on the power of the amulet with fluid gestures and words of power which are sung. This takes a full phase, during which the caster is at 0 DCV. So long as the Magic Roll is successful, the caster's hands will begin to glow with a soft blue light. An undulating field of identical coloring will encase the recipient like a mystical cocoon and will remain for as long as the spell is in effect.

Backfire: If the words of the song are not perfectly combined with the focusing gestures, the power that has been gathered will turn upon the caster, flowing back along the lines of sympathy, causing him to take some of the damage he was trying to heal. At the lower levels, this can be a very painful experience, but as the caster's control improves, the backfire becomes less cataclysmic.

Results: The field will protect the recipient from further harm as the energies of the spell cause him to heal at a greatly accelerated rate. It will last as long as the caster continues to pay endurance, or until the caster is stunned or knocked unconscious, at which time the foxglove will turn to a fine powder and the field will vanish.

Notes: This spell is intended for use on the field of battle for protecting the fallen. It is more effective after a single devastating blow than multiple wounds as the heal effect only works against one injury. Remember that a single Heal spell is not cumulative, and will only restore more body or stun on successive rolls if the caster rolls higher than past attempts, an even then, only enough points are cured to make up the difference between the two rolls. As it stands, this spell offers no protection whatsoever against energy-based attacks, a minor flaw that could be disastrous under certain circumstances as the glowing immobile figure will seem like an ideal target to certain kinds of creatures and villains. One last thing - Haven only works on an unconscious recipient, so if the heal or normal recovery brings him around, the spell is broken and his protection disappears.

Variations: You could change the Shield effect to Ward, which will stop a blow completely as long as the defense of the Ward is not exceeded. The only problem with this is that the field will collapse if the Ward is overcome, leaving the recipient defenseless. Ward starts with Range, so the Ranged advantage is unnecessary. Use the Active column for both the base and the Active, which will raise the defense of the Ward to 6/12/18/24, which should be enough to resist all but the mightiest of blows. If energy attacks are a concern, you could split the defense, giving you a 2/4/6/8 Shield or a 3/6/9/12 Ward, PD & ED. This is only recommended for the more powerful versions as the reduced effectiveness will render the early versions almost useless. Another option is to drop the Gestures and Visible effects in favor of Incantations (throughout). As long as the caster keeps singing the spell's effects will continue, and without the Visibility, they will be a little more subtle. If you are thinking about changing the Shield to Ward, you could replace the Ranged advantage with Invisible and Variable Result, which will make the spell more flexible in exchange for a few points of Defense.

History: This spell was created by the elven enchantress Diamond the Capricious. Having an overabundance of companions with egos bigger than their swords, she has been called upon to save many a foolish warrior who bit off more monster than he could chew. Haven allowed her to tend to the wounded clod and deal with the angry creature at the same time, a vast improvement, to be sure.



HIDDEN WRITING

Disguises written material

Results: 1d Transformation attack

Effect: Transform (text to other text)

Advantages: VAR RES

Limitations: CON, COND-requires reading light (1/4), x1.5 END, +10 min, GEST, INC, LIM-result may only be into other text (1 1/2), MAT-1 hr/PS-craftsman-O-A-P-Hard

Base: 15

Active: 19

Modified: 19

Real: 2

Magic Roll: -2

Endurance: 6

Preparation: The mage has a special quill made from Gosshawk feathers, with a gold tip and several runes scratched into the length of the spine. A skilled craftsman could create such an implement in an hour or so, for a minimal fee. This pen may be used over and over again.

Casting: Inking the quill, the mage begins to read the text he wishes to disguise. As he does so, he recites the text he wishes to replace it with, writing it over the old with the special pen, which will glow with a strange golden light. At first, the pen will make no mark, but as the spell is nears completion, the old text will vanish, replaced with the new in a wash of scintillating luminescence that will fade when the magic is complete.

Results: The transformation attack will turn any text into any other text that the caster has committed to memory, as he will have to recite it while casting the spell. One die is easily enough to transform as much material as the caster can read/write and recite in ten minutes. Multiple applications of this spell will allow the mage to disguise entire volumes of material. A command word is woven into the spell that will cause the text to revert to its original form when spoken within the same hex as volume in question.

Notes: During casting, the mage will be absorbed in the rather complex casting procedure, rendering him unaware of the world around him and lowering his DCV to 0 for the 10 minutes it takes to finish the spell. By varying the command words and layering this effect, it is possible to put an entire book on one page. Unfortunately, blowing the magic roll means that the ink will not be enchanted, which could ruin most of the original text, so make sure you have copies...

Variations: Seeing as this spell is rather inexpensive, you could drop any number of limitations. Replacing the Variable Result advantage with Fast, and replacing the Conditional, Extra Time, Limited and Materials limitations with Limited-difficult magic roll would give you a spell that costs 4 Real points, with a -4 Magic Roll that will turn a text instantly into one other text chosen when the spell is written. This version is much faster, but loses a lot of the flexibility that makes the original so useful.

History: Mages are a secretive lot who have dedicated their lives to learning ancient mysteries that they are seldom willing to share. Spells like this help safeguard a wizard's accomplishments from theft by their rivals. This version was adapted by Stalker, master spy of Hawkton for use in affairs of a more mundane, but no less secretive nature.

INDIGNATION

Causes the victim to lose face to the caster

Results: 1/1/2/2 ranged Presence Transfer

Effect: Transfer(PRE)

Advantages: INVIS, RNG

Limitations: LIM-noncombat only (1/2), LIM-only against someone of lower station (1/2), MAT-1 day/PS:jeweler-I-I-P-Diff

Apprentice: SE-2d Pre Drain

Journeyman: x2 TIME, 1/2 END, SE-2d Pre Drain

Adept: x2 TIME, 1/2 END, SE-4d Pre Drain

Master: x4 TIME, 1/4 END, SE-4d Pre Drain

Base: 15/15/30/30

Active: 26/30/60/67

Modified: 26/37/75/100

Real: 5/7/12/17

Magic Roll: -3/-3/-6/-7

Endurance: 5/3/6/3

Preparation: The caster must be wearing a rather expensive jeweled brooch when he casts the spell. This brooch must be crafted by a master jeweler from the finest materials in accordance to the designs provided by the wizard, as the brooch contains a rather powerful rune concealed in the seemingly decorative patterns on its surface. Once the device is made, it can be used repeatedly with very little resultant physical deterioration.

Casting: Fixing the target with a steely gaze, the caster calls upon the inherent power of the brooch, a simple mental exercise that takes a full phase during which he is at half DCV. If the spell has been properly cast, the mage sizes up his victim, making some appropriately cutting remark about their station or deportment.

Backfire: Miscast, this magic has the opposite of its intended effect. The caster will appear foolish and his remark rude and unwarranted and his presence will drop for a short period of time.

Results: Providing the targeting roll is successful, the remark will strike at the very heart of the victims pride and self-confidence, putting him in his place, his presence dropping as the caster's is temporarily increased by a like amount. The intervals at which these values return to normal is dependent on which version of the spell is employed, as the higher levels have the Double Time advantage.

Notes: Due to the rather subtle social implications of this spell, it is useless in combat situations. It is only effective if the caster actually has some cause for indignation, and only works against targets of a lower social class or station. Unfortunately, this courtly magic is almost useless in any but a rather narrow range of situations. But in those instances, it can be a most potent tool. With invisible ranged effects, it cannot be detected under normal circumstances, so any results seem to be due to the casters obviously formidable presence. It can cause political rivals to back down and results in a temporary Presence boost that can be used by a skilled Orator to turn the tide of almost any debate in his favor.

Variations: For use in Presence attacks, replace the Limited effects with Gestures and Incantations and replace the Invisible advantage with Fast. This will be an obvious spell, but it can be used against anyone and takes a half phase to cast.

History: For time unknowable, wizards have acted on the affairs of court, often from the sidelines with spells like this one, which was devised for a Princess Citara. It has been used to bend the minds of men and has led to the downfall of several minor lords since it was penned.

INTOXICATE

Makes someone who is drinking drunk very quickly

Results: 1/2/3/4d Intelligence & .5/1/1.5/2d Ego Destruction

Effect: Destroy (INT)

Common Advantages: Delay

Common Limitations: +1 hr, COND-victim must be drinking (1), GEST, INC, LIM-takes effect at 1 pt/minute (1), LIM-fast recovery (1/2), MAT-1 day/Medical-O-A-P-Diff-1 sp

Base: 15/30/45/60

Active: 19/37/56/75

Modified: 19/37/56/75

Real: 2/5/7/10

Effect: Destroy (EGO)

Base: 15/30/45/60

Active: 19/37/56/75

Modified: 19/37/56/75

Real: 2/5/7/10

Total Cost: 4/10/14/20

Magic Roll: -4/-7/-11/-15

Endurance: 8/15/22/30



Preparation: The liver of a fruitbat must be extracted, dried and mixed with certain herbs. This takes a day to accomplish and requires a medical roll to find the liver. (Ever dissect a bat?) Bats are often hard to come by, and the herbs cost a silver piece to obtain. This mixture is enough for one casting and will keep for several months as long as it is kept dry.

Storing: A large tankard of ale is drawn and the caster pours the powder into it, pronouncing the mystic phrases of the spell and making several passes over the cup with his outstretched palm. He must then recite six verses to complete the spell. At the end of each, he takes a drink. If the magic roll is successful, the cup will be filled with water at the end of the hour as the caster has consumed the essence of the ale. He pours out the water and the spell is ready for use. If the Magic Roll is failed, the caste has just drunk half a tankard of ale mixed with bat liver and herbs, a decidedly unpleasant experience.

Casting: The caster must touch the intended victim for a half phase. This victim must be drinking. It need not be excessive, but he must be drinking while the spell is cast. A slight amber radiance flashes from the wizard's fingertips and the smell of ripe ale fills the air. The essence of the ale consumed earlier is released into whatever the target is drinking, making it very potent.

Results: As the victim drinks from the affected beverage the spell will break down his resistance so that he will begin to 'feel his drink' far more than can be accounted for by the amount of alcohol he has consumed. The Destruction will take effect at one point per minute until the full affects are achieved. While under the affects of this spell, the target will behave as if he is intoxicated. His speech will become slurred and his judgement will be seriously impaired. The lost statistics will return after a day has passed or the victim has four hours to 'sleep it off', whichever comes first (Hangover optional).

Notes: Touching the victim is, in effect, the targeting roll. It is fairly easy to carry this off in a crowded tavern, but the glow will be visible to anyone looking the caster's way who makes a perception roll at -2 unless they are watching the caster specifically, in which case their roll is at a +2 instead.

Variations: This particular version attacks the victim's mind. Other versions could easily affect the physical stats, or conceivably Presence and Comeliness. More potent versions exist which combine four or more of these effects into a single attack, but these should be very rare and will require the addition of some heavy limitations to bring the cost down to a reasonable level. Try replacing the Delayed Effect advantage with Invisible and drop the Gestures, Incantations and Extra Time in favor of x1.5 Endurance and Side Effects (2.5 dice of Intelligence Drain). With these changes, the spell is exhausting and risky to cast, but it takes only a phase and the effects are invisible, giving you greater flexibility as to where and when you cast it. You could also eliminate the Conditional (victim must be drinking) and/or Limited effect (takes effect at 1 pt/minute) by adding increased Endurance or Side Effects to make this a combat spell, but that makes it more dangerous than most gamemasters care for.

History: Even though Brother Degrin Harmon was a holy man, he was no stranger to the alehouse. He developed this magic so that would not be put at a disadvantage by his drinking partners. The good brother was widely travelled and put this spell to good use on many adventures. He probably taught it to many people while under 'spiritual influence'.

KITTEN

Conjures a tiger from a kitten

Results: Turns a kitten into a tiger

Effect: Summon (Tiger)

Limitations: +2 ph, x1.5 END, GEST, INC, MAT-No-O-A-Clumsy-2 sp

Summary: B:62/A:62/M:62/R:11/MR:-6/END:12

Preparation: The caster must obtain a kitten, which is worth about two silver if purchased on the open market. Kittens, being what they are, can be very awkward to have to carry around. Evil magicians might lock them in easy-to-carry cages, but most will have to deal with playful little balls of fur.

Casting: Taking the little beastie in hand, the mage must incant a rather difficult mystical cypher that includes the true names for 'young cat' and 'full grown tiger'. If recited correctly, requiring three full phases during which the caster is at half DCV, the kitten will begin to glow as the caster sets it on the floor and steps back.

It will seem to shift and flow as it becomes steadily larger, transforming into a tiger in a little more than one second. The mystical energies needed for this enchantment are considerable and will leave most casters exhausted.

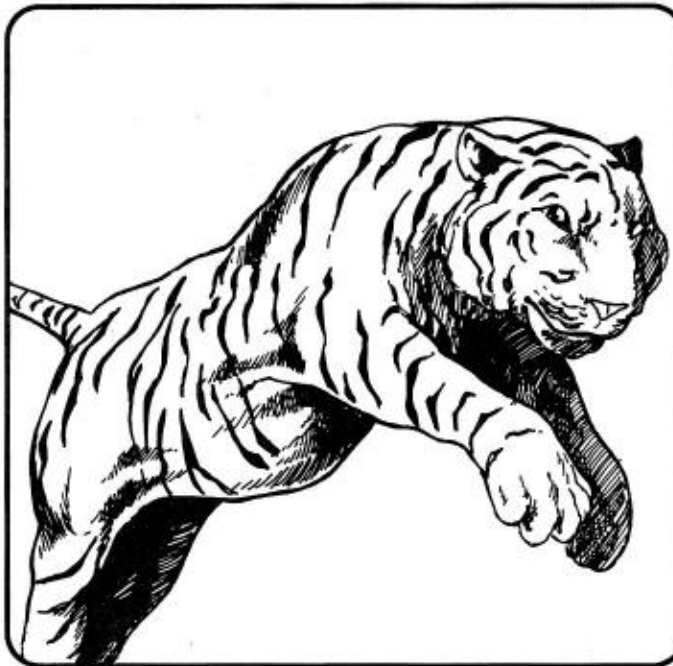
Results: As stated, this spell creates (summons) a tiger. There is no special bond between the tiger and the mage, so he will have to make his control roll as with any summoning spell to command the creature. Once the single task allowed by the spell is completed, the tiger will behave as any normal tiger would.

Notes: Unless you own a copy of the Hero-System *Bestiary* (a fine product available at your local hobby store or by mail order) you will have to use the statistics for the lion in the *FH* sourcebook.

Since the kitten is 'used up' during the summoning, the special effects of the spell are transformation even though this is actually a summoning spell. A generous Gamemaster could allow the same relationship that existed between the kitten and the caster to carry over to the tiger. This situation has advantages and disadvantages of its own (a playful tiger can be a major problem!).

Variations: This basic spell can be modified to transform just about any small creature into some analogous creature of larger size and ferocity built on 310 total points or less. Puppy, for instance, would turn a cute little puppy into a vicious, snarling wolf, and a tiny lizard would make a swell crocodile.

History: Mages are always looking for a way to get more for less, so the idea of getting tigers out of kittens would appeal to many practitioners of the art. A litter of pesky cats could become a formidable fighting force in a manner of minutes.



LAMP

Creates a useful light

Result: 4 dice of Images usable only for producing light

Effect: Images

Modifiers: Rend x1

Limitations: GEST-cast, INC-cast, LIM-illumination only (1.5), MAT-1 hr/PS:glassblower-O-A-P-Easy-1 sp, NoRNG, VIS

Summary: B:12/A:12/M:15/R:2/MR:-1/END:1

Preparation: A small globe of glass must be created by a glassblower. This globe must contain several layers of glass, one blown over the next, each tinted a different color. Such a task requires a skilled craftsman and one hour to complete.

Casting: Holding out a globe at arm's length, the caster calls to the light trapped in the glass, freeing it to illuminate his path. The spell is a simple one, taking a full phase to perform during which the caster's DCV is at half. If properly performed, this dweomer causes the sphere to glow brightly and hover in the air.

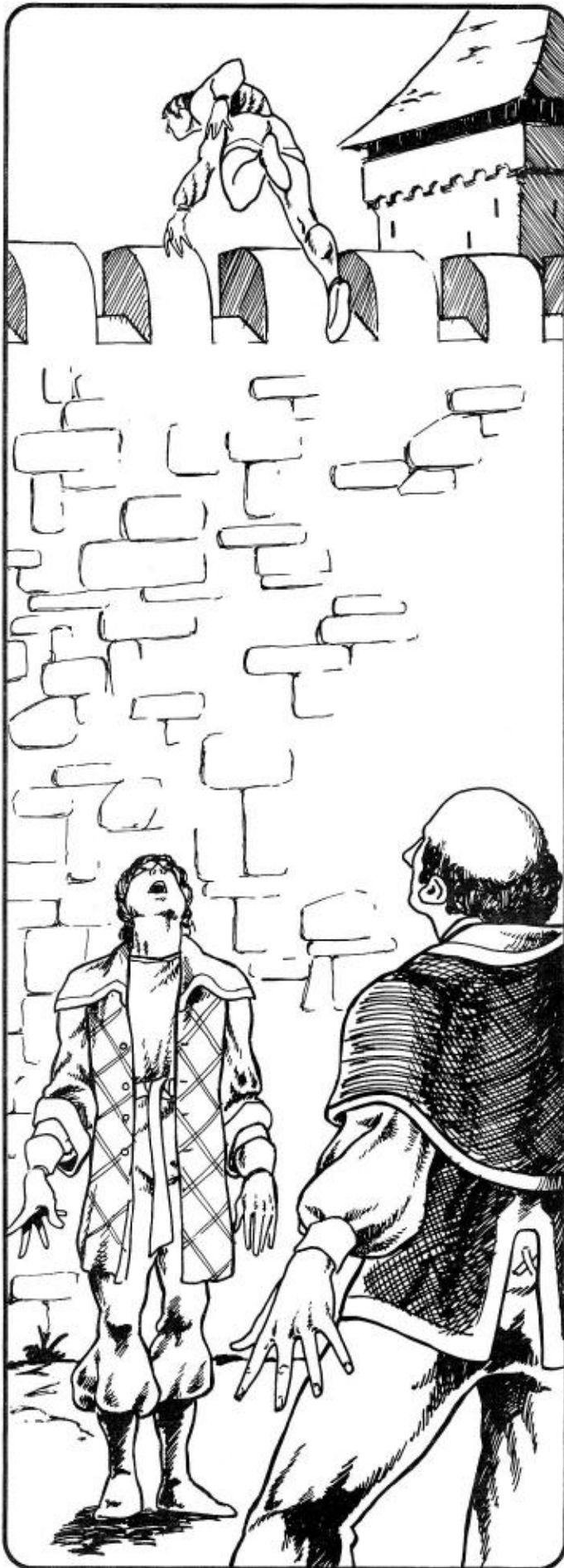
Results: The globe can be directed by the caster to anywhere in the same hex. It will follow him, maintaining a constant position until redirected. For instance, if commanded to float over the caster's shoulder, it will do so until it is told otherwise. The intensity of the light given off by the globe can be varied by the caster anywhere from the equivalent of a single candle to the blinding glare of a bonfire. The spell will remain as long as the caster continues to pay the endurance cost, or until he is stunned or knocked unconscious at which time the glass, and the spell, will be shattered.

Notes: Since the Visible and Obvious, Accessible Material limitations were taken, it will be obvious that the light is coming from the glass sphere. Any attack directed

against it at a penalty of -2 will break the glass and destroy the spell. The 'floating sphere' is a special effect, so any defensive maneuvers directed by the caster will not raise the OCV penalty beyond -2. Alternatively, you could treat the sphere as having a DCV of 2, which means it can dodge, rising the DCV to 5, but the caster would have to actively manipulate the spell, so he will lose one of his own phases, and a magic roll might be in order to maintain the spell.

Variations: It would be useful to be able to maneuver the globe at a range to light the dark corners of a cavern, for example. Your best bet would be replacing the No Range limitation with Side Effects (1d Dazzle). If you blow your magic roll, you will be temporarily blinded, but you will be able light any one hex within 60".

History: Wizards by nature study from ancient tomes and scrolls in a time with exceedingly poor lighting. Spells like this one have always been a staple of the magician's more utilitarian enchantments.



LEAP

Allows the caster to jump higher and farther than normal

Results: +5/10/15/20 Strength usable only for jumping

Effect: Aid (STR)

Advantages: Easy, Fast

Modifiers: Rend x1

Limitations: GEST, INC, INST, LIMIT-full, LIMIT-only affects jump distance (+1 1/2), MAT-1 turn-I-I-P-Easy, SELF

Base: 10/20/30/40

Active: 15/30/45/60

Modified: 19/37/56/75

Real: 3/5/8/11

Magic Roll: -1/-3/-4/-6

Endurance: 1/3/4/6

Preparation: Two dried grasshopper legs must be carefully wrapped in thread. One is tucked into each boot or shoe of the recipient. The entire process takes a bit less than ten minutes.

Casting: The caster speaks the word of power and gestures as though he were trying to jump and fly. If successful, the spell will cause the caster to be outlined in a peculiar green glow which is brighter around the legs, making them appear thicker and more powerful.

Results: With the temporary boost provided by the spell, the caster leaps, the distance being calculated from the adjusted strength. This leap must take place in the second half of the phase in which the spell is cast, or it is wasted. The spell allows an increase of several meters, which will allow most men to jump over walls or enemy battle lines. As soon as the leap is made, the increased strength is lost.

Notes: Remember that it is no easy thing to hurl yourself through the air to the top of some wall. You may require a targeting roll versus a DCV of 3 for the target hex, with a -1/3 hexes travelled modified by -1 to -5 based on the difficulty of the landing. You may also require a Breakfall or Dex roll to land properly. If this roll is failed, you may want to treat the landing as a fall of half the maximum height of the leap. Keep in mind that the character has paid points for the spell, and if you slam him into walls or drop him into pits every time he casts it he is likely to become quite cross with you.

Variations: There are two obvious improvements that can be made to the basic spell. The first is making it usable on others which can be done by eliminating the Self Only limitation and adding Side Effects (2d Blast), to represent a disastrous backfire of force which will crush the recipients legs, or x1 1/2 Extra Endurance. You might also want to have constant spell effects to allow several mighty leaps. In this case, eliminate the Instant limitation, add the Visible, x1 1/2 Extra Endurance and Side Effects (4d Blast) limitations. As long as the caster continues to pay endurance, the spell will remain in effect, assisting any leaps he wishes to make.

History: Manfred the Great developed this spell after being stymied by the wall of an ancient ruin. He saw a grasshopper jump and land near the top and reasoned that anything it could do...

LIGHTNING CALL

Conjures a bolt of electricity that will arc to metal armor

Results: 1/2/3/4d ranged killing blast with a +1/2/3/4 OCV versus targets wearing metal armor

Effect: Killing Blast

Common Limitations: COND-appropriate weather (+1), GEST, INC, MAT-1 day/PS:craftsman-O-A-P-Diff

Apprentice: SE-4d Blast

Journeyman: SE-3d Blast

Adept: SE-2d Blast

Master: SE-1d Blast

Base: 15/30/45/60

Active: 15/30/45/60

Modified: 15/30/45/60

Real: 2/5/7/10

Effect: Accuracy

Limitations: INST, LIM-Only vs/metal clad targets (+1), LIM-only adds to blast (+1), SELF

Base: 10/20/30/40

Active: 10/20/30/40

Modified: 10/20/30/40

Real: 1/2/3/4

Total Cost: 3/7/10/14

Magic Roll: -2/-5/-7/-10

Endurance: 5/10/15/20

Preparation: A lodestone must be acquired which is engraved with the mystic symbols for the four aspects of fire. These markings are intricate and complex, requiring a craftsman the better part of a day to complete. When this is done, the stone must be set out in a storm for at least an hour, at which time the spell is cast for the first time to 'charge' the stone. After the stone has been marked and charged, it may be reused indefinitely.

Casting: As long as there are clouds covering at least half of the sky, the caster may begin his spell by withdrawing the runestone and holding it high in both hands, reciting the Invocation of Thunder. The invocation takes a full phase to complete during which the caster is at half DCV. If the Magic Roll is successful, the caster's voice will become louder and louder, the final syllable becoming a thunderclap. A lightning bolt will come down from the heavens and strike the stone, then it will arc from the stone to the chosen target.

Backfire: If the mage falters, the bolt will not leave the stone, and he will suffer a tremendous shock, the intensity of which will be lessened as he gains expertise with this spell. Remember that the caster will not get any defenses against the Blast, so he is sure to take one or more body which will manifest as painful burns.

Results: Striking the target with the lightning bolt requires a targeting roll with the usual modifiers, with a +1 to +4 accuracy if the victim is wearing metal armor. If it misses, it will probably 'ground out' to the nearest tree, its power wasted.

Notes: This can be a devastating attack, particularly at the higher levels. One of the limitations states that appropriate weather conditions must exist. Depending on how much you feel you should limit this attack, you can interpret this as anything from a cloudy sky to a full-fledged storm, assigning a modifier of -5 to +3 to the Magic Roll to reflect the conditions under which the spell

was cast. Adding or subtracting up to a half die of damage would be appropriate in some cases, but be careful not to unbalance the game by throwing in too many arbitrary modifiers. The other tricky limitation is the one on the Accuracy effect which states that the bonus only applies to targets wearing metal armor. Since the real cost of the spell is so low, you would be completely justified in allowing only part of the bonus against victims wearing partial metal armor, reserving the full effect for people running around in full plate or standing in water. If you are feeling generous, you could add up to a die against these types of targets, but if you are going to do that, you should lower the damage against less than optimum targets to keep things fair.

Variations: Changing the Killing Blast to Blast gives you a less deadly spell that is more likely to stun your opponents. A nasty variant would be a 2/4/6/8 die Blast with a one hex area. The points work out the same, but coupled with the Accuracy it is almost impossible to miss. Sure, your damage is lower, but you can't have everything, can you?

History: One of the most basic forms of magic is elementalism, which is the basis for many Druidical religions above and beyond the numerous mystical orders that follow its tenets. A fairly common magic is that which brings the fury of the heavens to earth to smite those who would oppose the caster. Fast, easy, and very effective, the lightning-bolt spell has existed in hundreds of forms since the first storm swept the land, and its popularity is not likely to wane any time soon.



MASK

Allows the caster to change his features for a time

Results: 6/8/10/12 die Image disguises the caster's face

Effect: Images

Advantages: Fast

Limitations: CON-cast, GEST-cast, INC-cast, LIM-only changes the caster's features (+1.5), MAT-1 day/PS:woodcarver-I-I-P-Easy

Journeyman: Rend x1

Adept: Rend x2

Master: Rend x3

Base: 18/24/30/36

Active: 22/30/37/45

Modified: 22/37/55/79

Real: 4/7/11/16

Magic Roll: -2/-3/-4/-4

Endurance: 4/3/1/0

Preparation: A mask must be carved from a piece of virgin wood in the likeness of the caster. The mask is then dipped in pitch which is allowed to dry. The pitch may then be shaped to resemble the features of another. This device is not expended when the spell is cast, so it may be used over and over again.

Casting: The caster concentrates on the features of the mask. Speaking a word of power, he moves his hands across his face from top to bottom. If the spell is successful, the image of the new face will appear as he moves his hands. Even though this spell takes a mere half phase to perform, the focus required to manifest the power of the mask lowers the caster's DCV to 0, leaving him vulnerable for a brief instant as the spell takes effect.

Results: Once cast, the image of the new face will remain as long as the caster continues to pay endurance to maintain the spell or until he sleeps, is stunned or knocked unconscious. At the earlier levels, the endurance cost will limit the use of the spell to very short-term applications, but as skill is gained the facade can be kept up for increasingly longer periods of time. The mystic disguise is visible to anyone who sees the caster, but anyone whose intelligence is sufficient to penetrate the illusion will see the phantomlike image of the disguise superimposed over the caster's true visage.

Notes: The multiple required for this spell to operate successfully depends on how far the observers are from the caster and whether or not the caster is talking. Depending on the circumstances under which the image is observed you could require anywhere from a x1 for casual observation at a distance in a crowd to x4 for intense scrutiny during a conversation. Under most circumstances a x2 or x3 multiple will do the trick. Re-creating the features of a specific personage is tricky but possible, requiring a Disguise roll to mold the pitch properly and a secondary Magic Roll to carry it off. If the caster wants to be able to have several faces, he can carry multiple materials, choosing which face to wear when the spell is cast.

Variations: If the idea of being at 0 DCV even for a half phase has no appeal to you, and the concept of having to speak a word of power aloud strikes you as a nuisance, you are looking for the assassin's version. Eliminate the Concentration, Gestures and Incantations and add a 4d Comeliness Drain for Side Effects. If you blow the roll, your face will run like melting butter, but if you are hiding in the shadows, who's to know?

History: Many people would like to be able to change their clothes, their hair or their face at a moment's notice. With magic, all things are possible. This particular dweomer is a basic spell of the Illusionist's Sect of the Tornvay Magic School. Its uses range from the cosmetic to the devious and the downright sinister.

METAMORPH

Allows the caster to turn himself into any animal form

Results: constant shapechange

Effect: Shapechange

Advantages: CON, V/R

Limitations: +2 turns, GEST-cast, INC-cast, LIM-natural beasts only (+1), SE-3d Stun Drain, VIS

Journeyman: Rend x1

Adept: Rend x2

Master: Rend x3

Base: 20/25/30/35

Active: 35/44/52/61

Modified: 35/55/78/107

Real: 5/8/12/16

Magic Roll: -3/-4/-5/-6

Endurance: 7/4/2/1

Casting: The caster must sing a complex incantation while concentrating upon the power he is calling into himself. This is a powerful spell that requires a great deal of mystic energy. Casting takes two full turns and needs the magician's total attention, reducing his DCV to 0 for the entire time. When the song is complete, the caster must make his magic roll. If he succeeds, he will be surrounded by a nimbus of golden light which will become brighter as each transformation is made.

Backfire: If the magician fails to focus the power properly, it will build up within his body, causing a painful surge of energy that causes crippling pain, as though every muscle in the wizard's body had cramped all at once. Fortunately, this effect is temporary and the pain passes in a matter of moments as the power dissipates uselessly.

Results: As long as the caster continues to pay the endurance required to maintain the spell, he will be able to change form as often as once per phase. If he is stunned or knocked unconscious, the spell is broken which can be a major problem if the mage is in a form other than human as he will be unable to perform the Gestures and Incantations required to recast the spell. He will have to search out someone who can Dispel the magic or Transform him or he will be stuck in his new form forever.

Notes: This spell will allow the caster to change forms as many times as he wants. This can be very useful, as he can be a bird one minute and a bear the next, giving him the full range of abilities from the entire animal kingdom. Unfortunately, the book work can be a bit cumbersome unless you are using the rules for nonrelative shapechange. If the caster gets stuck in an animal form, he will eventually lose himself and become the creature mentally as well as physically, in which case it will be difficult to return him to his former self. The limited effect 'natural beasts only' means that the caster may only turn into naturally occurring creatures from the area in which the caster dwells. In most cases, a wizard can turn into birds and wolves, but not camels or dragons.

Variations: The two-turn casting time, the Gestures, Incantations and the Concentrate limitation can be devastating in certain situations. To compensate for one or more of these, you could add a Material of some kind, which can be worth a hefty bonus, especially if it has a Cost Per Use. You could change the Constant and Variable Results to Easy and Immediate, which would limit you to one form, but you could change instantly. Several of the limitations are also worth more on an Instant spell, so the spell will end up costing less.

History: Spells that allow a wizard to change form are fairly common, and duels between shapechanging magicians are featured in some of the most engaging legends of our time.

MIND MASK

Shields the mind, providing long-term protection against psionic effects

Results: +5/10/15/20 Mind Defense and a -2/4/6/8 Obscure

Common Advantages: PER

Common Limitations: CON-cast, +10 min, MAT-1 day/

PS:silversmith-1-I-Hard-1 sp, SE-2d Mind Attack

Apprentice: Rend x1

Journeyman: Rend x2

Adept: Rend x3

Master: Rend x3

Effect: Mind Defense

Base: 5/10/15/20

Active: 6/12/18/25

Modified: 7/18/31/44

Real: 1/4/6/9

Effect: Obscure

Limitations: SELF

Base: 5/10/15/20

Active: 6/12/18/25

Modified: 7/18/31/44

Real: 1/3/6/8

Total Cost: 2/7/12/17

Magic Roll: -1/-2/-4/-5

Endurance: 1/1/1/1

Preparation: An unspent silver coin must be stamped with half of the caster's name-rune on each side. The caster must then sleep with this coin beneath his head, wrapped in a square of white silk for at least six consecutive hours. Upon awakening, the coin is ready for use, and he may cast his spell.

Casting: The mage holds the coin against his forehead, singing the verse which contains the words of power that will form the spell. This verse takes ten minutes to recite, during which the caster is so absorbed in his casting that he is unaware of the world around him, lowering his DCV to 0. If the verse is successfully completed, the coin will shine for a moment with a pure white radiance. It may then be secreted anywhere on the caster's person. When the spell is released or dispelled, the coin will turn to a corroded base metal, becoming absolutely worthless.

Backfire: Miscasting the spell causes a painful backlash of psycho-mystical energies that will cause the caster a great deal of pain for a brief moment, like a sudden, very intense headache.

Results: For as long as the caster retains the coin and continues to pay the minimal endurance cost, the spell will remain in effect. It will shield the caster's mind, making him difficult to locate magically and increasing his resistance against mental attack forms and spell effects. Since it is persistent, the spell may be kept up for hours, so long as a slot remains open, and the coin remains in the caster's possession.



Notes: A surprisingly handy spell, Mind Mask is best cast in the morning. The magician's mind is then protected from intrusion throughout the day. Being persistent, there is no reason the spell has to be shut off at night except to give the caster a rest from the constant endurance expenditure. For this very reason, you may want to limit the number of hours the caster may keep the spell in effect so that it is not always up. One of the ways you can do this is to make the caster pay something like one point of long term endurance per hour that cannot be recovered until the spell is shut down.

Variations: Defense could be substituted for Obscure to create a general magical protection. You could also remove the Concentrate and Extra Time by adding a couple of extra dice of Side Effects or one die and Visible, which would create a silvery nimbus about the recipient's head throughout the spell's duration. This would allow you to get the spell up much faster in case of emergency. Changing the Persistent to Fast would make casting quicker still, and it would change the value of the limitations on the spell, allowing you to add Gestures and Incantations and drop the Side Effects and Hard to Find Material. Then you could use any old coin when creating your material, and the spell could be cast in a half phase, but if the caster sleeps, is stunned or knocked unconscious, the spell will collapse, leaving him unshielded.

History: A good offense is often useless unless a magician has the foresight to see that he has a good defense. Diamond the Capricious, an elven enchantress known for her caution, prepared this magic after being the target of several annoyingly curious wizards who discourteously invaded her privacy on numerous occasions.

MULTIPLY

Creates duplicate Images of anything the caster can see

Results: 8/10/12/14 dice of Images in up to 1/2/7/16 hexes

Effect: Images

Limitations: GEST-cast, INC-cast, LIM-requires light (+1/4), LIM-only objects one hex or smaller (+1/2), LIM-may only create multiple images of objects already present (+1), MAT-1 day/PS:gemcutter-I-A-Diff, NoRNG, SE-1d Dazzle

Journeyman: D/A x1, Rend x1

Adept: I/A, Rend x1

Master: I/A, D/A x1, Rend x2

Base: 24/30/36/42

Active: 24/37/54/63

Modified: 24/46/67/94

Real: 4/7/10/14

Magic Roll: -2/-4/-5/-6

Endurance: 5/3/5/3

Preparation: An amulet must be cut from 'living amber', which is a form of petrified tree sap in which an insect has been trapped. It is rare, but not unknown, and seeking the raw material could end up being the basis for an entire adventure. A gemcutter must craft the amber into a multifaceted shape. The amulet must be worked in darkness, and stored in a sealed container between sittings so that no light shines directly upon it. Each facet is marked with a rune and when the whole is completed, it is held so that it catches the last ray of the setting sun. When this has been done, the amulet may be worn and can be used repeatedly so long as it is not returned to the darkness for three or more days in a row which will destroy the magic and necessitate the creation of a new material.

Casting: The caster focuses his will upon a single object or being, reciting a simple spell as he forms runes of power with the movements of his hands. To use this magic, he has to be wearing the amulet and must have the equivalent of torchlight or better to see by. For one phase, he must compel the amulet, embedding the chosen image within it. This process can be difficult and will cut the caster's DCV in half for the entire phase. If he completes the spell successfully, he may cause as many duplicates of the chosen object as he desires to appear at any point within the spell's area.

Backfire: A blinding flash of light sears the caster's eyes, causing him to see nothing but the intended target of the spell for several seconds, burned into his retina as though he had stared at it for hours. This phantom image may endure for several hours but is no more than a nuisance once the initial effect has worn off.

Results: The images created by this spell will remain as long as the caster continues to pay endurance to maintain them. If he is stunned or knocked unconscious, the images will flicker and vanish. They may be seen by anyone within line of sight, but those whose intelligence allows them to penetrate the deception will be able to tell the difference between the original object and its duplicates.

Notes: Crafting a convincing visual illusion can be very difficult. A secondary magic roll after is required to duplicate the chosen object accurately. A modifier of -5 to +3 should be applied, based on the complexity of the object and the wizard's familiarity with it. For instance, a simple door would be worth a +3, while trying to duplicate an incoming demon would warrant a -5. Even if the mimicry is successful, the caster must spend his phases orchestrating the images if he wants them to move believably. Using this spell to best effect requires some thought, but the results can be very impressive. Putting a duplicate of a door over the entrance to a corridor or a second bridge over a chasm for instance...

Variations: You can be rid of the Gestures and Incantations by adding another die to the Side Effects. Lowering the limitation that requires the duplicated object to be present by adding a turn to the casting time allows the mage to produce multiple images of objects that he is already familiar with.

History: Mysterion, ancient master of Illusion used this magic to confuse his enemies, giving his allies extra time to drive home their attack. Since then, it has fallen into the hands of other magicians and exists in many forms throughout the land.



NEEDLES

Blinds those within the target area with flying shards of wood

Results: 2/2/3/4 dice of Dazzle in a 1 hex/2"/3"/4" radius

Effect: Dazzle

Advantages: Area, Delay

Limitations: COND-not vs/opponents with armor in area 3 (+1/4), +10 min, GEST, INC, MAT-1 day/PS:woodworker-O-A-P-Diff

Journeyman: RAD

Adept: RAD

Master: RAD

Base: 20/20/30/40

Active: 20/30/45/60

Modified: 20/30/45/60

Real: 4/6/9/12

Magic Roll: -2/-3/-4/-6

Endurance: 4/6/9/12

Preparation: Shards of wood must be gathered from a tree which has been struck by lightning. Each piece is cleaned and marked with one of the word runes that make up the spell, requiring almost a day for a skilled woodcarver to accomplish. When this is done, the pieces are intertwined so that they make a roughly spherical ball of wood whose components collectively contain all of the elements of the spell. This ball can be used repeatedly, but it must be handled carefully for its structure is a bit fragile and mishandling could cause it to come undone. This can be avoided by dipping the whole in lacquer or pitch, but most thaumaturges argue that this lessens the potency of the resulting enchantment.

Storing: The caster sits cross-legged, holding the ball of wood in both hands. Slowly, he recites the power words which comprise the spell. As he does so, the shard of wood upon which that word is scribed begins to glow. By the time the incantations are complete, which takes a full ten minutes during which the caster is at half DCV, the entire globe is blazing with a golden light. If the caster makes his Magic Roll, the glow will fade, and the spell is ready for use.

Casting: Taking out the shard sphere, the caster mentally selects a target spot anywhere within his line of sight, pointing the wooden ball at it with an outstretched arm. Pronouncing the first and last words of the spell, he invokes the latent energies of the stored magic, a simple matter that only takes a half phase during which the caster retains his full DCV. Amber light will shimmer through the sphere as the word runes activate in sequence, mimicking the casting procedure. With a crack of thunder, hundreds of tiny wooden needles will burst from the chosen target location, filling the air within the effected area with blinding shards of wood.

Results: A standard area effect targeting roll is required to accurately position the spell effects. Missing with this particular magic could be very nasty, so caution is advised. Anyone within the area of effect will be affected by the Dazzle, which is defined as flying fragments of wood. For this reason, anyone with armor in area three will be unaffected by this spell. Those who lack such protection will find one or more of these shards in their eyes, causing temporary blindness that lowers their DCV to 0 for one or more phases.

Notes: Since the conjured fragments are not really made of wood, they will dissipate as soon as they have caused their mischief. Not entirely physical, they cannot cause permanent blindness although victims often complain of soreness for several days after being affected by this spell. If the victim or victims have good reason to suspect what is coming when the spell is being cast, you could allow them to make a Dex roll to cover their eyes, but they would lose their next phase to do so. This will protect them from the spell, but they will lose a phase anyway. Or if you have a vicious streak, they lose the phase AND the mystic shards pass right through their hands.

Variations: Having to lug about a ball of twigs can be a real pain in the neck. You could opt to eliminate the material entirely by raising the endurance cost to x2 and adding a 6d Blast as a Side Effect. You won't need the sphere, but if you fail your Magic Roll, the spell will literally blow up in your face.

History: Colin Edra Lythan, chieftain of the Druidical plainsmen used spells like this to convince outlanders that they had best keep to themselves and leave the tribes in peace. They worked like a charm, and Colin's people remain independent to this day.



NEUTRALIZE

Creates a zone of protection from demoniac magic

Results: 2/3/4/5 dice of suppress in a 2/3/4/5" radius

Effect: Suppress

Advantages: Area RAD

Modified: Rend x1

Limitations: CON-cast, +10 min, GEST-thru, INC-thru, LIM-only vs. demons (+1.5), MAT-1 hr/Magic-S-Easy-2 sp, NoRNG, VIS

Base: 20/30/40/50

Active: 40/60/80/100

Modified: 50/75/100/125

Real: 5/7/10/12

Magic Roll: -4/-6/-8/-10

Endurance: 4/6/8/10

Preparation: Casting this spell requires a circle of protection. Since this is technically a material, which is static and expendable, it must be drawn every time the spell is cast. The circle is made with silver dust, which costs about 2 sp, and takes an hour to create. At the end of the hour, the caster must make a Magic Roll. If he fails, he must start all over again. If he succeeds, the circle is ready for use and may be used at any time as long as the dust is not disturbed.

Casting: Once the circle is complete, the caster begins the complex ritual necessary to imbue the circle with the power needed to activate the latent energies of the runes. This process takes ten minutes during which the caster is so involved in his work that his DCV drops to 0. If the caster makes his Magic Roll, the circle will

begin to shine with a brilliant argent light, but if he fails, he must begin again. This light will remain for as long as the spell is in effect.

Results: As long as the caster spends the endurance required to maintain the spell, any spell or magical effect of demoniac origin activated in the area of effect will be significantly less powerful. The area of effect will be centered on the circle of runes, and the caster must stand in the center of the circle so he will be right in the middle of the area of effect. If the caster is stunned, knocked unconscious, or fails to maintain the gestures and incantations that are required throughout the spell's duration, the magic will be broken, and the silver dust will turn to lead.

Notes: Since the material is static and the caster must continue his gestures and incantations, this spell is only useful in certain situations. If you know you are going to be attacked by demonic forces and you have plenty of warning, this spell can be a lifesaver. It will not work against anything but demon-magic, but at your option it could work against magic powered by demons, like the spells used by demonologists.

Variations: If you want a more universal enchantment, eliminate the Limited Effect so that it will act against all kinds of magic. You may also want to add a couple of levels of Reduced Endurance to the higher levels of this spell so that it can be kept up for longer periods of time. You could also change the Material to something portable. To balance these improvements, you can add Side Effects. Blast or Summon would work equally well. Imagine casting a protective circle and calling up an imp by mistake...

History: As long as there have been demons, there have been spells to summon them and spells to protect against them. This is one of those intended to defend a magician against the dark powers.



NIGHTFLIGHT

Provides a covert form of long range transportation

Results: 10/15/20/25" cloaked levitation at a -1/2/3/4 to Perception rolls

Common Limitations: CON, +10 min, GEST-cast, INC-cast, MAT-1 day/PS:silversmith-O-A-P-Dang, SE-3d Str Drain

Journeyman: Rend x1

Adept: Rend x2

Master: Rend x3

Effect: Levitate

Base: 20/30/40/50

Active: 20/30/40/50

Modified: 20/37/60/87

Real: 3/5/8/12

Effect: Cloak

Base: 10/20/30/40

Active: 10/20/30/40

Modified: 10/25/45/70

Real: 1/3/6/9

Total Cost: 4/8/14/21

Magic Roll: -3/-5/-7/-9

Endurance: 6/5/3/2

Preparation: The mage must have a white or light grey hooded robe crafted of the finest materials with a silver clasp. The clasp must be inscribed with a line of mystic runes along the outside edge which are similar to the runes used on tombs, compelling the spirit to depart the body. Such work must be done by a skilled silversmith and requires precise work that takes several hours to complete. When the robe is made ready, it must be soaked in water which has been mixed with the spinal fluid of a recently deceased human or humanoid. The robe is air dried and carefully folded as the caster sings the appropriate verse. This robe may be reused as often as the magician desires, so long as it is never seriously damaged.



Casting: While wearing the robe, the caster begins to sing the words of the spell while slowly extending and raising his arms, palms upward. He must focus his consciousness so that he can free his spirit to allow movement unrestricted by the pull of the earth. For ten minutes the mage must chant, his concentration so absolute that his DCV is lowered to 0; he is rendered completely unaware of his surroundings. Successfully performed, this ritual will cause a hazy mist to envelop the caster, lifting him into the air and making his outline indistinct, beguiling the vision of those who look upon him.

Backfire: Improperly cast, the spell will cause an imperfect separation of body and soul, resulting in a numbing weakness that is mercifully temporary.

Results: The caster's spirit will be given dominance and freedom, so that it may carry the physical body through the air to the desired destination. He may fly at the indicated movement rate, or at double this speed if out of combat, but he will be at 0 DCV as long as the spell remains in effect. Fortunately, the Cloak effect will make him effectively invisible to all but the sharpest eye, so combat should not be a concern. If the caster stops paying endurance or is stunned, the spell is broken and both effects will stop, often with disastrous consequences.

Notes: Nightflight is very useful for travelling relatively long distances, especially at the higher levels. The combination of effects provide a wide margin of safety to those who prefer to travel clandestinely. If the caster flies at a reasonable altitude, the range modifiers for sight will combine with the cloak, making it nearly impossible to be spotted. Just remember the dangers of unconsciousness at these heights, it's not like falling out of bed. It might be a good idea to purchase the Float spell for just such an eventuality.

Variations: If you are more concerned with physical safety than secrecy, simply replace the Cloak effect with Protection from ranged weapons, Shield or Ward. You will be visible, but well-defended. More powerful versions of this spell are known to exist that add the Shield and Adaptation effects. This will enable the caster to fly at very high altitudes where he would normally have trouble breathing, but it raises the real cost dramatically. You get what you pay for.

History: Diamond is known to have a strong aversion to horses, which is doubtless the motivation behind her virtual library of spells which provide alternate forms of conveyance, saving her from the unpleasantness of extended equestrian adventures.

NIGHTMARE

Conjures a hideous nightmare for a sleeping victim

Results: 2/4/6/8 dice of Mind Attack through a 3/6/9/12 die Locate
Effect: Locate

Common Limitations: CON, x1.5 END, +10 min, GEST, INC, LIM-only when target is sleeping (+1.5), MAT-1 hr/Magic-O-A-P-Easy, SE-1d Stun Destruction

Limitations: INST

Base: 30/45/60/75

Active: 30/45/60/75

Modified: 30/45/60/75

Real: 3/4/5/7

Effect: Mind Attack

Base: 20/40/60/80

Active: 20/40/60/80

Modified: 20/40/60/80

Real: 2/4/6/8

Total Cost: 5/8/11/15

Magic Roll: -5/-8/-12/-15

Endurance: 15/25/36/46

Preparation: To cast this spell, the caster must have a special headband made from a length of black silk. Intricate runes must be sewn with silver thread, a process that takes a full hour to complete, during which the caster must recite a simple incantation. When the headband is complete, the caster must make a magic roll. If he fails, the silk bursts into flame. Otherwise the Material is ready for use, and may be used again and again.

Casting: The magician ties the headband about his forehead as he begins the chant required to focus his energies to perform the spells. Casting this dweomer is a strenuous process that takes 10 minutes, during which the mage is at 0 DCV. When the incantations are complete, the caster makes his Magic Roll. If he succeeds, the dark side of his spirit rises out of him, an evil phantom that glows with an unholy light. In a moment, it flies off towards its chosen victim.

Backfire: If the caster fails his Magic Roll, his darker side is released to wreak havoc on his subconscious. This causes horrible psychic damage as the black phantom rips through the magician's mind. It takes anywhere from a minute to an hour for the caster's mind to absorb the evil creature, but the damage will last much longer.

Results: The phantom seeks out the victim chosen by the caster, using the power of the Locate to find him. If the Locate gets less than x3 effect, the rest of the spell is useless. Otherwise, the Phantom finds its target. It appears as a shadow, with horns and claws. If the victim is awake, it dissipates like smoke, but if he is asleep, it glides into his body. The victim will experience a horrible nightmare that causes massive psychic damage. Roll the damage for the Mind Attack and the spell is over, having worked its magic.

Notes: Even though the caster need not have line of sight, the victim must be within range for both effects to work. Obviously, this spell is only useful under fairly specific circumstances. At the higher levels, it can knock out the victim, so that he is harder to awaken. This can be useful if you are planning to attack a keep and want to take out the captain of the guard before the attack.

Variations: If you have a lot of extra points, you can take off the Instant limitation on the Locate and add the Constant advantage to the Mind Attack. This will allow you to keep up the attack as long as you keep spending endurance. You may want to lower the endurance cost. This can be done by making the Material expendable.

History: There is a creature that dwells within each of us. Many years ago, a powerful wizard devoted himself to purging his inner demons. Instead of destroying them, his spell set them free. He was killed by his own subconscious and it was centuries before his research was unearthed. This magic is the result of his work.



NIGHTSIGHT

Allows the caster to see at night as if it were day

Results: provides the caster with nightsight

Effect: Perceive

Modifiers: Rnd x2

Limitations: +1 turn, GEST-cast, INC-cast, LIM-night vision only (+1), MAT-1 turn-O-A-P-Hard, VIS

Summary: B:20/A:20/M:30/R:5/MR:-2/END:1

Preparation: The mage must obtain an owl feather, which he fashions into a simple amulet by wrapping the base with cord with a loop at the end which is fed through a second cord or chain so that it can be worn. This entire process is very simple, taking less than a minute and requiring no special skill or equipment, which is fortunate, because the feather token is destroyed when the spell is finished.

Casting: Grasping the amulet, the caster recites an invocation to the night spirits, attuning himself to the darkness in an attempt to overcome it. These incantations take a full turn to complete, during which the wizard is at half DCV. When and if they are successfully performed, the feather will glow ever so slightly, and the caster's eyes will become reflective, like those of the owl from which the feather was taken.

Results: As long as he wears the amulet and continues to pay endurance to maintain the spell, the caster will be able to see in the dark as though he were born to it. The peculiar glimmer to his eyes will persevere throughout the spell's duration, and the feeble light which comes from the feather will make it obvious to any onlookers that the amulet is the source of the enchantment. If the caster stops paying endurance, is stunned, knocked unconscious or a successful dispel is cast upon him, the feather will burn up, and the spell will be cancelled.

Notes: The low endurance cost will allow the caster to keep this spell in operation almost indefinitely. It is not persistent, nor is it bought down to zero endurance, so you must assume that the caster must devote some attention to the spell to keep it going. If he devotes his full attention to some other task (like casting another spell that has the Concentrate limitation) you might require a Magic or Ego Roll to maintain this magic. Remember, there is no bonus to the caster's Perception roll with this particular spell because of the Limited Effect that restricts its usefulness to providing nightsight. It is also limited in that it will only adjust for normal darkness, up to that of a starless night. More intense forms of darkness, like those encountered underground or the results of some magical effects will be as normal darkness to those under the effects of this spell.

Variations: More powerful versions of this spell could be based on thirty points to allow the caster sight in any form of darkness, no matter how intense. The Affects Others limitation would be very useful as the mage could bestow the effects of his spell on his companions, as limited by the number of spell slots he has available. Area Effect overcomes the slot problem, but can be very expensive. Side Effects (Dazzle) would be an ideal limitation if you need something to bring down your real cost, but be careful not to use too many dice or you could find yourself blind for dangerously long periods of time.

History: Orion Starmage drew his power from the heavens, which forced him to do most of his adventuring at night. This spell was penned after an unfortunate encounter where one of his compatriots was nearly killed because he could not ready his weapon quickly enough with a lantern in his hands.



OPEN

Causes locks and seals to burst

Results: 1/2/3/4 die no range killing blast versus locks and seals

Effect: Killing Blast

Limitations: CON, +1 turn, GEST, LIM-only on closures (+1.5), MAT-1 day/PS:sculptor-O-A-P-Hard, NoRNG

Base: 15/30/45/60

Active: 15/30/45/60

Modified: 15/30/45/60

Real: 2/4/6/8

Magic Roll: -1/-3/-4/-6

Endurance: 3/6/9/12

Preparation: A key must be carved from jade and hung from a chain of pure gold. It is crafted to a specific pattern and requires the full attention of a master artisan for a week or more to complete. This kind of skilled labor is often very expensive and may cost quite a few silver in addition to the price of raw materials themselves. When the key is ready, it is marked with a simple rune of opening. Thereafter, it may be used as often as the caster desires.

Casting: Holding out the key in the left hand, the caster makes a circling motion with the forefinger of his right, and as the spell is concluded he thrusts the key toward the lock. This process takes a full phase, during which the caster is at half DCV. If properly executed, the energies of the spell will accumulate in the key, causing it to shine with an emerald radiance that becomes steadily brighter, finally emerging as a burst of power that strikes the lock with a blinding flash.

Results: The chosen lock will be damaged by the Body done by the spell. This may well cause it to break or disintegrate, depending on the size of the lock and how much damage was done.

Notes: Depending on how exacting you are with the rules, you may require a 'to hit' roll be made against the lock. It is recommended that you forgo this technicality and consider the attack an automatic action as it is against an inanimate object specified in the spell description. When determining the spell's effects, refer to the section entitled 'breaking things' on pages 92 & 93 of the *Fantasy Hero* rulebook. You can see that most metal locks have a defense from four to nine, depending on the material from which they are made, and between one and five body, depending on their size. When in doubt, consider the average lock to have a five defense and two body. Doing half a lock's body will break it, which will allow the closure to be opened on an 11-, bringing the lock to 0 body destroys it, and doing double the lock's body disintegrates it. Keep in mind that this enchantment does not blow open doors and portals, it merely damages their locks, so a door that is swelled shut or a granite lid on a tomb would be unmoved by the effects of this spell. Locks will be unusable after being opened by this spell, their mechanisms destroyed by the spell's energies.

Variations: The basic structure of this spell could be used for any number of specialized destructive effects. Only versus swords is a good one, but you might also want to try saddles, doors and shields. Getting a hold of a jade key can be a problem that you can eliminate by replacing the Materials limitation with x1.5 endurance and Side Effects (7d Blast). The resulting spell will be risky to cast and exhausting to use, but it will save you several gold.

History: Greymark (the Great and Powerful) devised this enchantment to allow him access to the knowledge kept in the vaults of Oram. Through the use of this spell he was able to acquire the Book of Carm and quite a few coins in the process...



PASSAGE

Allows caster to pass through normal barriers

Results: Transports caster past one barrier in his own hex

Effect: Clairvoyant

Common Limitations: CON, x1.5 END, GEST, INC, LIM-range is limited to caster's hex (+1.5)

Limitations: INST

Effect: Transport

Total Cost: 10

Magic Roll: -3

Endurance: 15

Summary: B:30/A:30/M:30/R:6

Casting: Standing before a barrier such as a wall, a door or a gate, the caster places himself into a trance that lasts a full phase during which the caster's DCV drops to zero, and he loses all awareness of the world around him. While in this trance, he forces himself to believe that there is no barrier before him. He recites a mantra to focus his concentration as he draws the outline of a door with his hands in the air before him. If he casts the spell successfully, his subjective reality becomes fact. If not, he simply walks into the wall. (ouch!)

Results: The barrier will become mist-like, allowing the caster to see through it as though it does not exist. He may then step through to the other side. To those watching, the mage will become as a phantom, walking up to and then passing through the chosen obstacle.

Notes: Passage is a fairly straightforward magic. It is designed to help circumvent normal barriers when brute strength is not enough or is not available. The Clairvoyance allows the caster to see beyond the barrier so that he may transport there. If there is not enough light on the other side to see or if the barrier is more than two meters thick, the spell will not work at all.

Variations: Even though this helpful little dweomer is fairly inexpensive, you may want to bring down the cost even further. This can be accomplished by adding Extra Time, Side Effects, or a Material. If you have points to burn, adding a one hex Area will produce a spell that will allow the caster to transport everyone within a meter of him. This can be offset with the Extra Time (+1 phase) and Side Effects (2d Stun Drain) Limitations to bring the real cost back down to 10, but your Magic Roll will still be at -4, and the Endurance cost will be a whopping twenty two points.

History: Created by Terek Rodent-Fingers, self-proclaimed 'King of Thieves', this spell proved very profitable, allowing Terek to retire as Guildmaster of Rodmund at an unprecedented age. Others have used similar enchantments throughout the years, but none with the panache attributed to this master thief.

PHANTASM

Creates a powerful deception with both audible and visual components

Results: 4/7/10/13 dice of Images in a 1/2/3/4" radius and 4/6/8/10 dice of Sounds in a 1/2/2/3" radius

Effect: Images

Common Advantages: RAD

Common Modifiers: Rend x1

Common Limitations: CON-cast, GEST-thru, INC-thru, MAT-1 day/PS:craftsman-O-A-Hard-1 sp, LIM-full power only (+1/4), SE-3d Mind Attack

Base: 12/21/30/39

Active: 18/31/45/58

Modified: 22/39/56/72

Real: 3/5/7/9

Effect: Sounds

Base: 12/18/24/30

Active: 18/27/36/45

Modified: 22/34/45/56

Real: 3/4/6/7

Total Cost: 6/9/13/16

Magic Roll: -4/-6/-8/-10

Endurance: 3/6/8/10

Preparation: For every use of this spell, the mage needs a prism and a miniature silver megaphone. Both of these must be fashioned by skilled craftsmen and often require as much as a day to prepare at a cost of a silver a piece or more. These components are used up when the spell is completed.

Casting: Holding the prism in one hand and the megaphone in the other, the caster must concentrate on the illusion he wishes to create for a full phase, during which he is DCV zero. He mutters a short incantation that serves to attune the materials to the image in his mind, causing it to manifest. If he casts successfully, the mage seems to flicker, as though lit by a strobe-like, bluish light. The prism and megaphone glow with this same gossamer radiance, and the desired phantasm will appear anywhere the caster directs.

Backfire: The illusion will seem to come alive and attack the caster, pummeling at his subconscious. This will cause some temporary damage to the magician's psyche that heals quickly.

Results: A phantasm of the caster's choice will emerge anywhere within the spell's considerable range. It may be as large as the radius of the spell, but can be smaller if the mage so desires. He must actively direct the energies of the enchantment for as long as the spell is in effect, maintaining the gestures and incantations and paying the required endurance every round. If he fails to do so, is stunned, knocked unconscious or one of the Materials is taken, the phantasm will simply stop, fade out and disappear.

Notes: This spell is a relatively powerful illusion, useful for harassing and confusing your opponents. As it stands, the Sounds effect is slightly less powerful, which means the caster will have to be careful to avoid complex effects such as conversation and music. He should also try to keep the source of these noises near the center of the illusion as the radius of the Sounds is a little smaller than that of the Images. The Images and Sounds the caster creates should be things he is familiar with. Trying to craft a convincing phantasm from a description, painting or a sketch is very difficult and will most likely lower the effectiveness of the spell by one rank. Remember, Images cannot be touched, so throwing a rock through the incredibly realistic dragon will make it much easier to disbelieve.

Variations: One of the most obvious would be switching the Images and Sounds, which will shift the emphasis of the spell ever so slightly. Eliminating the Material would be very difficult, but you could use the Limited Effect limitation to make the spell a specific illusion, which would give you the kind of bonus you need.

History: Anduran has never had much, but he has never needed anything but his guile and his magic to get by. His palace is a maze of the real and the unreal, and some of his closest friends are illusory. He wrote this spell to reinforce the armies of Torack during the Second War of Light.



PIT

Convinces the target that he has fallen into a pit

Results: 6/8/10/12 die Illusion of falling into a pit

Effect: Illusions

Advantages: Fast, INV

Modifiers: Rend x1

Limitations: LIM-only illusion is falling into pit (+1.5), MAT-1 day/PS:gemcutter-I-I-P-Diff-8 sp

Apprentice: SE-4d Mind Attack

Journeyman: SE-3d Mind Attack

Adept: SE-2d Mind Attack

Master: SE-1d Mind Attack

Base: 30/40/50/60

Active: 45/60/75/90

Modified: 56/75/94/112

Real: 7/10/14/17

Magic Roll: -4/-6/-7/-9

Endurance: 4/6/7/9

Preparation: An amulet in the shape of an eye must be crafted by an expert gemcutter out of rare quartz. Once completed, the mage must wear the eye for a full week before it can be used. Due to the powerful energies used by this enchantment, a single Casting will burn out the amulet.

Casting: This spell is difficult to cast, but takes only a half phase during which the mage's DCV drops to half. The wizard focuses on his chosen victim, projecting his thoughts through the crystal eye. If the mage makes his magic roll and an Ego Combat roll, the Illusion gets through.

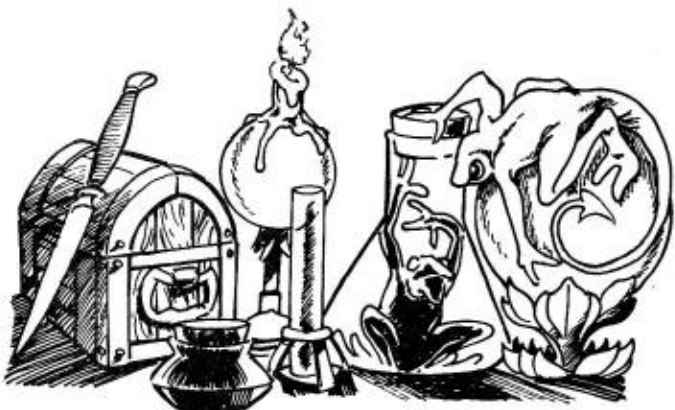
Backfire: Miscasting the spell causes a massive psychic feedback that turns the spell effects on the caster. The mage will feel a rushing sensation and then he will see the floor of a pit coming directly at him. The imagined impact causes very real pain that may result in 'phantom pain' that can last for weeks.

Results: The victim will believe that he has fallen into a pit. When the caster decides that the victim has hit bottom, he may take some damage from the imagined pain of the fall. After that, the poor sap will believe himself to be trapped at the bottom of the pit. The spell will last as long as the caster continues to pay endurance to maintain it. If he fails to do so, is stunned or knocked unconscious, the spell is broken, and the crystal eye shatters.

Notes: Fairly straightforward, as illusions go, there is still some flexibility to how the illusion is applied. The time before the victim impacts is up to the caster, who may or may not decide there are spikes on the bottom. When the victim thinks he has hit bottom, calculate the damage for the fall you have described as normal, converting it to Killing dice if there are sharp stones or spikes lining the floor. Remember that the maximum number of normal dice or their equivalent is half the dice in illusions. If the caster has not achieved x4 effect, the victim takes no damage, which would go a long way to tipping him off that he is in an illusion, so a wise mage will play out the fall as long as he can. The circumstances in which the spell is used will make a big difference as to how well it works. A stone-walled pit outdoors will be unbelievable, but a tiger-trap might be just the thing.

Variations: You can use this as a model for other specific illusions. If the pit was of a preset depth and description the Limited Effect bonus would be +2. The Material is prohibitive, but if you can manage to come up with enough Limitations to compensate, you could take off the Cost Per Use, making the eye a dandy reusable focus.

History: Zardron Shadowlord, the Grey Lerean, has walked the line that separates light and darkness for centuries. Doing so has made him irritable, to say the least. Unpleasant spells like this are the reward for those who dare to cross him while he is in one of his 'moods'.



PLAGUE OF FIRE

Calls down a deadly hail of firebolts over a large area

Results: 1/2/3/4 die killing attack in a 3/12/36/96" radius up to 150/600/1800/4800" hexes distant

Effect: Killing Blast

Advantages: Area, RAD

Limitations: CON, COND-appropriate weather (+1/2), COND-divine permission (+1.5), END res 1/day, +1 day, GEST, INC, LIM-full power only (+1/4), LIM-noisy (+1/2), MAT-1 day/PS:smith-O-A-Clumsy-Diff-3 gd, SE:2d Killing Blast

Apprentice: D/Dx1, D/Rx1

Journeyman: D/Dx2, D/Rx2

Adept: D/Dx3, D/Rx3

Master: D/Dx4, D/Rx4

Base: 15/30/45/60

Active: 37/90/157/240

Modified: 37/90/157/240

Real: 2/6/10/16

Magic Roll: -4/-9/-16/-24

Endurance: 7/18/31/48

Preparation: A heavy brazier of bronze inlaid with rubies must be created by a master craftsman at a minimum cost of three gold. When it is completed, a fire is lit within it that must be maintained for a hundred days. When the hundred days have past, the fire is absorbed, and the device is ready for use. It is very heavy, so moving it about is difficult, and it must be used within a year and a day or the bronze will tarnish the rubies will crack, and the brazier will fill with ash.

Casting: Due to the difficulty of this enchantment, only the very greatest of spellcasters may even attempt it unaided. He will be so totally devoted to shaping the massive energies of the spell that he will be completely oblivious to the world around him, lowering his DCV to 0 for twenty-four hours. Even if he succeeds in completing the spell, if he is not in favor with the powers upon which he calls, the spell will fail. At the climax of the ceremony, this column turns towards the chosen target and shoots through the air with a blast of heat that burns the brazier to an unrecognizable slag.

Backfire: If the Magic Roll fails, the brazier explodes, showering the caster with bits of molten brass. (eek!)

Results: The column of fire streaks off across the horizon, impacting at the chosen target point. A targeting roll will be required to direct the column, but considering the radius of the effect, you are unlikely to miss.

Notes: This spell cannot be cast if the weather is extraordinarily damp as the flames would become a huge cloud of steam before they hit their target. (You might want to allow this, but be careful not to bend the rules without justification.) The damage caused by this spell is enough to decimate a small village, especially at the higher levels. At your option, the flames might continue to burn long after the initial attack has been done. This will increase the level of devastation dramatically, so consider your options before you come to any snap decisions.

Variations: Shifting the balance of the Double Distance and Double Range Advantages will 'fine-tune' the spell to whatever nefarious purpose you intend. No Magic Roll will make this spell available to a wider range of individuals, so it is probably not a good idea. Variable Advantage would also be useful, but this will raise the real cost.

History: The Madman of Cyrmtak was the last magician known to have used this spell when he devastated one of his own towns that had risen in revolt. The revolt was quelled. Forever.

PURELIGHT

Calls on the powers of light to dispel evil magics

Results: 6/12/20/30d Dispel vs. evil magic

Effect: Dispel

Advantages: Delay

Limitations: CON-cast, COND-per (1/2), COND-must be stored in a 'holy place' (1/2), +1 hr, GEST-cast, INC-cast, LIM-only vs/evil magics (1/2), MAT-1 day/PS:silversmith-O-A-P-Hard

Base: 18/36/60/90

Active: 22/45/75/112

Modified: 22/45/75/112

Real: 2/5/8/12

Magic Roll: -2/-4/-7/-11

Endurance: 4/9/15/22

Preparation: A holy symbol must be crafted by a skilled silversmith. This symbol can be cast in a variety of forms, from an amulet to the hilt of a sword or the top of a staff, depending on the caster's needs and the exact nature of the religion in question.

Storing: The caster must perform an hour long ritual of dedication in a holy place of his faith. This can be the sanctum of a temple or on the 'holy ground' of a graveyard or sacred grove, if such places exist within the doctrines of the religion in question. During the ritual, the caster becomes lost in religious fervor, singing praises to his lord. This fervor is so intense that he will lose awareness of the world around him, reducing his DCV to 0. At the end of the hour, the Magic Roll is made, and the endurance is spent. If the spell succeeds, the holy symbol will glow brightly for a moment, and the caster will be lit by an aura of purity which will fade as the spell is committed to the subconscious.

Casting: Calling the name of his deity, the caster holds aloft the symbol of his lord, taking a half phase to call upon the power granted him in the ritual. Out of the symbol comes a powerful beam of pure light, striking out at the target spell. It blazes for an instant and is gone, usually taking the evil magic with it.

Results: The target spell is affected by a massive dispel. If it succeeds, the spell is broken. Use of this spell is limited by the fact that it can only be employed against 'evil' magic, and only if the god empowering the spell approves.

Notes: Naturally, the definition of 'evil magic' will vary from campaign to campaign and situation to situation. The 1/2 limitation is only meant to restrict the spell 'somewhat' so be careful not to get too picky about the precise metaphysical origin of the spell in question. This is a last-ditch effort kind of spell which is usually held in reserve until things get really dire. When it is finally cast, it is very effective, but the inherent Limitations will keep it from becoming unbalancing.

Variations: If you want to give your spellcasters the ability to make a desperate plea to their deity for salvation, eliminate the Delayed Effect, Extra Time and Materials. Increase the Conditional: Only by permission to +1 1/2, and add Fast, END Reserve: recharges only by buying new END & Side Effects (5d Blast). At any time, the caster can try to call on their lord by spending a half phase in prayer. Buying up the Conditional limitation means that the god will be more picky about when he decides to help. If the Magic Roll is failed, the god will express his displeasure by means of a crippling blast of lightning or whatever element is appropriate. The reserve will make these attempts very costly as the caster will have to give up hard earned character points to use this spell to the tune of 28 Endurance per point spent. This option is risky to use but affords the caster more flexibility than a spell that takes an hour to prepare.

History: Priests of the Lords of Light and Magicians who serve those powers often find themselves in direct confrontation with the forces of Darkness. This magic, and those like it, make powerful weapons against the servants of evil and have existed for millennia.



REANIMATE

Raises a corpse as an undead warrior

Results: turns a corpse into a skeleton

Effect: Summon (skeleton)

Limitations: GEST, INC

Apprentice: +1 day, MAT-1 day/Medical-O-A-Clumsy-Dang-1 sp

Journeyman: +10 min, MAT-1 hr/Medical-O-A-Clumsy-Dang-1 sp

Adept: +1 turn, MAT-1 turn-O-A-Clumsy-Dang-1 sp

Master: MAT-No-O-A-Clumsy-Dang-1 sp

Base: 36/36/36/36

Active: 36/36/36/36

Modified: 36/36/36/36

Real: 4/5/6/8

Magic Roll: -4/-4/-4/-4

Endurance: 7/7/7/7

Preparation: The necromancer needs a dead body and a silver coin. This body must be in reasonable condition if it is to move and fight with any effectiveness. The state of decay is fairly meaningless so long as all the limbs are still present and attached.

Casting: Laying out the body, the caster begins the ritual that summons the soul of the deceased. An apprentice will have to chant for an hour to achieve the desired result, but a master need only spend a phase. However long the Casting time, the caster will be at half DCV throughout. If the Magic Roll is made, a grey mist will form between the caster's hands that vaguely resembles the silhouette of the corpse. The caster forces the phantom into the supine body and places the silver coin on its forehead.

Results: A terrifying moan comes from the dead thing as the coin bursts into flame and disintegrates, leaving a black mark on its brow. The eyes begin to glow with a weird greenish light and the corpse starts to jerk violently. Then the spell destroys the creature's will, and it lies still for a moment before sitting bolt upright. It has been reborn and lives the life of the unliving.

Notes: The caster will have to make the standard control roll to command the skeleton. After the initial direction, some kind of Dominate will be required to keep the horror enslaved. This spell is fairly cheap and very nasty, especially at the higher levels where a skilled practitioner of the Necromantic arts can create a virtual army in a matter of hours. Given time and materials, a mage can accumulate a personal guard of dozens of mindless minions, though he will have to obtain equipment for them if they are to fight effectively. For this reason, it is recommended that this spell be unavailable to player-characters.

Variations: Using the same kind of structure, you could devise similar spells to create zombies, ghouls, ghosts, specters, wraiths and even liches. All you have to do is change the base cost.

History: Necromancers always seem to have a company of undead fighters on hand to fight their battles and cause all manner of mischief and misery. Assembling these warriors from the remains of human bodies is a grisly and time-consuming task, but the magic itself is not difficult, so there have always been those willing to take the 'easy path' to power offered by the Necromantic arts.

RECALL

Transports the caster to a preselected location

Results: 10/40/160/640" transport to a preselected location

Effect: Transport

Advantages: Delay

Limitations: CON, COND-must be stored at the target point (+1), +1 hr, GEST, INC, LIM-may only transport to location memorized when spell was stored (+1.5)

Journeyman: D/Dx2

Adept: D/Dx4

Master: D/Dx6

Base: 30/30/30/30

Active: 37/52/67/82

Modified: 37/52/67/82

Real: 6/8/11/13

Magic Roll: -4/-5/-7/-8

Endurance: 7/10/13/16

Storing: The caster must choose a location to transport to. He must spend enough time there to purchase the one point knowledge skill that allows him to transport without a clear line of sight. When this is done, he enters a trance by means of an incantation that he must chant repeatedly. In this trance, his mystic sensitivity is raised tenfold, allowing him to 'feel' his surroundings, creating a kind of empathy for this location. The trance lasts a full hour, during which he is at 0 DCV. If he expends the required endurance and makes his Magic Roll, he is successful in this, and the spell is ready for use.

Casting: At any time after he has stored the spell, the mage may invoke its power by concentrating on the memorized location. This takes a half phase, during which the caster gets his full DCV and requires no Magic Roll, as it was made when the spell was cast.

Results: At the end of the half-phase, if the wizard is within range of the target location he is instantaneously teleported there, regardless of any intervening barriers. He is limned in a silver aura which will glow very brightly, and in a flash, he is gone.

Notes: This spell is great for escaping prisons and making a 'quick getaway' from uncomfortable situations. The only things that could prevent the caster's escape would be inflicting enough damage to interrupt his spell, a suppress, or a well-timed dispel. There are some Limitations in that the spell has a finite range, and the caster must spend a real point for every location he wants to memorize, but you may want to add an additional restriction (such as Conditional — not near metal) to ensure that your wizards do not become untouchable.

Variations: As it stands, this spell only affects the caster. Some of the more benign among you might be concerned with the well-being of your traveling companions. If this is the case, you could add an Area Effect. This would allow you to transport anyone in the same hex as you are when you cast the spell. You can drop two levels of Double Distance if you want to put Area on the spell without changing the totals, or you could add a Material or Side Effects to compensate for the increased cost.

History: 'The swordsman fights, the wizard flees'. This was a popular quote for a time among those who tired of hearing of the power of sorcery only to see the mighty ones vanish at the first sign of battle. As naive as this attitude may be, it does have the ring of truth to it. It is well-known that those who can cast spells and hold their own in a battle are few and far between. This spell, and those like it, exercise the better part of valor...

RESIST MAGIC

Provides a general defense against magical attack forms

Results: 5/10/15/20 pts of persistent Mind and Spell Defense

Common Advantages: PER

Common Limitations: CON-cast, +10 min, MAT-1 day/

PS:jeweler-O-I-P-Diff-2 sp, SE-1d Ego Destruction, VIS

Apprentice: Rend x2

Journeyman: Rend x2

Adept: Rend x3

Master: Rend x3

Effect: Defense

Base: 10/20/30/40

Active: 12/25/37/50

Modified: 18/37/65/87

Real: 3/6/11/14

Effect: Mind Defense

Base: 5/10/15/20

Active: 6/12/19/25

Modified: 9/18/33/44

Real: 1/3/5/7

Total Cost: 4/9/16/21

Magic Roll: -2/-4/-6/-7

Endurance: 1/1/1/1

Preparation: To use this magic, the caster must have a headband crafted of some precious material. The most common is silver, but this will block the use of the spells of some orders, so brass or bronze or gold could be substituted if this is the case. The circlet must be fashioned by an expert craftsman and will take more than a day to complete. When it is done, the mage carves seven runes on the inside of the band and pronounces a brief incantation over it. A gemstone worth at least two silver must be placed into the setting at the front of the band. It is this stone that will be destroyed by the energies of the spell. The circlet may be reused without restriction.

Casting: Putting on the headband, the caster enters a meditative state that will allow him to turn his mind in upon itself. He must concentrate for ten minutes, during which time his DCV drops to 0. Whispering the words of the spell, he tries to visualize the construction of a fortress, shaping the energies of the magic into a kind of armor for his spirit. If he has cast the spell successfully, the gemstone in the circlet will begin to glow with a strange bluish light that will persist as long as the spell is in effect.

Backfire: The processes involved in Casting this spell leave the mind very vulnerable. If the mage loses control of the threads of power, they will cause a hideous psychic wound that will heal very slowly, weakening his mind for as much as a month. Thankfully, this is not a difficult magic, but mistakes will happen.

Results: Once the spell is in place, it will defend against all manner of mental and mystical attacks. So long as the the caster devotes a spell slot to it and pays the endurance to maintain it, this useful dweomer will remain in operation. It is Persistent, so it will continue even if the caster falls asleep, is stunned or knocked unconscious. Only a conscious decision to shut it down or a successful dispel will cancel the effects of this spell.

Notes: Many magicians desire a defense against the magics of their rivals. This spell is an ideal protection. You may ask the caster to 'turn it off' from time to time as the constant drain of endurance, even at a mere point per phase, can be tiring over long periods of time. Remember that this spell offers no defense against conventional attack forms such as Blasts and Killing Blasts, even if they are caused by magic. You would need a Shield or a Ward for that.

Variations: For a few extra points, you could tack on the extra level of reduced endurance that would reduce the endurance cost to zero. This would let the caster keep the spell in operation as long as he feels like devoting a slot to it. You could add a limitation to restrict the kind of magic against which it defends. Only evil enchantments or only dark force spells would be good examples. The extra bonus could be used to buy off the nasty Side Effect, the Visible limitation or the Cost Per Use on the Material. Affects Others would be great, but then you are talking about a serious point investment. If you are going to add more Advantages, you should probably keep to the lower levels, or you are going to end up paying more real points than most characters start with.

History: 'Mother' Rowena Nedwilla was a very powerful high priestess of a local cult that most viewed as heretical. Known for her wisdom, she was able to avoid both the label of witch and the nearly constant attacks of her many enemies for decades. This spell served her well over the years and saved her from fates worse than death on several occasions.



RESTRAIN

Places magical restraints around a being or object

Results: 10/15/25/35 Strength Psychokinetic restraints

Effect: Psychokinesis

Limitations: GEST-cast, LIM-may only grab and hold (+1), MAT-1 hr/PS:smith-O-A-P-Hard-2 sp, VIS

Journeyman: 1/2 END

Adept: 1/2 END

Master: 1/4 END

Base: 20/30/50/70

Active: 20/30/50/70

Modified: 20/37/62/105

Real: 4/7/11/19

Magic Roll: -2/-3/-5/-7

Endurance: 4/3/5/3

Preparation: Every use of the spell requires a specially crafted copper ring set with colored stones arranged in a spectral pattern. These rings can be prepared in an hour or less by a smith at a cost of 2 silver apiece if the proper materials are available.

Casting: Holding the ring aloft, the caster calls upon the mystical power required for the spell. He must make a Magic Roll, and if he succeeds, the ring will begin to glow. The caster must then throw it at his target. The ring will disintegrate in mid-air, becoming a coruscating band of multicolored energy. An attack roll must be made at a -1 for Grab and a -1/3" range modifier. If the Magic Roll or the Attack Roll is failed, the material is used up, and the spell fails.

Results: The victim is encircled by a wide band of constantly swirling and changing colors that will immobilize him, anchoring him to the spot where he was standing when he was attacked. The ring will pin the victim's limbs, preventing him from moving anything but the head and feet. The spell's effects will last as long as the caster continues to pay endurance, but the victim can break out if his strength is greater than the strength of the Psychokinesis. Victims of this spell will often push their strength when attempting to escape, becoming desperate in a few short phases. Pushing will often allow relatively weak individuals to break free eventually unless faced with the more powerful versions, in which case they will probably lose hope fairly quickly, submitting to the overpowering might of their glowing prison. Once cast, the ring cannot be moved, and it cannot be used to squeeze the target. If the victim breaks free, the ring will vanish.

Notes: Be careful not to abuse this spell. It has a fairly specific function. Unless your GM says otherwise, it should not be used on inanimate objects, or as an anchor point for ropes and things. Keep in mind that the strength of the Psychokinesis will be weakened if it is forced to perform multiple tasks. For instance, if used on airborne creatures, the spell would have to keep them aloft, so their weight alone might be enough to overcome the spell. Magic users trapped by this spell may cast spells of their own so long as they do not require Gestures or materials that the mage would be unable to reach. This spell is rather strenuous to maintain and is best used as a temporary measure. Remember that the victim will have a 0 DCV and that the Psychokinesis is transparent to external attacks, leaving the victim almost helpless.

History: Developed at Raven's Keep, this spell was last used by Alizar the Bold to turn the tide at the battle with the giants of the Blue Fog Mountains.

ROPETRICK

Mystically anchors a rope in mid-air

Results: 15 STR Psychokinetic anchor

Effect: Psychokinesis

Modifiers: Rend x1

Limitations: CON-cast, +1 turn, GEST-cast, LIM-can only hold rope in place (+2), MAT-No-O-A-P-Easy, VIS

Summary: B:30/A:30/M:37/R:6/MR:-3/END:3

Preparation: All that is required to use this spell is a length of rope or vine. No special Preparations are required and the material is in no way damaged by its involvement in the spell, so it may be reused.

Casting: The caster takes out the line he wants to affect with the spell. He begins the incantations that will temporarily enchant the rope as he slowly coils it in his left hand. The spell takes a full turn to complete, during which the caster is at 0 DCV and will be so absorbed in the ritual that he will be unaware of the world around him. If he makes the Magic Roll, the rope will begin to glow with a greenish, coruscating luminance. Choosing the point at which he wants the end of the rope to be anchored, he hefts the coils and throws.

Results: A targeting roll is required to hit the chosen point, with a -1 per 3" distant and an additional -2 to Grab the rope. If the caster makes this roll, the rope will simply stick in the air where he threw it, dangling from the anchor point as though were tied off to something solid. The green glow will fade, but it is still obvious that the rope has been ensorcelled as it will be hanging in mid-air with no explanation for its peculiar state other than magic.

Notes: The Psychokinesis that is holding the rope has a 15 Strength, so it can comfortably support one person, maybe two. If the strength limit is exceeded, the rope will slip free of the Psychokinesis, the spell broken. Keep in mind that the rope is also the Material component, so if someone other than the caster tries to pull down the rope, the spell will be broken, and the rope and anything on it will fall unceremoniously to the ground. This minor magic can still be very useful under the proper circumstances, but it must be used with care.

Variations: Using something other than the rope itself as the Material would make the spell a little less risky. A flute (MAT-1 day/PS:woodcarver-O-A-P-Easy) would be the obvious choice but a tiny silver cord or a rune-carved tent spike could serve the same basic function. The concentrate limitation leaves the caster basically defenseless for a full turn, so it seems like the first thing you should consider removing. Try replacing it with a Side Effects (2d Blast). If the caster fails his magic roll, the rope will try and strangle him, producing an amusing visual while ridding you of an annoying disadvantage.

History: One of the many rigorous challenges an adventurer must face is climbing vertical surfaces. At some time in his career, he will have to get out of one or more pits, over a castle wall, up a sheer cliff face or any of a dozen or more equally arduous chores. While grappling hooks and years of training can overcome most of these obstacles, magic provides the simplest and most elegant solution. Need to get out of a thirty-foot well shaft? No problem!

SEAL

Protects a container from unwanted access

Results: 4/5/7/10 PD & ED Ward

Effect: Ward

Advantages: PER

Limitations: +10 min, LIM-only acts to seal a container (+2),
MAT-1 day/PS:metalworker-O-A-P-Easy, VIS

Apprentice: Rend x3, SE-8d Blast

Journeyman: Rend x3, SE-4d Blast

Adept: Rend x4, SE-2d Blast

Master: Rend x4, SE-1d Blast

Base: 20/25/35/50

Active: 25/31/44/62

Modified: 44/54/88/124

Real: 5/8/14/20

Magic Roll: -2/-3/-4/-6

Endurance: 0/0/0/0

Preparation: This useful enchantment requires a miniature replica of the container to be sealed. This miniature must be made of metal worked by a skilled craftsman, taking anywhere from a day to a week to complete, depending on the skill of the artisan and the complexity of the subject. The cost of the Material can be as much as a gold piece, but usually runs somewhere in the neighborhood of five silver. When the model is done, the caster must drop a bit of wax onto the miniature and work it into the closures he wishes to seal. A simple incantation must be repeated until the wax dries. At this point, the Material is ready for use. Since the spell does not harm the model, it may be reused until the wax breaks or crumbles.

Casting: The mage holds the miniature aloft while the real container is within view. Reciting the verse used during the creation of the Material, the caster focuses his will upon the object to be protected. It takes a full ten minutes to complete the attunement, during which time the caster is at half DCV. If he is not interrupted and he makes his magic roll, both the model and the actual container will be suffused in a swirling, multicolored mist that will remain as long as the spell is in operation.

Backfire: If the caster fails to achieve perfect concentration, he will lose control of the spell, causing an explosive backlash of energy that will burn him and the container he was trying to protect. As the wizard gains skill with this spell, he will be able to limit the destruction caused by misfires, but he will never be able to eliminate them completely.

Results: As long as the spell is in effect, the container affected by this spell cannot be opened by normal means. Brute force sufficient to overcome the defense of the Ward will cause the spell to shut down, but care must be taken when using this approach as any damage which exceeds the Ward's defense will be dealt to the container — possibly harming its contents. The spell requires no expenditure of endurance, and is persistent, so it will continue until the caster is killed, decides to turn it off, or the Ward is overcome or successfully dispelled.

Notes: The Ward will not completely englobe the container unless it is already close to airtight. Thus, a bird-cage would be unopenable and very resistant to damage, but would not keep out anything that could normally fit between the bars. As the spell stands, it will only function so long as the caster is within the maximum range of the Ward spell. If he leaves that area, the spell is cancelled. Only a Create spell would provide a permanent protection, and using them can be very expensive. This version is still very useful for sealing the doors of a temple or the chest containing your weapon. More powerful spells probably exist, but they should be hard to find.

Variations: The Ward created by this spell may seem a bit too feeble for your tastes. The easiest solution is to change the balance between PD and ED. Under most circumstances, there will be little need for ED with a spell of this kind. Simply transfer some or all of the Ward's energy defense to its physical defense. Doing so can give you up to double the listed defense, which is great unless somebody comes along with an energy-based attack...

History: Prince Raile of Oram instructed his court enchanter to devise a method by which his vast wealth could be protected without the use of a lock, for enterprising thieves have a way of getting around such mundane precautions eventually. The mystic seal was devised as a safeguard against this eventuality. It was employed successfully until a young mage developed a sorcerous 'passkey' that could destroy such seals by touch. Back to the drawing board.



SECOND CHANCE

Heals the caster once when he is dying

Results: 1/2/3/4 die Heal when caster is at negative body

Effect: Heal

Advantages: CON, PER

Limitations: CON-cast, COND-only when caster is at negative body (+1.5), +10 min, LIM-cancelled after first healing (+1.5)
MAT-1 day/PS:gemcutter-I-I-P-Hard-8 sp, SELF

Apprentice: Rend x2

Journeyman: Rend x3

Adept: Rend x4

Master: Rend x4

Base: 10/20/30/40

Active: 17/35/52/70

Modified: 25/61/104/140

Real: 3/7/12/16

Magic Roll: -2/-3/-5/-7

Endurance: 0/0/0/0

Preparation: A large quartz stone must be cut into a very specific shape by a skilled craftsman. This can take as much as a day and will cost eight silver or more. When the stone is finished, the caster must spill a drop of his own blood upon it and recite the words of the spell over it. It is then ready for use. Note that one of these stones is required for each use of the spell, so it might be prudent to commission several. Volume discounts are always a possibility...

Casting: Taking the stone in hand, the caster concentrates on the crystal, imbedding it with a sympathy for his aura through sheer force of will. This is a monumental task that takes no less than ten minutes and requires total concentration, rendering the caster unaware of anything but the crystal, lowering his DCV to 0. If he makes his magic roll, a crimson light will spring up within the stone, which becomes steadily brighter as the spell nears completion. The light will begin to pulse in time with the wizard's heartbeat. When this has been accomplished, the enchantment is complete.

Results: The spell will remain active as long as the caster devotes a spell slot to it and keeps the stone somewhere on his person. If and when his Body falls below zero, he will be immediately healed for the appropriate number of dice. This done, the energies of the spell are expended, and the crystal cracks.

Notes: Consider well whether or not you should allow this magic into your campaign. If you thought a normal heal spell made the players fool-hardy, just wait until you see what a contingency spell that can pull them from the very brink of death will do. You might want to restrict this spell to non-player characters. If you decide to use the version that is usable on others, you have a great boon for your local high priest or archmage to bestow on a favored servant. It is also dramatically effective for the more insidious villains. Imagine our heroes surprise when the evil mage gets back up after receiving a mortal blow. (What fun!)

Variations: Getting rid of the Limited Effect would give you a spell that would Heal you on each of your phases every time your body fell below zero until it was back to at least one. As fantastic as this would be, it will require a fairly serious additional limitation to compensate. Side Effects (1d Body Destruction) would do the trick, but you had better make darn sure you make those Magic Rolls. If you don't mind recasting the spell every day and having the possibility of losing it every time you enter combat, drop the Persistent. All the existing limitations will be worth more, and you can add Gestures and Incantations. This will allow you to raise the number of dice or remove the Self Only limitation. Your companions would be eternally grateful, believe me.

History: Brother Martin wrote this spell many years ago. A boon to the adventuring spellcaster, it will usually restore the recipient to his hale and hearty self when he is mortal peril. Needless to say, magics as mind-bogglingly useful as this are often duplicated. Countless versions of this spell are spread throughout the land, but none are as beneficial as the original.

SEEKER SCARAB

Helps caster locate hidden doorways

Results: Detects and locates any hidden portals in a 6/14/32/576" radius

Effect: Detect (hidden portals)

Advantages: Area, DetL, RAD

Limitations: +2 turns, GEST-thru, LIM-range limited to beetle's movement (+1/2), MAT-1 day/PS:jeweler-O-A-P-Hard

Apprentice: D/A x1, x3 END

Journeyman: D/A x2, x2 END

Adept: D/A x4

Master: D/A x7, Rend x1

Base: 10/10/10/10

Active: 32/35/40/47

Modified: 32/35/40/59

Real: 4/5/7/10

Magic Roll: -3/-3/-4/-5

Endurance: 18/14/8/4

Preparation: To use this spell, the caster must have a model scarab with moveable legs made of an easily-worked material, such as gold. A model of this type is very difficult to construct, requiring the services of a master craftsman and as much as a week to complete at some exorbitant fee. When the material is ready, it may be re-used as often as the caster desires, so this is a one-time cost.

Casting: Placing the little beetle on the ground, the caster visualizes a doorway and mimics the movements of a walking beetle with his fingers. This process takes two turns, during which the caster is at half his normal DCV. If he makes the requisite magic roll, the model will come alive, springing into action and skittering off across the floor.

Results: If there are any hidden doorways in the area of effect, the scarab will run right up to them, one at a time, starting with the closest, until they have all been located. Then it will stop. It moves at 1" a segment, and if the spell is not maintained long enough for the beetle to get to the doors it has found, the effect is wasted. If there are no doors, it runs in circles until the caster turns off the spell. The caster must continue to pay endurance and make the running gestures with his fingers to keep the spell going. If he stops paying the endurance, making the gestures or he is stunned, the spell is broken, and the scarab flips over on its back.

Notes: The model cannot cross any barriers higher than an inch or so, but the caster can move it over or around such barriers with his free hand. At the lower levels, the limited radius and high endurance will make it hard to find anything farther away than the same room, but at the higher levels, the wizard may find himself running after the little beetle for as much as a half a mile.

Variations: This basic spell could be used to find almost anything. Simply redefine the detect, and the tiny metal critter could be directed to locate water sources, gold pieces or even beautiful women. If you replace one of the levels of Double Area with Variable Result, you can redefine what it is looking for every time you cast the spell. Add the Analyze advantage, and it can talk, telling you what it has found in a high, squeaky voice. With a little thought, this could be one of the most useful spells in a magician's repertoire.

History: This spell was created by Ravel Astorian of the Grayford School of Magic, known for his many original creations. At the time it was written, it was one of a kind, but it was taught to a few close friends who in turn taught it to a few close friends. Various spells with a remarkable similarity to Ravel's have surfaced over the years, but it remains a fairly rare enchantment.

SHADOWSHEATH

Renders a sword effectively invisible

Results: Cloak on a sword with a -1/2/3/4 to perception rolls

Effect: Cloak

Limitations: +1 ph, GEST-cast, LIM-only affects one sword carried by the caster (+1.5), MAT-1 hr/PS:leatherworker-I-I-P-Easy

Journeyman: Rend x1

Adept: Rend x2

Master: Rend x3

Base: 10/20/30/40

Active: 10/20/30/40

Modified: 10/25/45/70

Real: 2/6/11/17

Magic Roll: -1/-2/-3/-4

Endurance: 2/2/1/0

Preparation: A scabbard must be prepared into which a rather complex series of runes has been worked. Doing so takes about an hour. Once this scabbard has been prepared, it may be used as often as necessary.

Casting: The mage draws the blade he wishes to cloak. He clears his mind and swings the blade in a specific pattern which attunes it to the mystic runes on the sheath. If the caster makes his Magic Roll, both the blade and the scabbard become black as he sheaths the sword. There is a brief flash, then the blade and the scabbard simply fade away.

Results: For as long as the caster continues to pay endurance to maintain the spell, the sword and its scabbard will be effectively invisible to anyone who is not actively looking for them. If he stops paying endurance, sleeps, is stunned or knocked unconscious, the spell will be broken, and the sword will suddenly appear.

Notes: If the wizard is searched or observed by someone who would be looking for concealed weapons, such as the local constabulary, the onlooker should be allowed a sight perception roll with the appropriate penalties for range and spell effects. Making this roll allows the observer to see the sword as if it were made of mist and shadow. Unfortunately, this is likely to attract unwanted attention. For this reason be careful not to allow perception rolls unless the person has a good reason to be looking for a sword. At the lower levels, the endurance requirements will limit this magic to brief applications, such as getting past the port authority, but as skill is gained, the spell can be used for increasingly longer periods of time.

Variations: You could devise any number of variations on this basic theme. A purse that cannot be seen is hard to steal, and the satchel containing a wizard's precious scrolls warrants an extra measure of protection, just to name two examples. The material can be eliminated by adding Side Effects (4d Endurance Drain). This will give you a little more flexibility as to when you can use the darn thing. It is a simple matter to replace the Extra Time with Incantations. You will have to say a few words aloud, but you can get the spell off in half the time. The more covert among you could write a more powerful version with the Fast and Invisible advantages. Sword? What sword?

History: Talos Blackwyng, a notorious scoundrel and brilliant sorcerer, did not take well to the idea of going anywhere unarmed, and for good reason. This spell solved his problem and earned him several hundred gold when he sold it to a minor wizard's guild. He later stole the only copy from their vaults and left the country, never to be heard from again...

SIPHON

Draws the energy of nearby beings into the caster

Results: 2/2/4/4d constant Endurance Transfer in a 1/3/6/12" Radius

Effect: Transfer (END to END)

Advantages: Area, CON, RAD

Disadvantages: +1 ph, GEST-thru, INC-thru, MAT-1 day/PS:woodcarver-O-A-P-Easy, SE-4d End Drain, VIS

Journeyman: D/A x1, Rend x1

Adept: D/A x1, Rend x1

Master: D/A x2, Rend x2

Base: 15/15/30/30

Active: 37/41/82/90

Modified: 37/51/102/135

Real: 5/7/15/19

Magic Roll: -4/-4/-8/-9

Endurance: 7/4/8/4

Preparation: The caster selects a dead branch at midnight, pulling it from the tree with his bare hands. A woodcarver must fashion this branch into a staff, onto which is carved a complex series of rune marks.

Casting: Chanting the words of power which correspond to the runes on his staff, the caster swings the deadwood in a series of whirling patterns which complete the spell. As he incants, the caster's voice will assume a bizarre basal tone, and the staff will glow with a strange bluish light which will spread outwards. If cast successfully, this energy will darken and begin to crackle with tiny bolts of black lightning. This field will be visible so long as the spell is maintained.

Backfire: If the caster should improperly recite the invocation, the powerful forces called up by this spell will turn on him. The staff will turn black, a bolt of ebony power arcing to the caster's head, draining dangerous amounts of his life force. After the damage is applied, the energy will dissipate uselessly.

Results: Any living being within the spell's area of effect will be drained of a small portion of his life force, this energy being transferred to the caster. So long as the caster continues to pay endurance, the spell will remain in effect, doing its damage on each of the caster's phases. There is no range, so the radius will be centered on the caster, moving with him. Remember that the Gestures and Incantations must be maintained throughout the spell's duration and that constant attack spells require a half phase action to maintain, so the caster will only be able to make a half move each phase and is at 1/2 DCV as long as the spell is in effect.

Notes: At the early levels, this spell is difficult to cast and costly to maintain. It is best used as an attack spell against multiple opponents. At the higher levels, the endurance cost will be paid by the transfer, and then some, allowing the caster to gather power for more tiring magics. The radius is a kind of disadvantage in and of itself, as the spell is not selective and can prove devastating to the caster's friends and foes alike if he is not careful. Technically, the spell affects the caster, but the endurance he loses is given right back, so there is no effect other than a strange tingling sensation.

Variations: If a ranged spell is more to your liking, replace the Radius advantage with Range. This will give you a 1/2/2/4 hex area spell that can be cast at a range, allowing greater flexibility and making the spell less dangerous to the caster's companions. Keep in mind that this version requires an attack roll, but it can be repositioned every phase so long as a new attack roll is made.

History: Though suspiciously Necromantic in nature, this spell is quite popular among the Lord Mages of Raven's Keep, an unusually militant magical order.

SPECTRECLOAK

Protects the caster by making him partially insubstantial

Results: 4/8/12/16 PD & ED Shield

Effect: Shield

Modifiers: Rend x2

Limitations: CON-cast, +1 ph, GEST-cast, INC-cast, LIM-doesn't work against undead (+1/2), MAT-1 day/PS:weaver-O-I-P-Dang, VIS

Base: 20/40/60/80

Active: 20/40/60/80

Modified: 25/50/75/100

Real: 4/8/12/17

Magic Roll: -2/-4/-6/-8

Endurance: 1/2/3/4

Preparation: In order to cast Spectrecloak, the mage must spend a month weaving pieces of fabric gathered from the clothing of undead into a hooded cloak. The undead must have been undead for some time. Necromancers cannot simply raise skeletons and take their clothes. Once the cloak is prepared, runes must be sewn along the outer edge, binding the power of shadow into the garment. This cloak can be used to cast the spell as often as it is needed.

Casting: While wearing the cloak, the caster recites the words of the spell as he concentrates on the darkness of the tomb. This requires two full phases, during which the mage is at half his normal DCV. If his casting is uninterrupted and his Magic Roll is successful, the wizard will be filled with an unholy chill. Drawing his cloak about him, he will begin to shimmer, becoming translucent, lending him a ghostly aspect.

Results: As long as he spends the endurance to maintain the spell, the caster will be partially immaterial. This will allow him to avoid some or all of the damage inflicted on him as the blows pass harmlessly through his spectral form. An unfortunate side effect is that the shield will not defend at all against the attacks of the undead. If he stops paying endurance, is stunned or knocked unconscious, the spell is broken, he returns to normal, and the effects of the shield are lost.

Notes: The immaterial form is a special effect. It will not allow the caster to pass through solid objects, it only shields him from damage. You may want to allow some rather bizarre side-effects for dramatic effect, but do not let the characters abuse the privilege. Having a NPC's hand pass right through the caster when he tries to shake hands is one thing, letting the wizard reach through a door to open it from the other side is quite another. Let your judgement prevail. When in doubt, the answer is no.

Variations: You can eliminate some of the limitations by adding Limited Effect (protects for a maximum of half the damage of each attack), which is worth a +1 bonus. If you have some extra experience, add Persistent and buy down the endurance even further. This gives you a spell that you can keep active for long periods of time.

History: In his quest to unlock the secrets of the universe, Banstar came across a method which enabled him to mimic some of the abilities of the undead spirits which haunt many desolate battlefields and graveyards. He shared this knowledge with those who would learn, and this spell spread across the land despite its necromantic connotations.

SPYHOLE

Allows the caster to see through a wall or door

Results: Caster may see through one chosen obstruction

Effect: Clairvoyance

Limitations: GEST-cast, LIM-only reaches to far side of obstruction (+1.5), MAT-1 day/PS:gemcutter-O-A-P-Hard, SE-1d Dazzle

Summary: B:20/A:20/M:20/R:4/MR:-2/END:4

Preparation: The wizard will need a polished crystal lens to cast this spell. Such a device can be crafted by a gemcutter, but it would take him almost a day to complete at a cost of several silver pieces. The lens can be reused indefinitely, but it is very fragile. The caster will have to be very careful when handling it, for if the crystal is chipped or scratched, a new lens must be made.

Casting: Concentrating on the lens, the caster holds it up against a wall, a door or some similar object or obstruction. If he makes his Magic Roll, he can peer through the lens and see through the barrier to the other side.

Results: As long as the caster continues to pay the endurance to maintain the spell, he may see through the obstruction to whatever lies directly beyond. It is as if there were a physical window in the wall. The exception is that the caster can move the spyhole, giving him a shifting perspective.

Notes: The mage could go so far as to walk along the wall, sliding the lens across its surface, but you might require a magic roll to keep the spell going under these conditions. This is an ideal spell for thieves, spies and assassins, but it has numerous uses for more conventional adventurers. It would be very handy to be able to look past the doors of the evil temple before rushing in, and this magic provides the means.

Variations: By changing the material a bit, you could create a spell that would let you listen in on supposedly private conversations. In theory, you could also devise versions that would let you smell, taste or feel past obstructions, but the materials suggested by such dweomers would be ludicrous.

History: Mysterion's early career was marked by a near-constant involvement in thieving and spying. He wrote this spell to help him gain access to a well-guarded chamber where a battle plan was being formulated. The information he managed to obtain paid for his research, and then some.



STEALTH

Protects the caster from detection by sight and sound

Results: Cloak with a -1/2/3/4 to sight perception and Silence with a -1/1/2/2 to hearing perception

Common Advantages: Delay, INV

Common Limitations: CON, GEST, INC, +1 hour, MAT-1 day-O-A-P-Easy-3 gp

Apprentice: Rend x1

Journeyman: Rend x2

Adept: Rend x3

Master: Rend x4

Effect: Cloak

Base: 10/20/30/40

Active: 17/35/52/70

Modified: 21/52/91/140

Real: 3/6/11/17

Effect: Silence

Base: 10/10/20/20

Active: 17/17/35/35

Modified: 21/25/61/70

Real: 3/3/8/9

Total Cost: 6/9/19/26

Magic Roll: -3/-5/-9/-10

Endurance: 3/2/2/1

Preparation: The mage must have a ring crafted of pure silver. It need not be ornate, but it must be pure. Pure silver can be very expensive, so the caster should expect to pay in excess of 3 gold pieces for every ring he commissions. When it is completed, it must be stored for at least 8 hours in a dark, padded container constructed of a dense material such as granite or lead. After the required time has passed, the caster begins the normal spellcasting procedure, but halfway through, he removes the ring from the container. The darkness will cling to the ring, like a tangible presence that will be absorbed into the silver as the magician completes the ritual. As the last word is spoken, the ring will assume a dark cast. It is ready for use but it will only hold enough of a charge for one casting of the spell.

Storing: The caster puts on the ring and sings the words of the spell, which takes a full hour during which the mage is so caught up in the ritual that his effective DCV is 0. As the power builds, the silver ring will turn black and the caster will feel the darkness rising within him. If the Magic Roll is successful, the ring turns to lead and the spell will be ready for use.

Casting: When the magician wishes to call upon the stored power of the spell, he need only imagine a simple triggering rune. In a half phase, during which the caster is at full DCV, the effects will manifest and will remain in effect as long as the caster continues to pay the endurance to maintain the spell. Only a successful dispel, suppress, stunning the caster or knocking him unconscious will cancel the spell's effects. The spell is fully invisible, so there are no telltale special effects when the caster releases it. He simply vanishes without a trace.

Results: The caster is effectively invisible to all but the most perceptive and attentive of observers. He will be visually cloaked, and any sounds he makes will blend in with his environment as long as the spell is in effect.

Notes: Because of the low endurance cost, this magic can be maintained for very long periods of time, especially at the higher levels, making it an excellent enchantment for scouting missions and other covert operations.

Variations: The simplest alternative is to exchange the Cloak and Silence effects to shift the emphasis of the spell. It would be just as easy to substitute another constant effect such as Obscure. Replacing the Delayed Effect advantage with Easy and Fast gives you a spell with no prep time and shifts the values of the limitations so that you can eliminate the Extra Time completely by adding Side Effects: 3d Endurance Drain. You could even drop the Invisible advantage in favor of Immediate if you aren't worried about concealing the special effects which manifest during casting. If the cost of the Materials concerns you, you could lower or eliminate the Cost Per Use by adding Side Effects, a Conditional, or Limited Effect like 'only works at night'.

History: Necessity was the mother of invention where this spell is concerned. Diamond, an accomplished wizardess, a mesmerizing beauty and an outlandish dresser found being inconspicuous difficult at best without magical obfuscation. This enchantment was her answer.



SUCCOR

Heals character points lost to mystical attacks

Effect: Restore

Limitations: CON, +10 min, GEST, INC, LIM-magic effects only (+1)

Apprentice: x3 END

Journeyman: x2 END

Adept: x1.5 END

Base: 20/30/50/80

Active: 20/30/50/80

Modified: 20/30/50/80

Real: 3/5/9/16

Magic Roll: -2/-3/-5/-8

Endurance: 12/12/15/16

Casting: The caster must concentrate first on himself, internalizing his energies. When he feels the power build to the necessary levels, he focuses on the intended recipient. Casting takes ten minutes, during which time he is at 0 DCV. If he makes his Magic Roll, his hands will begin to glow with a soft amber light.

Results: The magician may restore any points lost to Magical Attacks such as Destroy. The light will pass from the caster to the recipient, filling him with a warm feeling. As the light fades, the dice of effect are rolled and the healing is accomplished. This takes only a couple of seconds.

Notes: Because of the Limited Effect, this spell will not heal Disabling or Impairing wounds. This makes it useless against wounds inflicted in conventional combat, but it is indispensable in many situations. There are countless spells that damage the victim's characteristics for long periods of time, and it takes a spell like this to return them to normal.

Variations: If you buy off the Limited Effect, the spell will be able to do any of the things the Restore effect is capable of. You could balance the extra cost with some kind of Material, which should more than cover it.

History: This spell is part of the repertoire of many healers, who have need of a magic that can heal the terrible wounds caused by some undead. It is unknown who actually wrote the first Succor spell. It is more likely that several spells of this kind were written in different parts of the world, a response to an obvious need.

SUPPLICATION

Divines the properties of any spell or item the caster chooses

Results: 3/5/9/15 die Analyze

Effect: Analyze

Limitations: CON, COND-not near metal (+1/2), +10 min, GEST, INC, MAT-1 day/PS:woodcarver-O-A-P-Diff

Apprentice: x4 END

Journeyman: x3 END

Adept: x2 END

Master: x1.5 END

Base: 15/25/45/75

Active: 15/25/45/75

Modified: 15/25/45/75

Real: 1/3/5/9

Magic Roll: -1/-2/-4/-7

Endurance: 12/15/18/22

Preparation: The caster must collect 6 spring shoots from a yew tree at midnight with a silver dagger. These shoots are bound in three places and carved with mystic symbols designed to harness the life-energies within them. The symbols are intricate and can take more than a day to complete for a skilled craftsman. Fortunately, the rune sticks are not used up by the spell and can be used again and again.

Casting: Meditating for a few moments to clear his mind, the caster takes up the sticks, three in each hands. Reciting a simple mantra to heighten his awareness, he must concentrate upon them for ten minutes, during which he is at 0 DCV. If this is done properly, he will be attuned to the sticks which will act as a focus to put him in touch with a greater power. Tossing them on the ground before him, he attempts his Magic Roll. If successful, he will be able to read a great many things about an enchantment in the arrangement of the runes. If he fails, the patterns will be meaningless.

Results: By observing the positions of the sticks, the caster may determine the type of magic on a chosen person, area or object. He can learn the type of magic in use, it's strengths and it's weaknesses.

Notes: Obviously, the information the caster gains will depend on how many dice of Analyze he has and how high he rolls. Describe this to him in fairly cryptic terms. Remember, he is getting this from observing the positions of rune-carved sticks. The spell is very inexpensive as it stands, but it has some rather involved casting procedures as a result. Those with extra points to burn may want to add some dice or lower some of the limitations. It will make the spell more expensive, but it could be worth it.

Variations: To reduce the casting time to 1 turn or to eliminate the Concentrate limitation, you can add Limited Effect (difficult magic roll) and Limited Effect(noisy). Getting rid of the Material is a little harder. You could raise the casting time to 1 hour and add Side Effects(3d Stun Drain), or add a fairly major Conditional such as 'only in the sacred grove' or 'only at noon'. The description and limitations would also make an excellent detect spell, but you will have to play with the numbers a little to make it work.

History: Almaden used his famous spells of woodlore to learn a great deal about things natural and supernatural. This magic was particularly useful to adventurers, so it has become the most widely used of his enchantments. There are rumors that a set of scrolls exist that contain most of his writings, but this may only be wishful thinking.

SWORDSKILL

Endows the user with heightened prowess at arms

Results: up to +1/2/3/4 Accuracy and Protection in melee combat

Common Advantages: Delay

Common Modifiers: Rend x1

Common Limitations: GEST, INC, +10 min, LIM-Lockout (+1/2), LIM-Act as skill levels (+1/2), LIM-Only as many levels as donor (+1/2), LIM-Won't work against donor (+1/4), MAT-1 hr/Magic-O-A-P-Diff, SE-1d Dex Destruction, VIS

Effect: Accuracy (melee)

Base: 10/20/30/40

Active: 12/25/37/50

Modified: 15/31/46/62

Real: 2/4/6/8

Effect: Protection (melee)

Base: 10/20/30/40

Active: 12/25/37/50

Modified: 15/31/46/62

Real: 2/4/6/8

Total Cost: 4/8/12/16

Magic Roll: -2/-5/-7/-10

Endurance: 2/5/7/10

Preparation: To perform this spell, the caster must draw a fair quantity of blood from a master swordsman. There is no real gauge by which the donor's skill must be measured, but the resultant spell will only impart as much skill as the donor has. The donor need not be willing, but he must be alive when the blood is drawn. The blood so drawn is prepared with a simple spell that will preserve its power until it is needed. This spell requires a Magic Roll. If this roll is failed, the blood is fouled and new blood must be drawn.

Storing: The mage begins a complex incantation as he pours the blood into his palms. As he recites the initial passages, he massages the blood into his skin by rubbing his palms together. When the blood is absorbed, he takes up a blade and begins a sword-dance. As the power of the blood enters the caster's system, his movements will become faster, more graceful and precise. This ritual takes 10 minutes, during which time the mage is at half DCV. If he is interrupted, he must begin again and the blood is wasted. When the spell is completed, the caster must make his Magic Roll. If he succeeds, there is a flash of crimson and the spell is ready for use.

Backfire: Failure to cast this spell successfully causes the mage to lose control during the latter part of the ceremony. His dance will become a frenzied whirl that will result in torn ligaments and strained muscles that can cause crippling agony for weeks. Only natural healing or an appropriate restore spell will heal the caster.

Casting: All that the caster has to do is concentrate for a half phase on the sensation that he felt at the climax of the storing ritual. Because of the transfiguring nature of this magic, any constant spells in effect when this spell is cast will be lost and no other spells may be initiated until this spell is broken or dropped. This takes only a half phase, and requires no Magic Roll. Whatever weapon the caster is using will assume a sickly red luminescence for as long as the spell is in effect.

Results: As long as the spell is in operation, the caster will have the equivalent of several extra skill levels. This means that he may use any combination of bonuses offensively and/or defensively. So an adept has a +3 Accuracy, +3 Protection, or any combination thereof, just like having three Melee Combat levels that must be assigned at the start of his phase but no more than a +3 bonus divided between OCV and DCV. If he is stunned or knocked unconscious, the spell is broken and he loses this bonus.

Notes: This spell could be dangerous if used unchecked, but the relatively high endurance cost and the difficulty of donors with the appropriate skill should prevent it from being abused. Party members should not become walking blood banks for the purposes of casting this spell. If this happens, you could start inflicting Long Term Endurance, Body damage or even temporary Constitution loss (like destruction) until the offending character gets the message.

Variations: As the spell is written, the caster could conceivably use his own blood to effectively double any levels he has. To counter this and other problems, drop the Limited Effect-Lockout limitation in favor of Limited Effect (bonus not cumulative), which is worth the same bonus. What this means is that the spell will allow the caster to use his own levels or those imparted by the spell, whichever is higher, but not both. This will force the caster to look for more skilled donors to make the spell truly effective. When using this variation, you will probably want to raise the base to make the spell a little more effective. The cost can be balanced by raising the casting time to an hour and/or adding a cost per use to the Materials, which could be rare herbs which must be mixed with the blood before use.

History: Balock the Enchanter devised this spell to enable him to fight in hand to hand combat at times when other spells might be less practical. Though he was never able to use the spell at full potential due to a lack of willing donors, he theorized that it could be more effective if a suitable swordsman could be found.



TERRIFY

Causes enemies to collapse from fear

Results: 3/5/7/9d Dominate in a 1/5/14/36" Radius centered on the caster

Effect: Dominate

Advantages: Area, RAD

Modifiers: Rend x1

Limitations: GEST, INC, INST, LIM-only causes fear (1), MAT-1 day/PS:smith-O-A-P-Dang, NoRNG

Journeyman: D/A x1

Adept: D/A x2

Master: D/A x3

Base: 15/25/35/45

Active: 30/56/87/124

Modified: 37/70/109/155

Real: 4/7/11/16

Magic Roll: -3/-6/-9/-12

Endurance: 3/5/8/12

Preparation: From nails taken from coffins that have been buried for at least a fortnight, a smith crafts an iron mask into which a single rune must be etched. A copper coin is placed on each of the eyes, and the mask is buried in the graveyard from which the nails were taken. After thirteen days, the mage may dig up the mask.

Casting: Holding the mask over his face with one hand, the mage invokes the power of shadow. If the spell is performed successfully, the eyes of the caster take on a copper cast, and a shadow will fall over the area controlled by the spell.

Results: As the spell is completed, the caster makes a presence attack that will coincide with the mystical effects. An Ego Combat roll must be made against every target within the spell's radius. Those who are affected will be more susceptible to the presence attack. Consulting the Dominate Effects chart, increase the level of the presence attack by one for every level achieved with the Dominate. As soon as these results take effect, the shadow passes, and the spell is gone.

Notes: How long the effects of this spell last are pretty much up to you. Since it is an instant spell, the magical effects are only around for the phase in which it is cast, so you could rule that the victims will do as they have been told during their next phase, after which they will recover. Or you could reason that the Dominate simply improved the presence attack, making the fear a 'natural' condition. Lenient (or downright nasty) GMs could give a bonus to the presence attack in addition to the Dominate effect. Something on the order of +1 to 3 dice for an iron mask, glowing eyes and an unholy shadow might not be out of line. The range of commands permitted by the limitations on the spell will allow for a number of different effects, so long as they involve fear. 'Flee, maggot' and 'Cower, pitiful fools' are both permissible, but have very different end results. In all cases, the GM is the final judge of what is legal and what is not.

Variations: For a more subtle spell, replace the Area Effect advantage with Delayed Effect and Invisible and replace the No Range limitation with Extra Time: +1 phase. The mask, Gestures and Incantations are made when the spell is stored, allowing the caster to call it up in a half phase with no visible effects. Anyone in his chosen target hex will be subject to the domination if the caster makes his targeting and Ego Combat rolls.

History: Truly powerful evil wizards cannot be bothered with the pack of followers that seem to tag along with heroes. This spell was developed to get rid of the fainthearts so that the real struggle may commence.

TONGUETIE

Binds the victims voice so that he cannot speak

Results: -2/3/4/5 on perception rolls to hear the victim speak

Effect: Silence

Advantages: A/O, RNG

Limitations: GEST, INC, LIM-only on voice (+1), LIM-only on others (+1), MAT-1 turn-O-I-P-Easy-1 sp

Journeyman: Rend x1

Adept: Rend x2

Master: Rend x3

Base: 10/15/20/25

Active: 20/30/40/50

Modified: 20/37/60/87

Real: 4/7/11/16

Magic Roll: -2/-3/-4/-5

Endurance: 4/3/2/0

Preparation: To use this spell the caster must have a silvered cord which is knotted in seven places while he recites the appropriate verse. After one turn, the cord is ready for use. It must be worn around the neck, over the throat, like a choker. The special silvered cord costs a silver piece for enough to make one such choker. This material is used up in the casting process so many magicians carry a small coil of silvered cord, preparing lengths of it as needed.

Casting: While wearing the knotted cord, the caster recites a simple verse while focusing the power of the spell with gentle movements of his hands. This takes a full phase, during which the caster is at half DCV. If he makes his Magic Roll, his hands will begin to shimmer with an argent light. The magician makes a thrusting gesture with the forefingers of both hands towards his intended victim. He must make a targeting roll with normal range modifiers. If he hits, the victim's throat will glow briefly with the same light, then the spell takes effect.

Results: For as long as the caster continues to pay endurance to maintain the spell, the victim's voice will be muffled so that he is difficult to hear. Anytime he tries to speak the listener must make a hearing perception roll. If they fail this roll, they cannot understand what the victim is trying to say. If the caster stops paying endurance, is stunned, knocked unconscious or someone casts a successful dispel on the victim, the spell is broken, the silver cord dissolves and the victim may speak normally.

Notes: This spell is normally used to keep generals from giving orders and mages from using certain spells. Though it is not specified in the rules, it would seem logical that a spell of this type would make it very difficult to cast spells with incantations. A penalty to the caster's Magic Roll equal to the modifier to the hearing perception roll would be appropriate. This magic has many possible applications, especially when dealing with mass melees where confusion is often more effective than the sharpest sword.

Variations: You can eliminate the need for materials by adding 30 points of Side Effects. Endurance or Stun Drain would be perfectly acceptable. Area effect would be very useful against several spellcasters or when dealing with large groups of opponents.

History: Several attempts have been made to find out who is responsible for this enchantment, but no one's talking.

TRANSMUTE

Changes a small object into another object of the caster's choice

Results: a 2 die variable transformation attack against small objects

Effect: Transform

Advantages: V/R

Limitations: CON, x3 END, +2 turns, LIM-only on hand-held objects into other hand-held objects (+1)

Summary: B:30/A:37/M:37/R:6/MR:-4/END:21

Casting: The caster grasps any object he can hold in his hand. He pictures the object that he wishes to create, and concentrates upon that image, impressing it on the object he is holding. Doing so requires two full turns of total concentration, during which the caster's DCV is reduced to zero. The process of molding matter is very difficult and exhausting, taking a hefty toll in terms of endurance. If the Magic Roll is successful, the object will begin to glow with a pure white light. It will shimmer, and flow into the chosen shape. The light will then fade, the spell complete.

Results: The object created by this spell will stay in its new form until a successful dispel is cast upon it or someone looks at it and attempts to see it as it was, which will undo the spell and cause the item to revert to its original form.

Notes: This is a fairly powerful spell in its own right. Imagine being able to create any Material you need, or any weapon you might want. If you want to limit the usefulness of the spell, limit its scope by limiting the transformations to the imagination of the caster. He could not create something that he does not fully understand and have at least a passing familiarity with. An intelligence roll would help you adjudicate how well the caster envisions the object he is trying to form. Modify this roll by the simplicity of the object and the casters familiarity with it. If the roll is failed, he will end up with a malformed or inferior product.

Variations: Some of the limitations are a bit extreme. You could lower the Extra Endurance to x2 or the Extra Time to +1 phase by adding Gestures and Incantations. An interesting option is raising the Limited Effect to +1.5, defined as transforming any object into an object selected when the spell is written. This would give you an enchantment that would turn anything into a sword, for instance. Turn this concept around and you can turn any one thing into anything. How about being able to turn gold pieces into anything you desire? Given some time and a little imagination, you are bound to think of a couple that tickle your fancy.

History: Dain, Knight Commander and Magistar of the Brotherhood of the Star, was one of the few heroes to ever learn true magic, which is the direct influence of the will upon the mystical energies that surround us. This dweomer is an attempt to recreate one of his abilities, the power to mold solid matter with the power of his mind alone. It pales in comparison, but it is as close as most wizards will ever come.

TRUESIGHT

Helps the caster see through visual illusions

Results: +5/10/15/20 Intelligence for seeing through illusions

Effect: Aid (Int)

Limitations: +1 turn, GEST-cast, INC-cast, LIM-only adds when resisting illusions, images and cloak (+1), MAT-1 day/P.S:herbalist-P-Easy-1 sp, SELF

Journeyman: Rend x1

Adept: Rend x2

Master: Rend x3

Base: 10/20/30/40

Active: 10/20/30/40

Modified: 10/25/45/70

Real: 2/5/9/14

Magic Roll: -1/-2/-3/-4

Endurance: 2/2/1/1

Preparation: An herbalist must mix an ointment from mushroom powder, chestnuts, walnuts and lard. Rendering the ingredients takes the better part of a day. The ointment will keep for several weeks if stored in a cool place in a sealed container.

Casting: While reciting the rather complex invocation of truth, the caster applies the ointment to his eyes with slow circling motions. The spell takes a full turn to complete. If properly cast, the salve will begin to glow with mystic power which will manifest as a silvery luminescence shining from the caster's eyes. This phenomenon will last only for an instant, fading away as the last of the ointment is applied.

Results: For as long as the caster continues to pay endurance, his mind will be strengthened against illusions allowing him to add the extra Intelligence provided by the Aid effect against the Illusions, Images and Cloak effects, greatly improving his chances of resisting these spells.

Notes: Relatively easy to cast and maintain, this spell is employed by many mages on a nearly constant basis, granting them the 'magesight' of legend. Useful for preventing a variety of nasty little surprises, it has proven worthy of the slot devoted to it time and time again. It is an excellent spell for court magicians and mystical guardians, whose jobs can be made quite a bit easier by effects such as this. The only disadvantage is the casting time, which can be avoided by casting it early in the day and leaving it on. If you wish to discourage long term spell effects of this kind, you may want to bring the Long Term Endurance rules into play, which will tire the magician considerably if he leaves his spells active for long periods of time.

Variations: If you want the spell to be usable on others, replace the Self Only limitation with Visible, which will cause the recipients eyes to glow as long as the spell is maintained, or Side Effects (1d Dazzle), which will cause temporary blindness if the Magic Roll is blown. This option will come in very useful if you encounter a particularly dangerous illusion that you want your companions to resist. Remember that each constant spell you are maintaining takes up one spell slot.

History: Devised at the Grayford School of Magic shortly after the second war against the Diebahlians, whose enchanter favored spells of guile. These magics had permitted a group of cloaked soldiers to infiltrate a major city before a siege, which resulted in a gruelling Diebahlian victory. This spell is now widely used to safeguard against a similar disaster.

UNLOCK

Opens bolts and locks from a distance

Results: 10 Strength at range

Effect: Psychokinesis

Limitations: INST, GEST, INC, LIM-Only on bolts, locks and closures (+1.5)

Summary: B:20/A:20/M:20/R:4/MR:-2/END:4

Casting: The mage speaks several words of power while mimicking the required motions. This takes a full phase, during which the caster is at 0 DCV. If he makes his Magic Roll successfully, a globe of blue light manifests around his hands, and a similar sphere of green energy forms around the chosen closure.

Results: The gestures made by the caster during spellcasting will be duplicated by the power of the spell, allowing the caster to open locks and closures at a range. The motions made are performed through the psychokinesis and the spells energies dissipate.

Notes: Technically, opening bolts and the like would be considered fine work. This will require a second Magic Roll with a penalty based on the complexity of the action, something like -1 for a simple bolt to -2 or -3 for more involved latches and key-locks. This spell does not give the caster abilities he does not have and it does not allow him to affect what he cannot see, so lock picking is impossible without the requisite skill. Even if he has lock picking, it is extremely difficult to perform with this spell. If the caster tries it, apply a -4 or -5 penalty to both his secondary Magic Roll and his Lock picking roll. If either roll is failed, the attempt is unsuccessful.

Variations: A limited spell of this kind can be used to restrict a general effect for a very specific purpose. Variations of this particular dweomer could be used as door-openers or crossbow pullers. Making the spell less limited could give you a kind of phantom hand to perform simple tasks at a distance. Buying off the Instant limitation is especially useful.

History: A straightforward utilitarian spell, this minor magic is taught at the major schools of sorcery and is part of the repertoire of many wizards. It is uncertain who originally wrote it, but the most likely candidate is Darkemyste, an accomplished thief and assassin.

WALLCLIMBING

Imparts a spider-like climbing ability

Results: 10" Levitation usable only for climbing

Effect: Levitate

Modifiers: Rend x1

Limitations: +1 turn, GEST-cast, LIM-must touch surface (+1), MAT-1 hr/Magic-I-I-P-Hard

Summary: B:20/A:20/M:25/R:6/MR:-2/END:2

Preparation: To cast this spell, the caster must prepare a special talisman made from an insect, a ball of wax and a length of cord. The insect may be of any variety able to climb as the caster wishes to climb. Spiders work very well, but flies, moths and the like are sufficient. The mage must kill the insect himself. He then concentrates upon it while he works it into the ball of wax. When the insect is completely covered in wax, the caster recites a simple verse and makes a magic roll. If the magic roll is successful, he strings the cord through the wax and wears it as an amulet. Even though the talisman is not consumed by the spell, the mage will have to make a new one from time to time because wax and string are not the most durable materials known to man.

Casting: While wearing the insect amulet, the magician focuses his will while tracing intricate patterns in the air before him in a silent language with his hands. This process takes a full turn during which the caster is at half DCV. When completed, the mage makes his Magic Roll. If successful, the amulet will glow slightly and the spell takes effect. If not, he must begin again.

Results: For as long as he continues to pay the endurance required to maintain the spell, the caster may climb even the sheerest surface with ease, moving at 10" per phase. If he stops paying endurance, is stunned or knocked unconscious, the spells effects will stop.

Notes: Using magic for purposes as ignoble as thieving is an insulting suggestion for most magicians, but adventurers find themselves in all manner of strange situations that demand unusual solutions. It can be very useful for getting out of pits and traps. Since the spell is based on Levitate, there is no need for the surface to be able to support the caster. He could go up a brick wall or a canvas sail with equal ease.

Variations: This spell would be more useful with the Affects Others advantage, allowing your whole party to go over walls with ease. Given a few extra points, you could lower or eliminate the Extra Time. You could raise the Limited Effect to +1.5 by changing the definition to 'only if touching a surface able to support the caster'. This would make it more like a true spiderclimb spell.

History: Darkemyste is known for a number of things, most of them unsavory. His main claim to fame is that he is rumored to be able to 'liberate' anything from anywhere. He is known to use a variety of spells in pursuit of his elaborate crimes and it is likely that he originated this enchantment.

WARNING

Creates a monitored area that warns the caster of intruders

Results: 0/2/4/8" Radius Detection field

Effect: Detect (intruder)

Advantages: Area, CON

Limitations: CON-thru, +10 min,
GEST-cast, INC-cast, MAT-1
hr/PS:glassblower-O-A-P-
Easy-1 sp

Apprentice: Rend x1

Journeyman: D/A x1, RAD,
Rend x2

Adept: DetL, RAD, D/A x2,
Rend x3

Master: DetL, RAD, D/A x3,
Rend x3

Base: 10/10/10/10

Active: 20/27/40/52

Modified: 25/40/70/91

Real: 4/6/11/14

Magic Roll: -2/-3/-4/-5

Endurance: 2/1/1/1

Preparation: This spell requires a silvered glass rod, four inches in length with a quarter inch diameter. Such a thing is easily made by any glassblower in under an hour for about a silver piece.

Casting: The mage must take the rod and scribe the boundary of the circle's area, while singing the required verse. As the circle is formed, the rod will begin to glow. When the ends of circle meet, the light will flow out of the rod into the circle, quickly fading away as the spell asserts itself over the enchanted area.

Results: When the spell is successfully cast, the mage will adjust to the number of people within the spell's area of effect. Anyone or anything that was not in the area when the spell was cast will register as an intruder, and the caster will be mentally alerted to their presence. The spell persists as long as the caster continues to pay endurance. When the caster stops paying or a successful dispel is cast on the magical area, the glass rod shatters, and the spell dissipates.

Notes: While this spell is in effect, the mage will be lost in concentration, reducing his DCV to 0 and making him unaware of anything but what the Detect tells him until the spell is done. Before casting, the mage must decide on a preset duration as the concentrate disadvantage will make him unaware of the passing of time. Only physically shaking the mage or the presence of an intruder will wake the caster from his reverie. Very useful for a magician's turn on watch, this dwomeer is an excellent defensive magic that requires minimal setup time and very little endurance to maintain. At early levels, the spell's area will only protect the caster's bedroll, but more advanced versions could encompass an entire camp.

Variations: If you don't want to have to concentrate while the spell is in effect, make the Concentrate casting only and add Side Effects (6d End Drain). This will make the spell more passive. Adding the Persistent Advantage might be useful, especially if you create a secondary spell like Sounds to create an audible alarm.

History: Created by Diamond the Capricious, this spell was designed to help her protect her companions on their frequent outings to cemeteries, enemy keeps, dragon's lairs, and Hell's Mouths.



WARP

Opens a gateway that allows teleportation for extended periods of time

Results: 10/10/40/160" continuous transport in a 1 hex area

Advantages: A/O, Area, CON

Limitations: CON-cast, GEST-cast, INC-thru, MAT-1 day/
goldsmith-O-A-Diff-3 gp, SE-
2d Body Drain, VIS

Journeyman: Rend x1

Adept: D/Dx2, Rend x2

Master: D/Dx4, Rend x3

Base: 30/30/30/30

Active: 60/75/90/120

Modified: 60/94/135/210

Real: 6/10/15/23

Magic Roll: -6/-7/-9/-12

Endurance: 12/7/4/3

Preparation: The caster must have 3 gp worth of pure gold crafted in the shape of a Möbius strip. This requires a skilled craftsman, and can take several

hours to complete. When completed, the magician must inscribe it with the proper mystical runes. This process takes at least a day as it requires delicate, exacting work. When this is done, the talisman is hung from a thin chain, and is ready for use.

Casting: Placing two fingers through the double loops of the amulet, the caster tears it free from the chain. Pointing where he wants the terminus of the spell to appear, he concentrates, singing a simple verse and focusing his power through the loops of the Möbius band. Casting the spell requires a full phase during which the caster is at 0 DCV. If he makes his magic roll, a vertical plane of shifting distortion approximately two meters in diameter will manifest before him, accompanied by an undulating static sound and a heavy odor of ozone. A similar plane appears at the terminus. This 'warp' has no physical dimensions and appears the same from all angles. It will be visible so long as the spell remains in effect.

Backfire: The caster will be pulled through the warp without noticeable motion in the physical world. Those who have experienced this distortion describe the sensation as being 'dragged across the edge of a sword' or being 'plunged in magma only to be quenched in a strong acid'. Fortunately, the effects are temporary and the damage psychomystical. If the backfire doesn't kill you, the damage will heal very quickly. If not...

Results: For as long as the caster continues to sing the required verse and pays the endurance required to maintain the spell, the warp will stay in effect. Anyone who enters the hex where the spell was cast will be instantaneously transported to the target location chosen at that time. Any number of individuals can pass through the gateway while it is in effect, but if the caster stops singing, paying endurance, is stunned or knocked unconscious, the spell goes down and the warp vanishes.

Notes: This spell provides an excellent escape route when you are in over your head and you don't want to leave your friends behind. At the lower levels, the short distance and high endurance costs make the spell fairly ineffective. At higher levels, the distance becomes more respectable and the endurance is low enough to keep the warp in operation for long periods of time. As with all Transport spells, Warp is more useful with some kind of Clairvoyance effect or with a memorized location.

Variations: The Material can be very expensive if the magician casts this spell with any frequency. You could lower the cost per use to 2 sp by adding Extra Time (10 minutes). The amulet would be made of silver instead of gold, but the spell would have a considerable startup time.

History: This spell was created by the elven enchantress Diamond the Capricious. Unlike most elves, Diamond would frequently venture beyond the bounds of her homeland. Easily distracted, she would often cause the terminus of the warp to appear several meters off the ground, much to the dismay of her companions.



WATERWALKING

Allows the caster to walk on water

Results: Levitate allows walking on water at running speed up to 10"

Effect: Levitate

Advantages: Full DCV

Modifiers: Rend x2

Limitations: GEST-cast, INC-cast, LIM-must be in contact with water (1 1/2), LIM-max speed is running speed (1/2), MAT-1 hr/PS:jeweler-O-I-P-Hard-2 sp, VIS

Summary: B:20/A:30/M:45/R:6/MR:-3/END:1

Preparation: A jeweler crafts a ring or simple amulet made of twisted silver which holds a pearl. Each use of this spell will destroy the pearl. The amulet or ring runs about five silver and has to be custom made.

Casting: Wearing the marked pearl, the caster calls out to the spirits of the water. While casting the spell, his DCV is at half due to the complex nature of the ritual. As the spell is completed, a globe of pearlescent energy will surround the caster that will remain until the spell ends.

Results: While surrounded by the mystical energy of the sphere, the caster can walk on any watery surface as though it were solid ground. He may run, fight and jump normally. When it is released or dispelled, the sphere pops like a soap bubble, and the pearl crumbles to dust.

Notes: Though very useful for crossing water barriers of one kind or another, this spell is fairly risky in a combat situation as the effects fail if the caster is stunned, goes unconscious or fails the requisite Ego Roll if he is injured. Unfortunately, though the mage can walk on water as if it were solid ground, it is not solid. Imagine the ground flowing like water. Very tricky at times, especially during high tide. (Hang ten!) You would be well within your rights to ask for a Dexterity roll in such situations. Even though it is theoretically impossible for the caster to drown, he might get thrown about a bit by rough waves, possibly causing a few dice of damage in the process.

Variations: You could eliminate the Material by adding Extra Time (1 Turn), and a Side Effects (2d Stun / 4d End Drain). This gives you a slightly longer spell with the risk of backfire but cuts down your costs considerably.

History: Long used by the priests of nature and the sea, spells of this type have been adapted for a variety of purposes over the years, including mass river crossings and unconventional ship to ship combat.

WITCHWALL

Creates an illusory wall

Results: 5/7/10/14 dice of Images of a Wall in a 3/8/12/32 hex area

Effect: Images

Advantages: I/A

Limitations: CON-cast, GEST-cast, INC-cast, LIM-only illusion is of a wall (+1.5), MAT-1 day/Magic-O-A-P-Easy

Journeyman: D/A x1

Adept: D/A x1, Rend x1

Master: D/A x2, Rend x2

Base: 15/21/30/42

Active: 22/37/52/84

Modified: 22/37/65/126

Real: 4/7/12/23

Preparation: The caster must take a stone from the base of a sturdy wall that has stood for at least a decade. He recites a short verse over it and buries it in the earth for seven days. On the seventh day, he unearths it and recites the same verse. If he makes his magic roll, the stone is properly attuned and ready for repeated use.

Casting: Grasping the stone, the caster concentrates on the wall from which the stone was taken while reciting the verse he used to prepare it. This takes a full phase during which the caster's concentration is so complete his DCV drops to 0. If the magician makes his magic roll, the stone will glow slightly and the spell will take effect.

Results: This magic creates the image of part of the wall from which the stone was taken. The size of the wall and the detail of the image depend on the power level of the spell. The spell stays in effect as long as the caster continues to pay endurance. If he is stunned or knocked unconscious the spell is broken and the wall vanishes.

Notes: The wall created by this spell is a mere projection, a phantom image that cannot be touched. Anyone who tries to do so will find the wall no more solid than the air around him. Those who see objects pass through the structure will have a tendency to doubt it's validity, so the caster must take care when and where he casts it. Erecting partial barriers behind such images or casting them at the edge of a cliff can have very amusing effects when your enemies go charging through...

Variations: The basic framework of this spell could be used to create any number of single effect images, or you could make it into a general-purpose image spell by replacing the Limited Effect with Side Effects (3d Dazzle), or the equivalent.

History: Anduran, the Brass Mage of Torack, had a variety of spells such as this, designed to befuddle the mind. His domicile became a bizarre maze of the real and the unreal in which even the strong willed were given cause to doubt their own sanity. This spell was written about the same time as a similar spell that created a real wall. Unfortunately, the texts became confused. Thus the leaning tower of Torack. Anduran claims it was designed that way. Of course it was.

WITHDRAW

Enhances the caster's movement speed and defends him while he escapes

Results: +1/2/3/4 DCV vs/ Hand to Hand, Melec, Missile or Magic and +5/7/10/14" running usable only for fleeing

Effect: Protect

Common Modifiers: Rend x1

Common Limitations: COND-only while retreating (+1/2), GEST-cast, INC-thru, MAT-No-O-A-P-Hard, VIS

Advantages: V/R

Limitations: Self

Base: 10/20/30/40

Active: 12/25/37/50

Modified: 15/31/46/62

Real: 2/5/8/10

Effect: Haste

Base: 10/14/20/28

Active: 10/14/20/28

Modified: 12/17/25/35

Real: 2/3/5/6

Total Cost: 4/8/13/16

Magic Roll: -2/-4/-6/-8

Endurance: 2/4/5/8

Preparation: The caster must have a chicken foot or feather to cast the spell. This material requires no special preparation and is not used up when the spell is cast, so it may be reused as often as the caster likes.

Casting: Clutching the chicken fragment, the mage recites a hurried incantation while placing both hands over his heart. This takes a full phase during which the caster is at half DCV. At the end of the phase, the mage makes his magic roll. If successful, a golden streak of light will manifest along the caster's back. This glowing stripe will be visible as long as the spell is in effect.

Results: When the spell is cast, the caster must decide which kind of attack the Protect effect will defend against. As long as he continues to pay endurance, the enchantment will provide him with this defense and an increased running speed usable only for retreat. He must continue to recite the incantation over and over again while he runs. If the caster stops chanting, stops running, or turns around, the spell is broken and both effects are lost. Since the spell is not persistent, the spell will also be disrupted if the caster is stunned or knocked unconscious.

Notes: When choosing the better part of valor, this spell can be a lifesaver. The unfortunate special effects may draw hostile attention, however, but the Protect should prove effective against the occasional archer who finds the yellow streak an ideal target.

Variations: Due to the nature of the spell, the Easy, Fast or Immediate Advantages would be very useful. You could help balance them off with a more restrictive Material or Side Effects of some kind. An interesting option is to reverse the spell, calling it 'Charge' or something like that. The Protect and Haste would only add while advancing on your opponents, which would be useful for knights and crusaders. Affects Others or Area Effect would be a big help, but very expensive. If you have the points, a Radius Effect version would allow you to affect your whole party.

History: Known as the 'Yellow Mage', Baruk has lived a long healthy life working in his tavern. His courage has never been questioned. Everyone knows he is a coward. Despite this reputation, he is sought after to help those in trouble, largely due to the various enchantments he is known to have penned. This is one of his best known and most useful.

ZOMBIE

Turns the victim into a mindless husk

Results: 4/5/6/7 Transformation attack

Effect: Transform (living being into a mindless zombie)

Common Limitations: CON, GEST, INC, Lim-conscious victims are allowed an Ego roll at -5 to resist (1/4), LIM-noisy (1/2), MAT-1day/Magic Roll-O-A-P-Diff-3gp

Apprentice: x3END, SE-7d END Drain

Journeyman: x2 END, SE-5d END Drain

Adept: x1.5 END, SE-3d END Drain

Master: SE-1d END Drain

Base: 60/75/90/105

Active: 60/75/90/105

Modified: 60/75/90/105

Real: 5/7/9/12

Magic Roll: -6/-7/-9/-10

Endurance: 36/30/27/21

Preparation: To cast this spell, a mage must first acquire a jet stone worth at least 3 gp. Taking the gem, the mage must enter a trance, during which his soul travels to the Realm of the Dead. When his soul returns to his body, the mage awakens, and the stone is ready for use.

Casting: Holding the black jewel, the caster recites the words of a forbidden ritual in a long-dead language. If he makes his Magic Roll, an evil mist issues from the jewel; this mist can be directed against any target in the caster's hex. The foul cloud enters the victim's body, and in a moment he is transformed.

Backfire: If the caster mispronounces the words of the incantation, the tendrils of mist will turn on him, draining his precious life essence. For this reason, only most powerful enchanters dare this spell.

Results: The Transformation dice are rolled and compared to the victim's BODY. If the Transformation is unsuccessful, the gem shatters and the spell's energies dissipate harmlessly. A conscious victim may attempt to resist the effect of the spell by making an EGO roll at -5. If the roll succeeds, the spell fails. If not, the victim will become very pale and his eyes will turn black on black. His body is effectively a mindless husk with no will to move it: the victim will be incapable of independent action. The only way to end the spell is to destroy the gem used in its initial casting.

Notes: The "Noisy" limitation will let any magician in range feel an "evil chill" that will tip him off that a powerful spell has been cast nearby. As spell has no range, it is usually used against helpless victims who are bound and gauged before the ceremony is performed. If the caster wants to use it in a combat situation, he will have to make a standard attack roll to hit the chosen target. While under the influence of this spell, the victim's Intelligence and Ego both drop to zero, and the victim loses the use of all skills for as long as the Transformation is in effect. The mindless body is susceptible to Domination, and if it is controlled in this manner it should be treated as an automaton under the control of the caster. When (and if) the victim returns to normal, he will have no memory of the time during which his soul was trapped in the nightstone.

Variations: If you can turn someone into a mindless zombie, you can turn him into just about anything. With Variable Result and a specific limitation, you could even steal someone's soul and put it in another body!

History: During the dark days when the Void held Zadron Shadowlord in thrall, he devised many terrible spells like this one. Since his release, he has spent centuries trying to undo the evils his enchantments have wrought.

THE KALEN

In this section, you will find an organization designed for use in any setting. This group can be used to introduce magic into your campaign; it has a school of sorcery where player characters can learn the mystic arts. If you intend to use the Kalen in your campaign, it is recommended that you read the entire section, but if you want a quick start, read the section called *The Order*. This will give you enough information to get going. When you get a chance, you can scan the rest for whatever you might have missed.

To ensure the universal application of the Kalen, certain sections are left a bit vague. This is so you can fill in the details as you see fit, allowing the group to be integrated more smoothly into your campaign. Remember that the guidelines contained herein are just that — guidelines. If there is anything that you are uncomfortable with, change it. With minimal effort, the Kalen could become many things, from a sinister organization with evil intent to a more visible organization with guildhalls in every major town.

BACKGROUND

In days gone by, there was a mystic organization called *The Brotherhood of the Great Key* that was formed in an attempt to discover the source of magic. In doing so, its members hoped to unite the practitioners of all kinds of magic by creating a libram that would contain the basic principles of spell casting.

Unfortunately, this purpose was misinterpreted by several other mage guilds as an attempt to wrest control from their respective organizations. Needless to say, this did not sit well with the masters of these established circles. Afraid of losing their holds on a lucrative monopoly, some of these guilds banded together to oppose *The Brotherhood*. Fearing the consequences of direct confrontation, the Guilds began to undermine *The Brotherhood's* credibility by spreading vicious rumors, often substantiated with falsified evidence of misdeeds.

This defamation campaign proved dangerous when public opinion, and that of the local lords, began to turn not only against *The Brotherhood*, but magicians in general. When bad feeling turned to open violence, the practitioners of the mystic arts were forced to band together to protect themselves. Unfortunately, the rift between *The Brotherhood* and the alliance of mage guilds left spellcasters without the benefit of unified leadership. In the face of a hostile society, the disorganized magical community was forced to flee the land or go underground. So it was that the dream of the *Great Key* died, a victim of ignorance and pride.

Years later, Arax Velmor, who was one of the leaders of *The Brotherhood*, assembled the greatest wizards of his age. He offered them all of the knowledge that he had gathered over the years for the *Great Key*. In return, he asked them to forget their animosities and work together, to use their talents to benefit mankind. Most scoffed, unwilling to forget the hatred that prevailed not so long ago, but a few saw the wisdom of his words and joined his cause. Together, they created the foundation for what would become *The Kalen*. Over the years, the organization has evolved, but it has remained true to the principles set forth by its founding fathers.

Today's *Kalen* is a brotherhood of scholars and sorcerers dedicated to helping the common man by guiding society. It is their belief that they must operate covertly as most people would not accept the counsel of wizards, no matter how benevolent.

Kalen members are well-integrated into the various cultures of the land. Ostensibly an institute of higher learning, their school teaches mathematics, medicine, and magic. With such useful knowledge, the brotherhood can exist in many environments

where their skills are well-respected and in high demand. Most become wandering healers, seeing to the health and education of the peasantry while others act as tutors and advisors to all levels of the middle classes, select merchants, and certain noble houses.

Few know that *The Kalen* have mystical powers, and those who do know are the members of a very small group of individuals to whom *The Kalen* have entrusted the secret of their purpose. With members at all levels of society and many friends in high places, the brotherhood has begun to make a real difference. Even though the changes they have brought about are imperceptible to most and their need to maintain a low profile prevents them from taking credit, they are content in the knowledge that what they are doing is for the good of all.

THE ORDER

As explained in the *Background*, *The Kalen* have two basic purposes that often go hand in hand. The first, inherited from the legacy of *The Brotherhood of the Great Key*, is to explore the boundless mysteries of magic. The second is to use this knowledge to benefit society as a whole. Because of the prevalent suspicion of magicians, the *Kalen* feel constrained to pursue both goals with a great deal of secrecy. Therefore, they operate in the shadows — a secret society with benevolent intentions, and are shunned by those whose lives they are working to improve.

The Kalen have a fairly large headquarters called the *Conclave* and many smaller schools and hospitals across the land. The leaders decided to tell the local lords that their organization is an institution of higher learning, which to a certain extent it is.

Depending on how you are using *The Kalen* in your campaign, their size and influence can vary from a small "subversive" organization to a sprawling, well-organized movement that can topple governments with ease. It is recommended that they be somewhere in between these two extremes. If they are too small, they will not have enough influence to make them a suitable plot device, and if they are too large, their power will become frightening. It is unlikely that the player characters know about *The Kalen* until they first encounter them. This makes it very easy to assimilate the group into an existing campaign — just pretend they had always been there.

MEMBERSHIP

Unless you prefer a substantially smaller or larger group, there will be anywhere from 100 to 300 *Kalen* members in the world at any given time. The structure of the organization has four basic tiers: Apprentice, Journeyman, Adept, and Master. (This is explained in detail in the section titled "Life in the Brotherhood.") Most of these members will be Journeymen who have left the *Conclave*, so it is likely that the first contact the PCs have with *The Kalen* will be through a wandering Journeyman.

LEADERSHIP

Each tier has more responsibility than the last, and members of lower tiers owe a kind of fealty to those above them. It is the Masters who actually run *The Kalen*, however, and an inner circle of seven who make the policy decisions that guide the actions of the brotherhood. This circle is chosen by the High Master of the *Conclave*. The High Master is chosen every year by the Inner Circle from among its members. So it is that the leadership shifts subtly from year to year. For the last eight years, the same man has been High Master (see *Characters of Note* for details).

LAWS

There is a large book which contains all of the decisions ever made by the Inner Circle. This book, which has been rebound three times to accommodate expansion, is considered the Law of The Kalen, as interpreted by the current High Master. Some of the material has been formalized and transcribed onto a series of scrolls available to any member who would care to pursue them. Most of these fundamental laws are taught to Apprentices as part of their indoctrination. These laws deal mostly with The Kalen's structure, leadership, ceremonies, and the procedures which allow them to maintain their secrecy. Violating any of these dictates is a relatively serious offense; the punishment for such is the sole responsibility of the High Master.

MAGIC

To The Kalen, magic is a tool that can be used to assist them in the pursuit of either of their purposes. They believe that using this power to injure others is wrong and inherently corrupting. Their spells are mostly informational, though defensive enchantments and minor alternations are perfectly acceptable. The Kalen practice "traditional" magic, that is, spells that usually take a full phase or more to perform, with Gestures, Incantations, and the like. All of this is reflected in the summary which follows.

Recommended	Acceptable	Restricted
Arrowstop	Animal Speech	Beastcall
Blur	Apparel	Curse of Frogs
Charisma	Aqualung	Firelance
Compass	Bane Blade	Flame Arrow
Death's Defense	Beg	Ghostblade
Empathic Touch	Blade Binding	Intoxicate
ESP	Blessing	Kitten
Featherload	Disruption	Lightning Call
Flameshadows	Flash Capsules	Nightmare
Former Countenance	Flit	Open
Guardian	Float	Plague of Fire
Haven	Indignation	Reanimate
Hidden Writing	Leap	Shadowseath
Lamp	Mask	Siphon
Mindmask	Metamorph	Spectre Cloak
Neutralize	Multiply	Swordskill
Nightflight	Needles	Terrify
Passage	Nightsight	Zombie
Purelight	Open	
Recall	Phantasm	
Resist Magic	Pit	
Second Chance	Restrain	
Seeker	Scarab Ropetrick	
Spyhole	Seal	
Stealth	Tonguetie	
Succor	Wallclimbing	
Supplication	Waterwalk	
Transmute	Witchwall	
Truesight		
Unlock		
Warning		
Warp		
Withdraw		

As you can see, offensive magics are rare and never lethal. Summoning and Transformation against living targets are also proscribed activities. This stems from The Kalen's belief that all men have the right to freedom. Being bound into service or turned into a frog would severely limit the execution of these freedoms.

Note that these restrictions only apply to spells learned from The Kalen or in the Conclave. New magicks or those learned from outside sources can be of any type the individual member is comfortable using. This is reflected in the Restricted Magic limitations in the package deals for each level (see "Life in the Brotherhood" for details).

LIFE IN THE BROTHERHOOD

This section details each of the four levels of development in The Kalen. Each level is described with the requisite package and statistics for the typical member. If you are using these package deals for player characters, start them at whatever level is appropriate. When they purchase the additional skills required for the next level, simply change the Disadvantages to those of that level. There are other requirements for advancement, but these are outlined in the descriptions that follow.

Most Apprentices are based on 50 to 100 character points, Journeymen have 75 to 150, Adepts 100 to 225 and Masters have 150 to 325. Newly initiated members of each rank will have low-end values, and those who have been at one level for a considerable period of time will be closer to the maximum. As a general rule, major NPCs or player character Kalen will have 75, 100, 150, or 225 total points, respectively. You may want to use these levels as an additional requirement for advancement to keep PCs from zipping through the ranks too quickly. As you can see, a Master is an extremely powerful character, so keep their numbers to a minimum, except in the Conclave itself.

The package deals include several disadvantages that may require explanation. Most of the levels include the Follower disadvantage. Note that the restrictions thereon become less limiting as the character takes on more responsibility until at Master level, he is not a Follower because he is one of those who the rest are following. The progression of the Watched disadvantage is similar in that newer members are under constant observation while the Masters are the ones watching them. The Hunted disadvantage in the Journeyman package is meant to reflect the natural hostility of most people to magicians. The GM should make a roll every time the character uses magic in public. If the Hunted rolls an occurrence, any number of things can happen. An evil wizard could hear about the incident and come to investigate, the local constabulary could ask him to leave, or the peasants could organize a lynch mob. Use your imagination. The Master Package includes the Age limitation. This is because most Masters are at least 40 years or older. If a PC who is younger than 40 becomes a Master, use the Hunted instead.

When a Package calls for a Familiarity from "the list," it is talking about the list that follows. Choose any of the skills listed below. These are also good skills for Kalen members to have, so refer to this list when you are building NPCs:

Conversation, Courtier

Knowledge Skills: Anatomy, Ancient Cultures, Artifacts, Astrology, Calligraphy, Cartography, Great Wizards, Herbs, Monsters, Omens, Other Planes, Philosophy, Politics, Spirit World, and Theology.

Professional Skills: Alchemist, Armorer, Bard, Blacksmith, Bowyer/Fletcher, Goldsmith, Healer, Herbalogist, Jeweler, Leatherworker, Mapmaker, Musician, Silversmith, Teacher, and Weaponsmith.

JOINING THE KALEN

Obviously, any secret society must be very particular about who it recruits into the organization. Experience has taught the masters that there is no substitute for caution and that the time spent ensuring the integrity of initiates is more than justified in view of the risks inherent in even one mistake. In most cases, there are three ways to join The Kalen. The first, and least common, is to ask. Few have the opportunity to utilize this particular approach, and those who do are subjected to close scrutiny, observation, and suspicion for years after they are actually accepted.

Second, the Journeyman who wanders the land are trained to watch for those who might possess the talent and the moral background to qualify as students. Potential students are watched covertly for several months to ensure that they are who they seem. Additionally, the brother who found the potential initiate will get to know the subject, and over the course of weeks will ask a series of leading questions to determine whether or not the individual is suited to the organization. These questions determine the subject's intelligence, insight, morality, and personality. If the potential initiate seems to meet the high standards set forth in Kalen Law, the journeyman returns to the Conclave and tells the Masters of his findings.

When a candidate is located in this way, a Master is a given Soul's Eye and comes to the subject in person. He introduces himself and explains that he represents a brotherhood of scholars and magicians dedicated to the betterment of the human condition. The Master conducts an interview that contains most of the questions asked by the journeyman during the trial period and many more. This time, the Eye is used to prove the veracity of the answers. If the Master is satisfied that the subject is Kalen material, he will explain in greater detail the goals of The Kalen and the purpose of the school. He will offer to bring the subject back to the Conclave and sponsor him as an Initiate. If the subject accepts, he will be indoctrinated.

The third and most common method is for someone enrolled in the Conclave school to attract the attention of the Masters during his years as a student. This approach is preferred because it allows the Masters direct contact with the subject for long periods of time, making it less likely to misjudge a potential initiate.

When running the initial contact between The Kalen and a player character who may be invited to join, be careful not to rush things. There are plenty of dramatic opportunities here, so get as much mileage out of the situation as you can.

Most player characters will use the second method as it is the most accessible to adventurers. The conversations with the journeyman can be very interesting because of the subtleties involved. The player will probably have a fair idea of what is going on, but his character's reactions will be based on information he has available. Properly executed, these conversations can yield invaluable insights into the player character that will be very useful later on.

When the Master comes, play up the mysteries involved in his appearance. Use one of the characters outlined herein or one you have fully developed and describe him in detail. A Master carries a level of authority that will ensure the player character's full attention, and the promise of mystical training will have a similar effect on the player portraying him, so use the encounter to impart a healthy respect for The Kalen and its members.

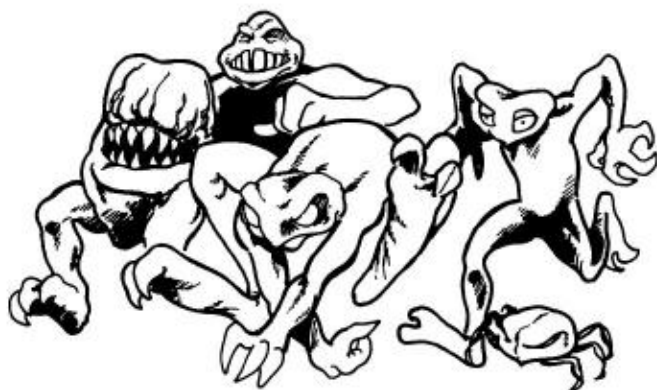
APPRENTICESHIP

Those who are lucky enough to be accepted begin their training as students at the school of the Conclave. They are given the rare gift of a formalized education. In return, they are effectively indentured servants. At no time may an Apprentice leave the grounds. It is those students who secretly belong to The Kalen who tend to the Conclave and its grounds so that the paying students may enjoy the pastoral setting in comfort. Even if a Kalen Apprentice could pay for his schooling, he is expected to work as part of his training. This is to show respect for the Masters and to learn humility. It is a hard life but a worthwhile endeavor, for the things the student learns will serve him well throughout his career.

When he has received a basic education in a variety of classical subjects, the student graduates from the school and begins his training in earnest. Once graduated, the apprentice continues his labors in the Conclave and begins his lessons in The Sanctum. He is taught the fundamentals of magical theory and practice as well as the associated myths and legends. It is during this stage that many leave The Kalen to act as trusted allies in the outside world — the rigors of the mystical training are simply beyond some people. But those who have what it takes await the day of the test for those that pass, receive their staff and their freedom as a journeyman.

Once a year, those apprentices who have shown a pronounced improvement of their abilities are recommended for the test. The Testing is done in the Sanctum before three of the Masters, one of whom is given custody of a Soul's Eye for the occasion. Those who are gathered to be tested are sent together in a large chamber where they are read the passages of Kalen Law that deal with the test and ask them not to discuss their experiences with anyone who has not passed, for such discussion could seriously affect its validity.

One at a time, the journeyman-candidates are brought before the Masters who are seated in a different room. Each of the Masters present asks the apprentice a question intended to determine how far the student has advanced in his studies. If each of the questions has been answered to the Master's satisfaction, the apprentice is told to hold the Soul's Eye sphere and concentrate on his inner self. This is a straightforward function of the candidate's Magic Roll. If he can cause the sphere to operate, he will be able to judge his own capabilities with the power of the Eye. He is asked whether he truly feels he is ready to become a Journeyman. Those who are will be given their staff in a secret ceremony the following week. Those who do not think they are ready will study for another year after which they will be tested again until they are.



APPRENTICE PACKAGE

2	KS: The Kalen 11-
1	FAM w/ KS: History 8-
1	FAM w/ KS: Legends 8-
1	FAM w/ KS: Magic Theory 8-
1	FAM w/ KS: Mathematics 8-
1	FAM w/ KS: Runes and Glyphs 8-
2	LANG — Fluent Ethran
1	LANG — Literate with Common
1	LANG — Literate with Ethran
5	Magic
5	Medical
1	FAM w/ Quarterstaff

Disadvantages

1	Characteristic Minimums — 13 Int, 11 Ego
6	Package Bonus
3	Follower — many restrictions, some danger, minor consequences
5	Restricted Magic — minor restrictions on spell types
1	Distinctive Looks — Academic, easily concealable
4	Watched — Kalen Masters, small group, full time

TYPICAL APPRENTICE

STR 10	DEX 11	CON 11	BODY 10	INT 13
EGO 11	PRE 10	COM 12	PD 3	ED 2
SPD 2	REC 4	END 24	STUN 23	Cost 15

Skills (20) — Apprentice Skills.

Spells (5) — Spells.

Disadvantages (40) — Apprentice Disads (20).

Base (20) — Competent Normal Bonus.

Experience (0)

SAMPLE APPRENTICES

BAYAR

STR 10	DEX 9	CON 10	BODY 10	INT 13
EGO 11	PRE 8	COM 10	PD 2	ED 2
SPD 2	REC 4	END 20	STUN 20	Cost 1

A new initiate, Bayar is in his first year at the Conclave. He has only learned Familiarity with KS: — The Kalen; KS: — History, Magic, Medical, and Basic Ethran. An awkward youth, he is tall and gangly with all the exuberance of adolescence. His robes never hang quite right, and he always looks sort of rumpled. He is always asking questions of anyone who will listen. Bayar is a good lad, but he can be very annoying at times.

VELMAX

STR 10	DEX 15	CON 11	BODY 9	INT 13
EGO 11	PRE 13	COM 16	PD 4	ED 3
SPD 3	REC 4	END 24	STUN 23	Cost 39

An ex-thief, this clever little man has been convinced that the Kalen's goals are more important than his personal finances. Dark-haired and handsome, he is still a bit of a rogue. Not exactly the best of students, he has taken the test three times without passing but remains hopeful. He only has familiarity with Magic, but he picked up Stealth, Streetwise, w/ Swords, w/ Throwing knives, Trading and +1 w/ Swords on the streets before he joined the brotherhood. He is charismatic and personable, but unfortunately, many shun him because of his past.

JOURNEYMEN

One week after he passes the Test, an Apprentice becomes a Journeyman in a ceremony held in a special chamber in the Sanctum. This room is rather large, with a platform at one end and a tree growing at its center. Those who will be initiated stand before the Apprentices with whom they studied and the resident Adepts who are able to attend. A Master oversees the proceedings. He leads those in attendance in the oath of service, then he calls the Journeyman forward, one at a time. It is customary for the Master to give each some advice specifically crafted to help that individual on his search for knowledge. When this is done, the master cuts a branch from the Great Tree with a ceremonial blade and presents it to the Apprentice, signalling his advancement to the status of Journeyman. This branch will be carved by the journeyman into a staff which suits his personality and symbolizes his knowledge and skill.

Once the journeyman has been initiated, he packs his things and leaves the Conclave. He has learned enough to go out into the land where he will discover how the principles he has studied apply to the real world. Depending on the individual and the current needs of the Kalen, a new journeyman may receive any of a number of assignments, or none at all. Most journeymen simply wander, learning as much as they can about the societies they may have only read about, using the skills they have learned to help those they encounter. Some are assigned to schools that the Kalen maintain. Others work with famine relief teams or investigative parties who search out various ancient tomes and artifacts that may help expand their understanding of the many principles of magic. No matter what it is he does during this time, the journeymen will acquire knowledge he could not in the confines of an enclosed environment like the Conclave.

The journeyman follows his chosen pursuit or pursuits until he believes he is ready to receive a more permanent assignment. This can be as little as a year or as much as a lifetime, but less than a year or more than five is uncommon. There are no guidelines as such. Each person must decide when he is ready. There is no ceremony, no test, merely the realization and acceptance of one's skills and responsibilities. Some choose to remain journeymen indefinitely, wandering throughout the land as free agents until they are ready to retire to a more stable lifestyle.

JOURNEYMAN PACKAGE

From Apprentice Add:

2	+1 to Magic Roll
1	FAM w/ Oratory 8-
3	Scholar
5	Spell Research
3	+1 w/ Quarterstaff
1	Familiarity with one skill from list

Complete Package

2	KS: The Kalen 12-
1	KS: History 11-
1	KS: Legendaria 11-
1	KS: Magic Theory 11-
1	KS: Mathematics 11-
1	KS: Runes and Glyphs 11-
2	LANG — Fluent Ethran
1	LANG — Literate with Common
1	LANG — Literate with Ethran
7	Magic Skill at +1
5	Medical
1	FAM w/ Oratory 8-
3	Scholar
5	Spell Research
1	FAM w/ Quarterstaff
3	+1 w/ Quarterstaff
1	Familiarity with one skill from list

Disadvantages

3	Characteristic Minimums — 18 Int, 11 Ego, 13 Pre
6	Package Bonus
2	Follower — few restrictions, some danger, minor consequences
5	Restricted Magic — minor restrictions on spell types
3	Hunted — Various, small group
1	Watched — Kalen Masters, small group

TYPICAL JOURNEYMAN

STR 10	DEX 13	CON 11	BODY 10	INT 18
EGO 11	PRE 13	COM 12	PD 4	ED 3
SPD 2	REC 5	END 26	STUN 25	Cost 35

Skills (35) — Journeyman Skills

Spells (15) — Spells.

Disadvantages (20) — Journeyman Disads (20)

Base (50) — Talented Normal Bonus

Experience (15)

SAMPLE JOURNEYMEN

THAXOR

STR 10	DEX 11	CON 12	BODY 11	INT 20
EGO 13	PRE 15	COM 14	PD 3	ED 3
SPD 2	REC 4	END 24	STUN 24	Cost 35

This robust middle-aged gentleman has been a Journeyman for almost twenty years. He has chosen to work as a travelling healer, voyaging wherever his skills are needed. Open and friendly, he is loved by all and welcome wherever he goes. His Medical roll is

14-, and he has picked up KS: Healing Herbs at 13- and PS: Herbalogist at 12-.

Thaxor's spells are all fairly powerful healing magics, and he carries several healing potions at all times for use in a pinch.

ILANDRA

STR 13	DEX 14	CON 12	BODY 10	INT 18
EGO 11	PRE 13	COM 20	PD 6	ED 4
SPD 3	REC 4	END 26	STUN 26	Cost 49

A stunning elven girl, this mage is also an accomplished warrior. She has waist-length copper-crimson hair, deeply tanned, almost bronzed skin, and emerald eyes. She recently passed the test after studying with the Kalen Masters for two years. Before that, she was the guardian of a sacred grove, a worthwhile pursuit but one that held little interest for her. She usually wears a chainmail cuirass of polished brass over her robes and a gilded shortsword at her side. In addition to the Journeyman Package, she has Riding, Fam. w/ Common Melee Weapons, and 2 Melee Combat Levels. Her spells are unusually combat-oriented for one of the brotherhood, but she employs them only battle against evil sorcery.

THE ADEPT

When a journeyman returns from his wandering, he comes before the Masters, who will conduct an extensive interview to ascertain what the subject has learned and to what post he is best suited. This will take several hours of questioning at which at least one Soul's Eye is present. When the Masters are done, they provide the journeyman with temporary quarters and hold a conference to decide his fate. These meetings usually go on into the long hours of the night. The Masters carefully review the character's history and personality, and eventually coming to a unanimous decision on the job to which he will be assigned. They will listen to any special requests the individual may have, but the decision of the council is final.

The next day at dawn, the journeyman comes before the assembled Adepts and Masters in a meeting hall in the Sanctum. What follows is the ritual of investiture, a complex ceremony during which the subject rededicates himself to the Order with the oath of service. Each of the Masters will greet the new Adept, and in turn, each will tell him what he feels is his greatest strength and greatest weakness. This is intended to give the Adept new insight into his capabilities and serves as a warning of possible pitfalls he may encounter. When this is done, he is given his assignment before all who are assembled, and everyone breaks bread together. This is the character's first opportunity to speak with the other Adepts and Masters as an equal and provides an opportunity to meet the men and women with whom he will be working from this day forward.

Adepts are assigned to a wide variety of tasks. Some are reassigned periodically but most will spend many years at a single position. Many choose to stay at their first post indefinitely, reasoning that the longer they keep at one job, the better their performance will become. The range of positions varies as the Kalen's plans involve many different occupational specialties. The most common are teaching at the Conclave, teaching at another of the Kalen-sponsored schools, serving as town or village healer or as the advisor to a powerful merchant or minor nobleman. A few have no permanent assignment. These go wherever the Masters need someone they can trust. Whatever their assignments, the Adepts compose the core of the Kalen and include some of the wisest and most powerful individuals in the land, commanding great respect from any who know of their order.

ADEPT PACKAGE

From Journeyman Add:

- 1 FAM w/ Deduction 8-
- 1 LANG — Ethran to Completely Fluent
- 1 KS: Legendaria to 12-
- 1 KS: Magic Theory to 12-
- 1 KS: The Kalen to 13-
- 2 Full Oratory
- 6 Skill Levels +2 w/ Magic & Spell Research
- 2 Two additional Familiarities from list

Complete Package

- 1 FAM w/ Deduction 8-
- 3 KS: The Kalen 13-
- 1 KS: History 11-
- 2 KS: Legendaria 12-
- 2 KS: Magic Theory 12-
- 1 KS: Mathematics 11-
- 1 KS: Runes and Glyphs 11-
- 3 LANG — Completely Fluent Ethran
- 1 LANG — Literate with Common
- 1 LANG — Literate with Ethran
- 7 Magic Skill at +1
- 5 Medical
- 3 Oratory
- 3 Scholar
- 6 Skill Levels +2 w/ Magic & Spell Research
- 5 Spell Research
- 1 FAM w/ Quarterstaff
- 3 +1 w/ Quarterstaff
- 3 Familiarity with three skills from list

Disadvantages

- 5 Characteristic Minimums — 23 Int, 13 Ego, 15 Pre
- 9 Package Bonus
- 2 Follower — few restrictions, some danger, minor consequences
- 3 Age — 40+
- 1 Watched — Kalen Masters

TYPICAL ADEPT

STR 10	DEX 13	CON 11	BODY 10	INT 23
EGO 12	PRE 15	COM 12	PD 4	ED 3
SPD 3	REC 5	END 24	STUN 24	Cost 50

Skills (50) — Adept Skills

Spells (30) — Spells.

Disadvantages (20) — Adept Disads (20)

Base (75) — Hero Bonus (75)

Experience (35)

SAMPLE ADEPT

KHOROK

STR 18	DEX 11	CON 17	BODY 11	INT 23
EGO 18	PRE 20	COM 10	PD 6	ED 4
SPD 3	REC 8	END 36	STUN 32	Cost 82

One of the few dwarven magicians, this accomplished enchanter has been with the Kalen for decades. In addition to the dwarven and Adept packages, he has KS: Metals and Alloys at 14-, PS: Smith at 13-, and PS: Weaponsmith at 15-. He also has FAM w/ Swords and +1 Weapon level with Melee Combat. For the most part, his spells are chosen to help him with his chosen craft. Khorok serves as the Kalen blacksmith but has been known to accept commissions for magical weapons from time to time. He is very muscular, with reddish skin and a long black beard that he braids and throws over one shoulder to keep it out of the way. Known for his "moods," the dwarf mage is more than a little cranky, so if you want something from him, you had best ask him on a good day.

CELTHARA

STR 12	DEX 14	CON 13	BODY 11	INT 25
EGO 14	PRE 18	COM 14	PD 5	ED 4
SPD 3	REC 6	END 28	STUN 28	Cost 77

Unlike many of her peers, Celthara is not content to teach what she has learned. She is convinced there is a lot more to be learned and has devoted herself to to unearthing mysteries that have been lost for ages. It is this ambitious Adept who organizes many of the Kalen's expeditions. She has a KS: Legendaria roll of 16- and a Local Area Knowledge of 15-, as well as FAM. w/ Common Melee Weapons and two All-Combat levels. Her spells are a diverse assortment of enchantments that range from combat-oriented magics to long-range Transports and a variety of Detects. She is very tall with auburn hair, an athletic build, and intense eyes. She favors dark clothes, light armor and a silvered broadsword.

MASTERY

It is the Masters who run the Kalen. They see to the well-being of the Brotherhood and make the plans that are slowly changing the lives of everyone in the land. To be considered for Mastery is an honor, to be accepted is the dream of every Apprentice who ever joined. Any Adept who has served for at least ten years and has distinguished himself with faithful service will be brought before the Masters. He will be questioned to determine his readiness for Mastery. If they feel he is ready, he will be assigned a task as a kind of test. These tasks are normally long-term projects that are designed to be very challenging. Typical tasks involve quelling a war, seeing to the education of an entire barony, or the elimination of various mystical threats. When the task has been successfully performed, the candidate comes before the Masters again. If they are impressed with his performance, they will make him a Master in a beautiful ceremony with all of the Kalen in attendance. He is given the robes of his office by the Highmaster and swears allegiance to the Kalen and it's cause for as long as he shall live, the only long-term oath taken by the Brotherhood other than the vows of secrecy taken by all members. Once a man becomes a Master, he is a Master forever more.

MASTER PACKAGE

From Adept add:

- 4 Full Deduction
- 1 KS: The Kalen to 14-
- 9 Three additional Skill Levels w/ Magic & Spell Research
- 1 One additional familiarity from list

Complete Package

- 5 Deduction
- 4 KS: The Kalen 14-
- 1 KS: History 11-
- 2 KS: Legendaria 12-
- 2 KS: Magic Theory 12-
- 1 KS: Mathematics 11-
- 1 KS: Runes and Glyphs 11-
- 3 LANG — Completely Fluent Ethran
- 1 LANG — Literate with Common
- 1 LANG — Literate with Ethran
- 7 Magic Skill at +1
- 5 Medical
- 3 Oratory
- 3 Scholar
- 15 Skill Levels +5 w/ Magic & Spell Research
- 5 Spell Research
- 1 FAM w/ Quarterstaff
- 3 +1 w/ Quarterstaff
- 4 Familiarity with four skills from list

Disadvantages

- 6 Characteristic Minimums — 25 Int, 14 Ego, 18 Pre
- 10 Package Bonus
- 3 Age — 40+
- 1 Distinctive Looks — Academic, easily concealable

TYPICAL MASTER

STR 10	DEX 11	CON 10	BODY 9	INT 25
EGO 14	PRE 18	COM 12	PD 3	ED 2
SPD 3	REC 4	END 20	STUN 21	Cost 45

Skills (65) — Master Skills

Spells (50) — Spells.

Disadvantages (20) — Master Disads (20)

Base (75) — Hero Bonus

Experience (65) — Hero Bonus

SAMPLE MASTER

NEB KETTLEWELL

STR 10	DEX 14	CON 13	BODY 8	INT 25
EGO 18	PRE 18	COM 14	PD 4	ED 6
SPD 3	REC 6	END 28	STUN 22	Cost 76

The only halfling in The Kalen, Neb has certainly done his people proud. A great hero of his kind, he used a stormstone to destroy a necromancer, and in doing, transferred the power of the stone to himself, giving him limited control over the winds. He was taken under The Kalen's wing shortly after this incident and has remained ever since. He uses his abilities to bring clear skies to the Conclave year round, with just enough rain to keep the crops healthy. Neb is a cheerful little fellow who is a great comfort to his more serious peers. Not much of a politician, he only attends the Masters' meetings to make sure that his people are included in The Kalen's master plan.

QUARTH THE WHITE

STR 10	DEX 10	CON 10	BODY 10	INT 28
EGO 15	PRE 20	COM 12	PD 3	ED 4
SPD 3	REC 4	END 20	STUN 21	Cost: 61

Quarth is an aging hero who has recently received his Master's robes. He is a bit of an idealist, and believes that the Kalen should return to the public eye. It is his intention to use his new position to return the Kalen to its 'former glory'. The first step is to change public opinion about magicians, so he spends a lot of his time wandering the land performing good deeds but makes sure these acts are not connected with the Kalen. Not yet. He has an well-rounded set of spells and has several minor magic items that he uses on the road. Quarth is a handsome middle aged man with greying hair and green eyes who favors flowing robes and a white cape with a high collar that enhance the dramatic effect of his rather flashy enchantments.

LEAVING THE BROTHERHOOD

From time to time, there are those who find that life in the Kalen is not suited to them. Most simply discover that it was not what they expected when they joined. When this happens, they may choose to leave the brotherhood. In many cases, all this involves is informing the Masters of this decision and parting on good terms. There are hundreds of ex-brothers throughout the land, many of whom continue to work for the Kalen as contacts and informants from time to time. But sometimes, things are not so simple. Once in a great while, someone will fool the Masters in order to use the knowledge of the Kalen for his own purposes. These individuals will eventually leave to pursue their own goals. When someone 'goes rogue' in this manner, he is assigned several Adepts who will keep an eye on him until they are sure that he poses no threat to the organization. If he does, they report to the Masters, who will place a Baneblade with the traitor's name on it in a stone in one of the main chambers of the Sanctum. He who draws the blade from the stone must swear to dedicate himself to the destruction of the traitor. It is usually an Adept who takes up the sword, but a Master may choose to involve himself if the threat is serious enough.

CHARACTERS OF NOTE

The material that follows outlines four powerful non-player characters to use as examples when creating your own Kalen members and when you need a NPC for a scenario and have no time to prepare.

AGREMON — ANCIENT LOREMASTER

STR 5	DEX 8	CON 5	BODY 7	INT 30
EGO 18	PRE 18	COM 10	PD 1	ED 1
SPD 2	REC 2	END 10	STUN 13	Cost 19

Skills (81) — Conversation 13-, Courtier 13-, Deduction 15-, KS: The Kalen 15-, KS: Astrology 13-, KS: Astronomy 13-, KS: History 13-, KS: Legendaria 13-, KS: Magical Artifacts 14-, KS: Magic Theory 14-, KS: Mathematics 12-, KS: Runes and Glyphs 14-, LANG — Completely Fluent Ethran, LANG — Literate with Common, LANG — Literate with Ethran, PS Calligrapher 12-, PS Bookbinder 12-, Magic 23-, Medical 17-, Oratory 13-, Scholar, Skill Levels +6 w/ Magic & Spell Research, Spell Research (21-), FAM w/ Quarterstaff, +1 w/ Quarterstaff

Spells (75) — 75 pts. Spells.

Disadvantages (41) — Characteristic Minimums — 25 Int, 14 Ego, 18 Pre (6); Package Bonus (10); -2" Running (4); Age — 60+ (5); Distinctive Looks — wizened old man, not concealable (5); Phys. Lim — frail and infirm, frequently greatly limiting (8); Reputation — Wise Man, frequently recognized (3)

Base (75) — Hero Bonus

Experience (59)

Background: Agremon is the eldest of the Masters of the Conclave. His life is shrouded in mystery, but it is rumored that he has lived more than a century. Some say he is older still, but such conjecture about a Master is discouraged. In any case, he is revered by all for his wisdom, and the knowledge at his disposal makes him one of the foremost teachers in the Conclave. Unfortunately, he has become quite weak with the passing of the years and keeps to the Great Hall for the most part. If he must be moved, it is in a sedan chair carried on the shoulders of Adepts who readily volunteer for such an honor. Even though Zolthir is Highmaster, he often asks Agremon's advice, making the old man the second most important wizard in The Kalen.

Personality: Agremon is as wise as he is old; this wisdom has taught him the folly of haste. So it is that he has a tendency to consider his words very, very carefully — some say too carefully. This can make conversing with him somewhat frustrating as his speech is very slow, with numerous pauses for reflection and effect. When coupled with the whispering rasp of his voice, he can be hard to understand, and he never repeats himself. He may seem vague at times, but he has not surrendered reason to age as of yet, and he has forgotten more than most men will ever know. He has a wide variety of spells he has learned over the years, most of which deal with information and identification. It is said that he can see the depths of a man's soul in his eyes. This is uncomfortably close to the truth.

Equipment: Secreted about Agremon's chambers are a variety of mystical devices which vary in power from automatic page-turners to deadly artifacts. Only a few see any use, and many are forgotten treasures too dangerous for any thief to steal. He carries his staff with him wherever he goes. It provides him with a +5 Strength and Constitution and a +10 Endurance and Stun by means of independent aid effects bought to 0 Endurance. This compensates for much of his weakness, but cannot heal the frailty that limit him in more serious ways. Agremon never wears armor and his staff is his only weapon. If engaged in melee combat, which is very unlikely, he will either Transport away or rely on his many enchantments.

Notes: Agremon spends most of his time indoors, either in his chambers or in the Sanctum, so he will only be encountered by members of the Conclave.



DALIRA — HUNTRESS AND JOURNEYMAN MAGE

STR 12	DEX 18	CON 12	BODY 11	INT 18
EGO 13	PRE 15	COM 18	PD 5	ED 4
SPD 3	REC 6	END 30	STUN 26	Cost 72

Skills (38) — Animal Training 11-, Fully Ambidextrous, Breakfall 13-, Climbing 11-, Hunting 13-, Magic 14-, Medical 14-, Riding 14-, Scholar, Spell Research 13-, Stealth 13-, Tracking 13-, Trading 12-, FAM w/ Oratory 8-, Perception + 1, P.S. Bowyer/Fletcher 12-, PS: Woodcarver 11-, KS: The Kalen 12-, KS: History 12-, KS: Legendaria 12-, KS: The Plains 12-, KS: Magic Theory 11-, KS: Mathematics 11-, KS: Runes and Glyphs 11-, LANG — Fluent Ethran, LANG — Basic Elven, LANG — Literate with Common, LANG — Literate with Ethran, FAM w/ Quarterstaff, FAM w/ Swords, FAM w/ Bows, + 1 All Combat, +2 w/ Bows, + 1 w/ Quarterstaff, Rapid Arrow Fire

Spells (20) — Spells.

Disadvantages (26) — Characteristic Minimums — 18 Int, 11 Ego, 13 Pre (3); Package Bonus (6); Follower — few restrictions, some danger, minor consequences (2); Restricted Magic — minor restrictions on spell types (5); Hunted — Various, small group (3); Psych. Lim — Claustrophobia, uncommon, strong reaction (6); Watched — Kalen Masters, small group (1).

Base (75) — Hero Bonus

Experience (29)

Background: Years on the open plains gave Dalira an excellent perspective on the ways of man. A hunter by trade and by nature, she saw nothing beyond the realms of the wild and her next meal until she encountered Sendrani, a wandering adept on one of his forays into the wild in search of healing herbs. She was touched by his kindness, and the two became close friends. Eventually, he told her of the Kalen, and she was tested by one of the Masters who discovered she had latent mystical abilities. She joined, for she had fallen in love with the handsome healer. Her love was not shared, however, for he could not come to terms with her wildness. Eventually she overcame her infatuation and turned her attention to her studies. When she was awarded her staff, she chose the life of a wanderer and often accompanies her friend on his travels.

Personality: Dalira is a vital woman with a fierce spirit that serves as an odd counterpoint to Sendrani's serenity. She is unusually liberated for the times, often speaking openly about such matters as violence and intercourse, behavior that does not endear her to the more genteel folk she encounters. Her life as a plainsman has given her an aversion to enclosed spaces which makes her far more comfortable camping in the wilds than sleeping in a bed in a warm inn. She has learned several spells to help her in her daily hunts and to help her protect pacifistic fools like her healer companion. Unlike Sendrani, she has no reservations about killing those who are trying to kill her and honestly enjoys the violence of a good hunt. Despite her many eccentricities, she has a good heart and do her masters proud.

Equipment: Dalira is uncomfortable in the robes of the Kalen. So whenever she can, she changes into the more familiar leather and furs. This garb is the equivalent of a full suit of leather armor (DEF 2). When outside the Conclave, she straps on a broadsword, a quiver of arrows, and a light longbow. She was given a very special pair of bracers by an old friend after she helped him defend the temple of an ancient nature god. Once per day, the bracers allow her to transform herself into any beast of the wood for up to one hour. This is accomplished by means of a Variable Result Shapechange with an Endurance Reserve and some specific limitations. If you require a more detailed description, you can write up the bracers as an Independent variation on the Metamorph spell contained herein.

Notes: Given her special relationship with Sendrani and her unusual outlook, Dalira would make an intriguing love interest for a Kalen character, or anyone who might come in contact with her, through the Kalen or otherwise. She is impressed by honesty and courage, not courtly manners and needless posturing. The only way to her heart is as a trusted companion. She could also be used as the initial contact with the Kalen, either with Sendrani or by herself.



ELARIN — CHILD INITIATE

STR 8	DEX 10	CON 10	BODY 8	INT 18
EGO 15	PRE 13	COM 14	PD 2	ED 2
SPD 2	REC 4	END 20	STUN 17	Cost 17

Skills (23) — Magic 14-; FAM w/ KS: Magic Theory 8-; LANG — Basic Ethran; LANG — Literate with Ethran; Luck 3d6

Spells (75) — Potential Spells

Disadvantages (38) — Characteristic Minimums — 13 Int, 11 Ego (1); Package Bonus (6); Follower — many restrictions, some danger, minor consequences (3); Restricted Magic — major restrictions on spell types (10); Distinctive Looks — child academic, concealable (3); Hunted — Dark Forces, small group, uses magic, full time (9); Watched — Kalen Masters, small group, fanatically (6)

Base (75) — Hero Bonus

Experience (2)

Background: On a stormy night, a journeyman came across a farmhouse whose barn had been struck by lightning. He dropped his possessions and ran to the house, hoping to wake whoever was inside before the fire could spread. Fortunately, the rain kept the flames at bay long enough for him to search the building. To his shock, the only person inside was an infant with a birthmark shaped like the symbol of the Kalen on his forehead. The journeyman could not find the child's parents, so he assumed that they were in the barn. When he went to the nearest village, no one seemed to know about the secluded farm or the child, so he took it back to the Conclave. Since then, the Masters have raised him, naming him Elarin, which means "foundling" in the language of magic. He learned how to speak Ethran before he could speak common and



knew how to read the elder tongue when he was six. At age eight, he was made an initiate and in a few short months, he has learned more than some learn in a year or more. The Masters are delighted, but they watch him carefully, wary of some kind of subtle deception. So far, their fears are unwarranted.

Personality: Elarin is a precocious lad with a serious expression that most adults find adorable. He insists on wearing robes and carrying a staff even though neither is suited to his physical size. The boy is very intelligent but lacks the experience and the training to realize his potential, whatever that might be. He is always accompanied by an adult, usually of Adept level or better and spends a great deal of time with Agremon and Zolthir. Most people find him amusing, but many view him with suspicion, which may be the most prudent approach considering the unusual circumstances of this particular apprentice's discovery.

Equipment: Besides his robes and staff, Elarin has few personal possessions of note save a puppy named Bulgi who follows him everywhere he goes.

Notes: I could explain who the kid really is, but I won't. There are lots of possibilities and all of them work equally well. He is a great dangling plot element that you can bring into play any time you want, in any way you want.

ZOLTHIR — KALEN HIGHMASTER

STR 14	DEX 12	CON 15	BODY 13	INT 28
EGO 20	PRE 13	COM 12	PD 6	ED 6
SPD 4	REC 8	END 40	STUN 32	Cost 134

Skills (151) — Artisan 16-; Conversation 16-; Courtier 15-; Deduction 16-; Magic 25-; Medical 16-; Oratory 16-; Riding 12-; Scholar; Spell Research 22-; KS: The Kalen 17-; KS: History 13-; KS: Legendaria 14-; KS: Magical Artifacts 13-; KS: Magic Theory 15-; KS: Mathematics 12-; KS: Runes and Glyphs 14-; KS: Styles of Magic 14-; LANG — Completely Fluent Ethran; LANG — Fluent Elven; LANG — Literate with Common; LANG — Literate with Ethran; PS: Engineer 13-; PS: Glassblower 11-; PS: Jeweler 13-; PS: Silversmith 12-; PS: Woodcarver 12-; Skill Levels +7 w/ Magic & Spell Research; FAM w/ Quarterstaff; FAM w/ Swords; +1 All Combat; +2 w/ Swords; +1 w/ Quarterstaff;

Spells (65) — Spells.

Disadvantages (43) — Characteristic Minimums — 25 Int, 14 Ego, 18 Pre (6); Package Bonus (10); Age — 40+ (3); Distinctive Looks — imposing presence, not concealable (5); Hunted — Forces of Darkness, medium group, uses magic, full time (11); Psych. Lim — Code of Honor, Common, moderate (5); Reputation — Powerful wizard, frequently recognized (3)

Base (75) — Hero Bonus

Experience (232)

Background: Zolthir is one of the most powerful magicians in existence, additionally, he is an accomplished bladesman and an experienced adventurer. He was born into a merchant family with a great deal of money and influence. He used those privileges to hire the best swordsmasters and teachers that gold could secure. He learned quickly and well — his sharp mind ever eager. When his father died, he sold his business to a rival for a massive sum and travelled the world. He became an adventurer, always seeking new challenges, new experiences. His heroic deeds are sung in every inn across the land. Eventually he retired and bought a small manor, returning to the life of a merchant-prince with the treasures he had accumulated during his career. That is how he came in contact with a Kalen Adept who recommended him for apprentice-

ARTIFACTS

This section outlines three of the Kalen's most important artifacts. They are not intended as treasure items but as resources that you can put at the disposal of your non player-characters.

AMULET OF THE HIGHMASTERS

Since the first Highmaster was elected, this amulet has served as a symbol of the his authority. It has become a tradition for each Highmaster to add a new enchantment the first time he receives the appointment. This has made the Amulet a powerful item indeed. Luckily, one of the first magics impressed upon it was a Transport effect that sends it back to the Sanctum if anyone but a Highmaster touches it. Rather than include complete statistics for every enchantment, what follows are some suggested effects. You can choose which ones you feel are appropriate and possibly add some of your own.

Persistent Adapt with Variable Result, bought to 0 End
 Persistent Endurance Aid, 20 points or more, bought to 0 End
 Analyze by touch, 8 dice or more
 Persistent Defense, 15 points or more, bought to 0 End
 Detect, Locate & Analyze Enemies with Area and Radius, bought to 0 End
 Persistent Mind Defense, 10 points or more, bought to 0 End
 Persistent Protection, +1 or more DCV vs. all, bought to 0 End

SOUL'S EYES

A long time ago, the Masters realized they would need a way to gauge the talents of potential members. To answer this need, they created the Soul's Eyes, devices that enable their wielders to peer into the very soul of the chosen subject. Originally, there were three Eyes, one for each of the Masters at that time. Later, two more were created, but one was lost when one of the Masters vanished rather mysteriously after a duel with a demon-lord. The remaining four have been used for centuries, and even though there are more than four Masters and the means of creating more is known to them, they have not done so, for the process is strenuous indeed.

Effect: DETECT (Souls)
Advantages: AREA, DetA, DetL, D/A x3, INV, RAD
Modifiers: Rendx2
Limitations: CON-cast, GEST-thru, IND, MAT-1 day/Magic-O-A-P-Dang-Fragile

A Soul's Eye is a globe about eight inches across, with a translucent, pearlescent surface beneath a cloud of swirling light. The device is almost weightless and very fragile. To use it, the caster holds the orb in both hands and concentrates on the light within. If he makes a Magic Roll at -5, he will be able to see the luminescence given off by the soul. A secondary roll will determine how much information the wielder receives. It is possible to learn a great many things by reading someone's soul, not the least of which is the target's magical potential.



ship. The rest is history. Over the years, he has become one of the greatest wizards of his time. He has been Highmaster for almost a decade and will probably retain the post for years to come.

Personality: He is a fair but stern man. He has a good heart and a serious mind, a potent combination. Even though he works for the good of all, he is not above deception to see that the Kalen's goals are met. Because of his position, he has set himself apart from the rest of the Brotherhood and has few friends besides Agremon. Zolthir is very intelligent, which is evident in every facet of his life, from his brilliant plans to his incisive wit.

Equipment: The Highmaster carries an enchanted staff that gives him a significant bonus to both offense and defense (+2 to +4 at your discretion). It also stores a massive electrical charge that can be discharged on contact, delivering a massive jolt to the unlucky victim (6-9 dice of Blast, Stun only, with an Endurance Reserve that has enough End for 5 or 10 uses). In combat, he will occasionally wear an enchanted suit of Plate and Chain that has a Defense of 8 and half normal weight. He owns a Bastard Sword with a +2 Accuracy that does 2 dice of damage with a Strength minimum of 9, but he only uses it in the most dire of circumstances as his spells are usually much better. Zolthir always wears the Amulet of the Highmaster, which is described in the Artifacts section. He owns several other minor devices, but he treats them as a kind of collection rather than an arsenal, though he may lend them to other, less powerful characters.

Notes: Zolthir is a very powerful character, which is as it should be, but be careful not to bring him into play unless his abilities are absolutely necessary, lest the Player-Characters feel superfluous. In peaceful encounters, he is a dramatic 'heavy' whose presence should carry a level of respect that borders on awe. Use this to your advantage. Characters like this provide a tool by which you can correct situations that have gone wrong. In many ways, he is the bottom line, so treat him that way.

THE TETRAHEDRON

Deep within the Sanctum is a secret room that contains a pedestal on which a pyramid-shaped object made of a crystalline substance sits, scintillating with a flashing array of blazing multi-colored light. This is the Tetrahedron, a device created by the Masters many years ago to serve as a safeguard against attack. It has the power to shift the entire Conclave into another dimension.

Effect: TRANSPORT

Advantages: AREA, D/A x5, NoMR, RAD, Extra Dimensional

Limitations: CON, END Res 1/day, +10 min, GEST, INC, IND, LIM-only vs. the Conclave (+1), LIM-Noise (+1/2), LIM-full power only (+1/2), MAT-1 day/Magic-O-A-S-Dang, SE-8D End Drain, Backfire-4D End Destruction

To operate the device, the caster places his hands on the sides of the pyramid and concentrates. He must recite an incantation which is known only to the Masters. When this is done, the power will begin to build up. This takes ten minutes during which the caster is at 0 DCV. At the end of this time, the spectral energy will pour out of it, causing the entire Conclave to glow and then fade out of existence along with everyone in it. Unfortunately, the Endurance Reserve takes a full month to recharge, so wherever the Conclave has gone, it will be there for a while.

ADVENTURES

The Kalen, being who they are, present many opportunities for adventure. Here are but a few. In time, you will come up with many more. These are just to get you going.

ARTIFACT — As previously discussed, one of the purposes of the Kalen is to search out the secrets of magic, and one of the best ways to do this is to examine artifacts, tomes and scrolls from ages past. From time to time, the Kalen will organize parties who seek out these materials. Occasionally, these parties will work with outsiders. An adventuring party would be just the kind of outsiders they are looking for. The adventure would involve their first contact with the Kalen adventurers.

ELSEWHEN — Agremon is much older than he looks. Thanks to his ring, he has lived decades longer than his normal lifespan (for the purposes of this scenario, it is an Independent Adapt vs. Aging). He can remember the Brotherhood of the Great Key and all they tried to accomplish. Ancient he may be, but this tenacious elder has little patience for the policies of the Kalen. He longs for the old

days when a wizard carried his staff with pride. He has decided to correct the mistake he feels the Kalen have made. Sneaking into the innermost chambers of the Sanctum, he gains access to the Tetrahedron. Using the incantation entrusted to him as one of the Masters, he activates the device and commands it to move the Conclave back in time, to the days of Arax Velmor, before the fall of the Society. Upon arrival, the old man ceases to exist for his younger self is currently one of Velmor's brightest pupils, and the laws of magic forbid the overlapping of a man's lifestream. Unfortunately, Agremon was unaware of this problem, so the Conclave is left stranded in the past for a full month with no clue as to where they are or why they have come. The party will have to be very close to the Conclave itself, so that they are caught up in the spell when the Tetrahedron is activated. They could be travelers who happen upon The Kalen by accident, an envoy from a local lord staying at the Guest House or a party coming to the Conclave with a potential Initiate.

ELSEWHERE — Since the Tetrahedron was constructed, one of the Master's greatest fears was that it could be used as a weapon against the Conclave. Their nightmare has become a reality. One of the enemies of The Kalen, a powerful sorcerer, has managed to capture and enslave one of the Masters with a mighty spell to bind his will. Under the effects of the enchantment, he told the sorcerer about the Tetrahedron. Seeing a way to rid himself of the meddlesome brotherhood, he directs the Master to enter the chamber containing the artifact and pronounce the incantation required to activate it. He sends the Conclave somewhere. Somewhere unpleasant. It takes a month for the artifact to recharge, and when and if they return, the evil wizard has wreaked untold damage. (Definitely not a scenario for the faint of heart.)

INSIDER — Public opinion has always been against magic users, and their more eloquent opponents can come up with some pretty convincing arguments to support their prejudice. What if one of these individuals suspected that the Conclave was more than it pretends to be? What if he convinced a player character that the Kalen were really a sinister brotherhood with its claws at all levels of society with dreams of world conquest? What if he asked that character to join the Kalen to learn its secrets? What if? Hmm...

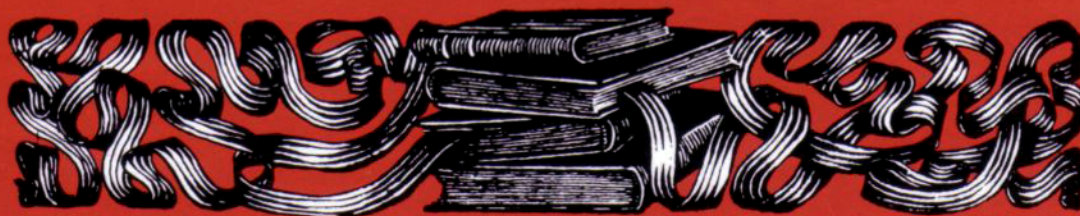
RESCUE — A Kalen Journeyman has found a potential Initiate (possibly a player-character) and has sent for a Master. Tragedy strikes, and the Master is captured by an evil mage, powerful monster or a lord opposed to the Kalen. The Journeyman hires a party of adventurers (our heroes) to rescue the Master. He will go for help, but he is afraid it will come to late. If they succeed, the Kalen will be in their debt.

THE SPELLS

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